

DigiKlay

DigiKlay Documentation - Version 1.0

Table of Contents

1. Introduction
2. System Requirements
3. Installation
4. User Interface Overview
 - Main Menu
 - Tools
 - Brush Control Panel
 - Information Tab
5. Key Features
 - Selecting and Using Brushes
 - Adjusting Radius and Strength
 - Tessellation and Subdivision
 - Exporting Models
6. Practical Usage
 - Creating Your First Project
 - Saving and Loading Projects
 - Sculpting Tips
7. Troubleshooting
8. Final Notes and Support

Introduction

Welcome to the documentation for **DigiKlay**, an innovative digital sculpting software designed to cater to artists of all skill levels. Whether you're a beginner taking your first steps into 3D modeling or an experienced professional seeking a streamlined tool for creative expression, DigiKlay offers a user-friendly and powerful platform tailored to your needs.

DigiKlay stands out for its intuitive interface and robust functionality, making complex sculpting tasks simple and accessible. The software supports both import and export of files in the widely-used `.obj` format, ensuring compatibility with other 3D applications. Additionally, DigiKlay features its proprietary `.dkm` file format, allowing you to save and reload projects with ease, preserving all details and adjustments for seamless editing.

With DigiKlay, unleash your creativity and bring your digital sculptures to life!

System Requirements

To ensure a smooth experience with DigiKlay, please make sure your system meets the following requirements:

Minimum Requirements:

- **Operating System:** Windows 10 (64-bit)
- **Processor:** Dual-core CPU, 2.0 GHz or faster
- **Memory:** 4 GB RAM
- **Graphics:** DirectX 11 compatible GPU with 1 GB VRAM
- **Storage:** 500 MB of available space
- **Additional Software:** Microsoft .NET Framework 4.7.2 or later

Recommended Requirements:

- **Operating System:** Windows 11 (64-bit)
- **Processor:** Quad-core CPU, 3.0 GHz or faster
- **Memory:** 8 GB RAM or more
- **Graphics:** Dedicated GPU with 2 GB VRAM or more (e.g., NVIDIA GTX 1050 or higher)
- **Storage:** 1 GB of available space
- **Additional Software:** Microsoft Visual C++ Redistributable Packages (2015-2022)

Installation

Installing DigiKlay is quick and easy! Follow these steps:

1. **Download DigiKlay**

Visit the official DigiKlay page on Gumroad. After purchasing the software, download the file `DigiKlay.exe`.

2. **Run DigiKlay**

Locate the downloaded file and double-click `DigiKlay.exe` to launch the software.

3. **First-Time Setup**

On the first launch, DigiKlay may perform a quick initialization process to ensure optimal performance. Ensure your system is connected to the internet during this step to activate your license.

4. **Optional: Create a Shortcut**

For easier access, you can right-click on `DigiKlay.exe`, select "Create Shortcut," and move the shortcut to your desktop or Start Menu.

Key Features

DigiKlay offers a range of powerful features to make digital sculpting intuitive and efficient. Below is an overview of the key functionalities:

Working Modes

DigiKlay operates in two main modes:

1. Object Mode:

- This is the default mode when the software is launched. A sphere is placed at the center of the scene.
- In this mode, you can perform transformations such as position, rotation, and scaling of selected objects.
- To finalize transformations, use the **Apply Transforms** button in the left panel. This is essential to prevent errors when applying remeshing or other functions.
- Additional actions include deleting, duplicating, and combining selected objects.

2. Sculpting Mode:

- This mode is used for shaping and detailing objects.
 - Access a variety of brushes in the left panel, including:
 - Move
 - Smooth
 - Inflate/Deflate
 - Flatten
 - Pinch
 - Crease
 - Clay
 - Polish
 - Tessellate
 - Adjust brush size and intensity using the sliders in the left panel.
-

Interface Overview

1. Toolbar (Top):

- Switch between **Object Mode** and **Sculpting Mode**.
- Add new spheres to the scene.
- Toggle features such as:
 - **Perspective View**
 - **Mirroring**
 - **Wireframe View**
- Access key functions:
 - **Remesh**
 - **Relax**
 - **Voxelize**

2. Left Panel:

- In **Object Mode**:
 - Perform transformations (Position, Rotation, Scale).
 - Apply transforms to finalize changes.
 - Delete, duplicate, or combine objects.
- In **Sculpting Mode**:
 - Select brushes and adjust their radius and intensity.

3. Right Panel:

- Displays object properties, including:
 - Name
 - Polygon and vertex count
 - Position, rotation, and scale
 - Material
- Change the material of the selected object using the dropdown menu.

DigiKlay's streamlined interface ensures that both beginners and experienced users can navigate and utilize these features with ease, making sculpting a seamless and enjoyable experience.

6. Practical Usage

This section will guide you through creating and managing your first project in DigiKlay and provide practical tips for efficient sculpting workflows.

Creating Your First Project

1. Launch DigiKlay

Open DigiKlay to start a new project. By default, a sphere is placed at the center of the scene in **Object Mode**.

2. Modify the Base Object

- If you want to reposition or scale the sphere, use the **Object Mode** tools in the left panel to adjust its position, rotation, or scale.
- Once satisfied, click **Apply Transforms** to finalize these adjustments. This ensures other tools, such as remeshing, work without issues.

3. Rapid Prototyping Workflow

- Use the toolbar to add multiple spheres to the scene, each representing different parts of your desired shape (e.g., head, body, arms, and legs for a character).
- Position and scale each sphere to roughly match the proportions of the final design.
- Once the layout is complete, use the **Join Objects** tool in the left panel to merge all the spheres into a single object.
- Apply **Remesh** to unify the geometry and prepare it for detailed sculpting.

4. Switch to Sculpting Mode

- Click the **Sculpting Mode** button in the toolbar to begin sculpting.
- Select a brush from the left panel and adjust the **Radius** and **Intensity** sliders to suit your needs.

5. Start Sculpting

- Use brushes like **Move** to refine the shape, **Smooth** to blend seams between merged objects, and **Inflate/Deflate** to add or remove volume.
- Experiment with other brushes such as **Flatten**, **Pinch**, and **Clay** to explore different effects.

6. Refine Details

- Use **Remesh**, **Relax**, or **Voxelize** from the toolbar as needed to maintain smooth geometry or add fine details.
-

Saving and Loading Projects

1. Saving Your Work

- Go to the top toolbar and click **Save**.
- Choose a location and save your project as a **.dkm** file, DigiKlay's proprietary format. This ensures all your progress and settings are preserved for future editing.

2. Loading a Saved Project

- To continue working on a saved project, click **Open** in the toolbar.
- Select a `.dkm` file to load it into the scene.

3. Exporting Models

- When your project is ready for use in other applications, click **Export** in the toolbar.
 - Save your file in `.obj` format for compatibility with other 3D software.
-

Sculpting Tips

- **Start Simple:** Begin with broad shapes and transitions using larger brushes before refining with smaller ones.
 - **Rapid Prototyping:** Use multiple spheres to block out the basic shape of your design. Combine them, remesh, and sculpt for efficient workflows.
 - **Adjust Brush Settings:** Experiment with the **Radius** and **Intensity** sliders to find the perfect balance for different sculpting tasks.
 - **Use Mirroring:** Enable the **Mirroring** feature from the toolbar to create symmetrical designs effortlessly.
 - **Regularly Remesh:** If the geometry becomes stretched or uneven, use the **Remesh** tool to redistribute polygons evenly.
 - **Save Frequently:** To avoid losing progress, save your project regularly, especially before applying major changes like remeshing or voxelization.
 - **Practice with Brushes:** Each brush has a unique effect. Spend some time experimenting to understand how each tool works.
-

By integrating these techniques and workflows, you can efficiently create and refine detailed 3D models in DigiKlay.

7. Troubleshooting

This section provides solutions to common issues you might encounter while using DigiKlay.

1. Mesh Issues During Tessellation

Cause: Tessellation may not behave as expected if applied to a complex or irregular surface.

Solution:

- Ensure that the mesh is uniformly scaled and transformed by using the **Apply Transforms** button in **Object Mode** before tessellating.
 - If artifacts persist, apply **Remesh** to create a more uniform geometry before tessellation.
-

2. Remesh or Other Tools Not Working

Cause: Transformations (position, rotation, or scale) have not been applied.

Solution:

- In **Object Mode**, use the **Apply Transforms** button in the left panel to finalize changes before using tools like **Remesh**, **Relax**, or **Voxelize**.
-

3. Brush Effects Not Visible

Cause: The brush radius or intensity is too low, or the camera is zoomed out too far.

Solution:

- Check the **Radius** and **Intensity** sliders in the left panel and increase their values.
 - Ensure the object is close enough to the camera for the brush effects to be visible.
-

4. High Polygon Count Slows Down Performance

Cause: The mesh has too many polygons, especially after extensive remeshing or voxelization.

Solution:

- Use the **Relax** function to simplify the mesh without losing details.
 - Avoid excessive tessellation, and consider reducing brush intensity for smoother performance.
-

5. Exported Models Appear Deformed in Other Applications

Cause: The transformations were not applied before exporting.

Solution:

- In **Object Mode**, use **Apply Transforms** before exporting the model.
 - Ensure the export settings match the requirements of the target application.
-

6. Mirroring Not Working as Expected

Cause: The object is not properly aligned with the symmetry axis.

Solution:

- In **Object Mode**, reset the position and alignment of the object.
 - Use **Remesh** to correct geometry before enabling **Mirroring**.
-

7. DigiKlay Won't Launch

Cause: Missing system requirements or corrupted file.

Solution:

- Verify that your system meets the minimum requirements.
 - Redownload the `DigiKlay.exe` file from Gumroad and try again.
-

8. Project File Won't Load

Cause: The `.dkm` file may be corrupted or incompatible with the current version of DigiKlay.

Solution:

- Ensure the file was saved using DigiKlay.
 - Check if the software version matches the version used to create the file.
-

Tips for Avoiding Issues

- **Save Often:** Save your project regularly to avoid losing progress due to unexpected issues.
- **Apply Transforms:** Always apply transformations in **Object Mode** before using other tools or exporting.
- **Keep Software Updated:** Check for updates to ensure you have the latest features and bug fixes.
- **Contact Support:** If you encounter persistent issues, contact DigiKlay support for assistance.

By following these troubleshooting steps, you can quickly resolve common problems and enjoy a smooth sculpting experience with DigiKlay.

8. Final Notes and Support

Thank you for choosing DigiKlay! We hope you enjoy using our software to bring your creative ideas to life.

If you have any questions, encounter issues, or want to provide feedback, we're here to help. You can reach out to us through the following channels:

1. **Gumroad**

Visit the DigiKlay page on Gumroad to access support, updates, and announcements.

2. **Official Website**

Explore additional resources, tutorials, and documentation at digiklay.com.

We are committed to ensuring you have a smooth and enjoyable experience with DigiKlay. Happy sculpting!