



Forum: Gallery Art

Topic: Newbie Type questions

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I found this forum in a roundabout way... but at least I found it. I like what I see but I have some questions before I post a couple of pieces.

1. In the 3D gallery, what constitutes "original characters"?
2. Do these have to be new morphs, textures, or does it include using props and morphs from the usual sources? Example, I have a piece or two using DAZ characters, props, etc. But the lighting, posing, outfitting etc is my concept. Acceptable?
3. Or do you put such as these in other areas (such as "SciFi" or "Fantasy")?
4. I still consider myself a hobbyist in the 3D area. But I approach my 'projects' as an assignment with a goal in mind (Ex, I have a fantasy type book and a 'future/sci fi' magazine cover)? Are such finished works acceptable in the galleries?
5. If I wanted a mod to look at the pieces and help direct to the appropriate gallery, what's the best way to get such sage advise?
6. I assume postwork in a 2D package is not considered manipulation that manip is reserved for heavy 'chopping' of a photo. Correct?

Thanks for the advise and insight

Regards,
Robert952