These guidelines are for the use of **Renderotica/CGBytes Staff** and **Product Testers**. This is to be considered a confidential document and the property of 3Diotic Studios. Your responses will ONLY be read by the staff. If they are viewed by anyone else, all information that would identify you in any way will be deleted.

Do NOT distribute this document in any form to any other party.

\*\*\*\*ALL APPLICABLE BLANKS MUST BE FILLED IN\*\*\*\*

Type an X in the [ ] for yes or no. Type in the grey areas for other answers.

**PASS [ ] FAIL [ ]**

Overall impression of product:

# I. PREPARATION (must be filled in for all products)

Read the README file and become familiar with any extraction and/or specific product characteristics PRIOR to starting renders.

1a) Did you read the enclosed README file?

Yes [ ] No [ ]

1b) Has the vendor included any specific extraction information?

Yes [ ] No [ ]

1c) Has the vendor included any specific product use information?

Yes [ ] No [ ]

1d) After testing, are there any issues that need to be clarified in the readme that aren't?

Yes [ ] No [ ]

If "yes," describe:

# II. COMPATIBILITY (must be filled in for all products)

2a) Is this product stated by the vendor to be compatible with DAZ Studio?

Yes [ ] No [ ] Not Stated [ ]

If yes, what version is supported?

[ ] Daz Studio 3+

[ ] Daz Studio 4.5+

[ ] Daz Studio 4.6+

[ ] Daz Studio 4.7+

[ ] Daz Studio 4.9+

[ ] Daz Studio 4.10+

[ ] No version is stated

2b) Is this product stated by the vendor to be compatible with Poser?

Yes [ ] No [ ] Not Stated [ ]

If yes, what version is supported?

[ ] Poser 6+

[ ] Poser 7+

[ ] Poser 8+

[ ] Poser 9+

[ ] Poser 10

[ ] Poser 2014

2c) Is this product stated by the vendor to be compatible with PC's?

Yes [ ] No [ ] Not Stated [ ]

2d) Is this product stated by the vendor to be compatible with Apple Macintosh?

Yes [ ] No [ ] Not Stated [ ]

2e) Were there any warning screens when you opened any of the files?

Yes [ ] No [ ]   
If yes, what was the warning?

# III. TESTING RESULTS (must be filled in for all products)

**\*\*\*IMPORTANT\*\*\*\*** If you find errors with the product, note them as required and CONTINUE WITH TESTING as described below.

3a) Does the product extract as it should?

Yes [ ] No [ ]

If "no," describe: this has to do with the original issue of the textures being on the outside of the runtime folder

3b) Are there any version issues (i.e. the README says the product is for Poser 6, but the files are for Poser 7.2)?

Yes [ ] No [ ]

If "yes," describe:

3c) Are there any problems with the way library entries appear?

Yes [ ] No [ ]

If "yes," describe:

3d) Are there any problems with the way the product loads into the document window, such as asking for textures, bum maps, geometry files and/or scaling?

Yes [ ] No [ ]

If "yes," describe:

3e) Render each item with antialiasing ON from at least four views while examining the product as thoroughly as possible. **Do NOT make judgments or suggestions based on unrendered items.** Are there any problems such as incorrect texturing and/or mapping and/or visible seams? Are there "black faces," missing polygons, artifacts, or anything you feel should not appear in the render or appear incorrectly? Be thorough, detailed, and specific.

Yes [ ] No [ ]

If "yes," describe in detail, and attach at least one render (**not a screen capture**) which illustrates each problem you have found.

3f) Did you render from any unusual angles or any angles that would not normally be used?

Yes [ ] No [ ]

If "yes," describe and attach renders.

3g) What is your subjective impression of the quality of this product?

These replies will be absolutely confidential.

[ ] Excellent

[ ] Very good

[ ] Good

[ ] Fair or poor: This is what I expect from a freebie

[ ] It sucks and is not worth having in the store

Is this product something you might use?

[ ] Yes

[ ] Maybe

[ ] No

3h) What, if any, suggestions do you have for improving this product?

**V. POSES TESTING (must be filled in for poses)**

4a) Did you test the poses using a default figure for which the poses were intended?

Yes [ ] No [ ]

4b) Did you test the poses with both IK on and IK off? (Note: This does not apply if the vendor's read me specifically states to use the poses with IK off).

Yes [ ] No [ ]

4c) Do fingers, forearms or hands sink into body parts?

Yes [ ] No [ ]

4d) Do the fingers or hands look broken or disjointed?

Yes [ ] No [ ]

4e) Did you check joint parameters and the "look" of various elements? (i.e. Do the limbs look twisted or dislocated when it's not intentional? Is there excessive twist applied?)

Yes [ ] No [ ]

4f) Are there side-to-side parameters applied to legs and forearms? (Note: a very tiny side-to-side parameter of one or two degrees is *generally* acceptable).

Yes [ ] No [ ]

4g) Do the poses have morphs embedded in them? This also includes face poses. (Note: This should be tested with at least one custom morphed character)

Yes [ ] No [ ]

4h) Did you examine the pz2 files in a TEXT editor for expressions?

Yes [ ] No [ ]

# V. CHARACTER/MORPH TESTING (must be filled in for characters or morph sets)

5a) If there were poses included specifically designed to change morphs on a character set, were they named as such or properly noted in the documents?

Yes [ ] No [ ]

5b) If there were morphs included, do the morphs look smooth? (i.e. no mesh breaks or odd lumps)

Yes [ ] No [ ]

5c) If the morphs cross groups, is the transition between groups smooth?

Yes [ ] No [ ]

5d) If there were face morphs included, do they work with standard expressions?

Yes [ ] No [ ]

5f) If there were face morphs included, do they generate geometry not found errors in the character? (If yes, this is an auto fail, but everything else should still be checked)

Yes [ ] No [ ]

5g) If there were expression files included, do they disturb a custom character face pose?

Yes [ ] No [ ]

5h) If there were morphs included for fitting a body into clothing, do they disturb other aspects of custom character morphs on the body or face?

Yes [ ] No [ ]

5i) Did you check to make sure INJ/REM files were indeed injecting and removing DELTAS, and not just MOR files?

Yes [ ] No [ ]

# VI. PROPS AND ADD-ON ITEMS (must be filled in for props & add-ons)

6a) If it is a parented prop, is it parented properly for whatever figure it's designed for?

Yes [ ] No [ ]

6b) Were instructions included for adjusting the parented prop for other figures it was not designed for? (this is simply a nifty bonus, *not* a requisite for passing an item)

Yes [ ] No [ ]

6c) Does the prop rotate logically for positioning? (i.e. a sword should rotate from a center point in the handle, a door on its hinges)

Yes [ ] No [ ]

6d) When applying lights and/or camera sets, do they actually look like the rsr/thumbnail or preview images in the zip file and do they actually work?

Yes [ ] No [ ]

6e) Is the geometry embedded?

Yes [ ] No [ ]

# VII. CONFORMING ITEMS (must be filled in for conforming clothing, hair, shoes, etc.)

7a) Does the conforming item load? (This is an auto-fail if no)

Yes [ ] No [ ]

If no, list the error here:

7b) Do they conform properly? (i.e. No skin or body parts poking through on the figures they are designed for UNLESS noted in the read-me file in advance)

Yes [ ] No [ ]

7c) Do they bend and conform properly through all standard poses? (Note: The only breakage should be on extreme poses and these WILL be tested - notes in the documentation on fixes for common problems/adjustments are a definite plus for the vendor).

Yes [ ] No [ ]

7d) If the conforming clothing item requires a custom character morph to fit to the character, is it properly notated in the read-me/documentation of the item?

Yes [ ] No [ ]

7e) If the conforming clothing supports specific body shapes in Daz Studio, does the clothing follow the body shapes without warping or breaking?

Yes [ ] No [ ]

# VIII. Daz Studio Scripts

8a) Does the script execute?

Yes [ ] No [ ]

8b) Were there any errors on execution?

Yes [ ] No [ ]

If yes, what was the error?

8c) Did the script execute as described in the readme?

Yes [ ] No [ ]

If no, explain your findings:

# IX. TESTER INFORMATION (must be filled in for all products)

9a) Your name:

9b) What version(s) of Daz Studio have you used to test this product?

9c) Are you using a Mac or PC to test? Mac [ ] PC [ ] Both [ ]

9d) What size is your RAM?

9e) What is your OS? Win 10 [ ] Vista [ ] XP Home [ ] XP Pro [ ] Did not use PC [ ]

Mac OS 9.0 or higher [ ] Mac OSX [ ] Did not use Mac [ ]

9f) What size is your Runtime folder?

9g) What date did you receive this product for testing?

9h) What date did you test this product?

9i) What date did you submit this report?