



Airlock 2260 by 3-D-C



Usage Guideline

Dear Customer,

We would like to thank you very much for your purchase of Airlock 2260 by 3-D-C. Whilst we are trying to produce top level products, it is never completely avoidable, that errors may occur. We are always very open for your issues, please email them to the Email Address noted in the read me file.

General

The Airlock 2260 by 3-D-C is a modular set of an Airlock Scene with multiple props and accessories, a combination of walls that fit together to a room entity. Parts can be used in singular or fit together. Wall props contain moveable parts through. This set comes with 12 Poses for M4 and V4, 19 light sets and 9 camera presets.

Please read this guidance first, before you submit support queries!

System Requirements: This product has been produced, tested and all samples had been rendered on a Poser Pro setup, Windows XP 4GB Ram Quad Processor Machine. With all props loaded, a render with Firefly shall need approx 1000MB of RAM (depending on which part you load). Textures are designed to be of high quality level to allow close up of the model. However, we do recommend to use the render settings described as some lower render settings may result in texture distortion.

DAZ Users: This product is designed for Poser. DAZ shall work though. We have tested this product on DAZ 2.3.

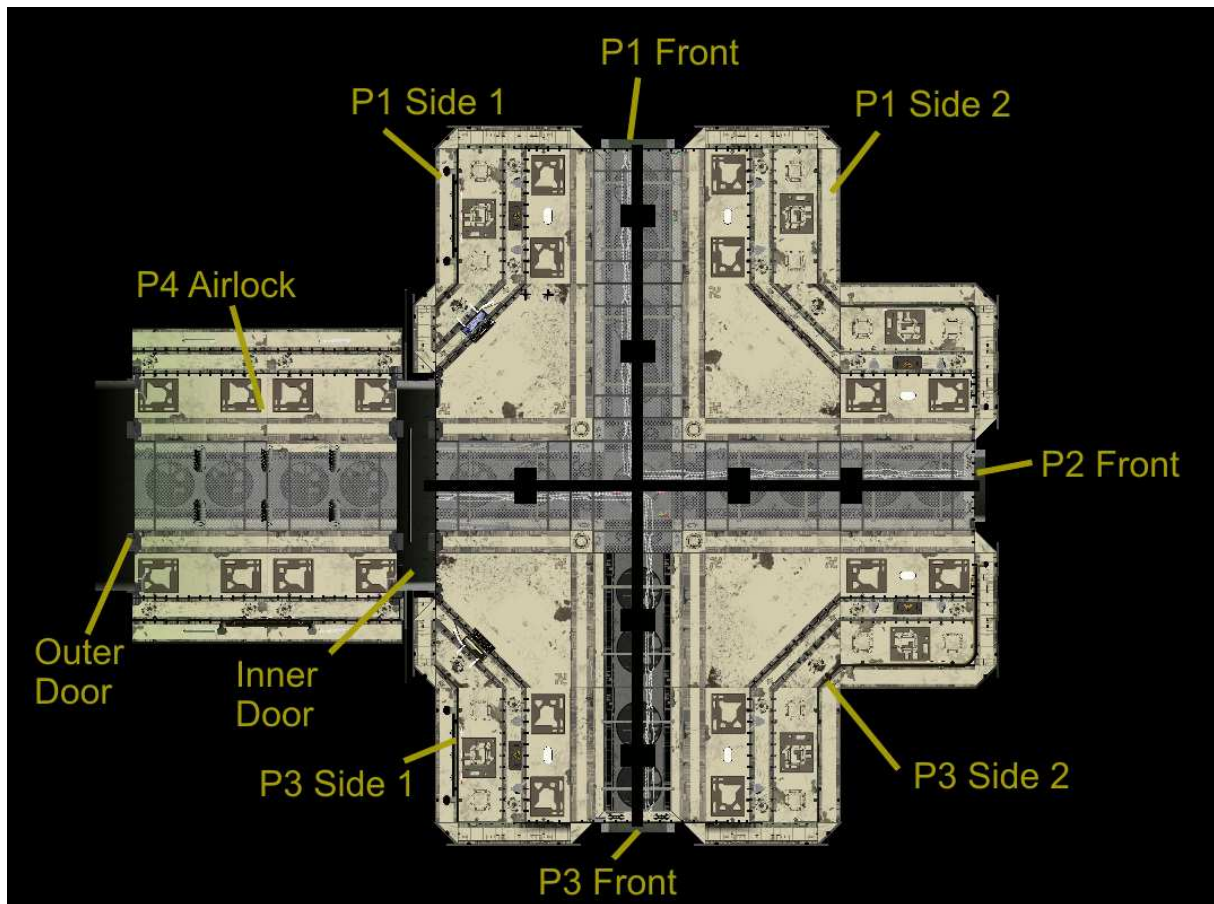


Installation

The product comes as a ZIP file, which extract the files to your Poser or DAZ runtime. You will find all figures or poses under “!3-D-C” subdirectories. Underneath that, there are subdirectories called “!3-D-C Airlock 2260”. All poses, props, materials, lights and cameras are located underneath the same directories in your runtime.

Loading the Room

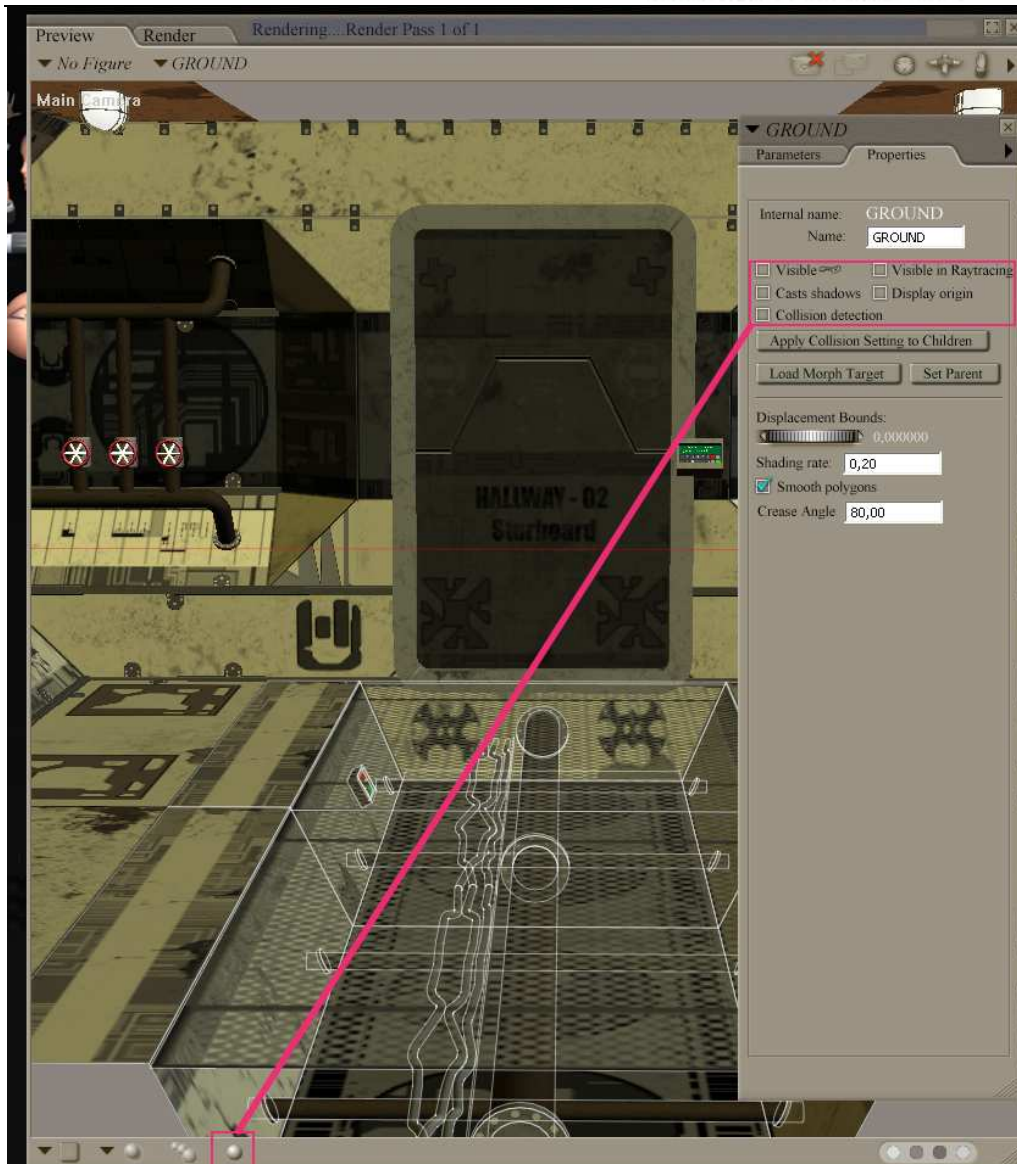
The Room is divided into four sections (P1 – P4). Section P1 on is on the upper left hand side and comes as P1 Side 1, Front and P1 Side 2, P2 is rotated 90° clockwise and contains only the front. P3 is then build on the same logic as P1: P3 Side 1 and P3 side 3. This view from the top shall give you an idea. The Floors load as #02 – Px Floor complete. The floors contain morphs so you can slide the gutters.



The Room Parts called FRONT have an injected morph to open the door. P4 is the inner Airlock.

The Ceilings are called #03 Px Ceilings.

Rem: The Sections are a little lower than Poser and Daz’s Ground. Please disable the default ground in poser by selecting the Ground and deselect “Visible” and “Cast Shadows”. For better alignments, we also recommend to turn off the cast shadow option in Poser. See below



Opening Doors through Morphs

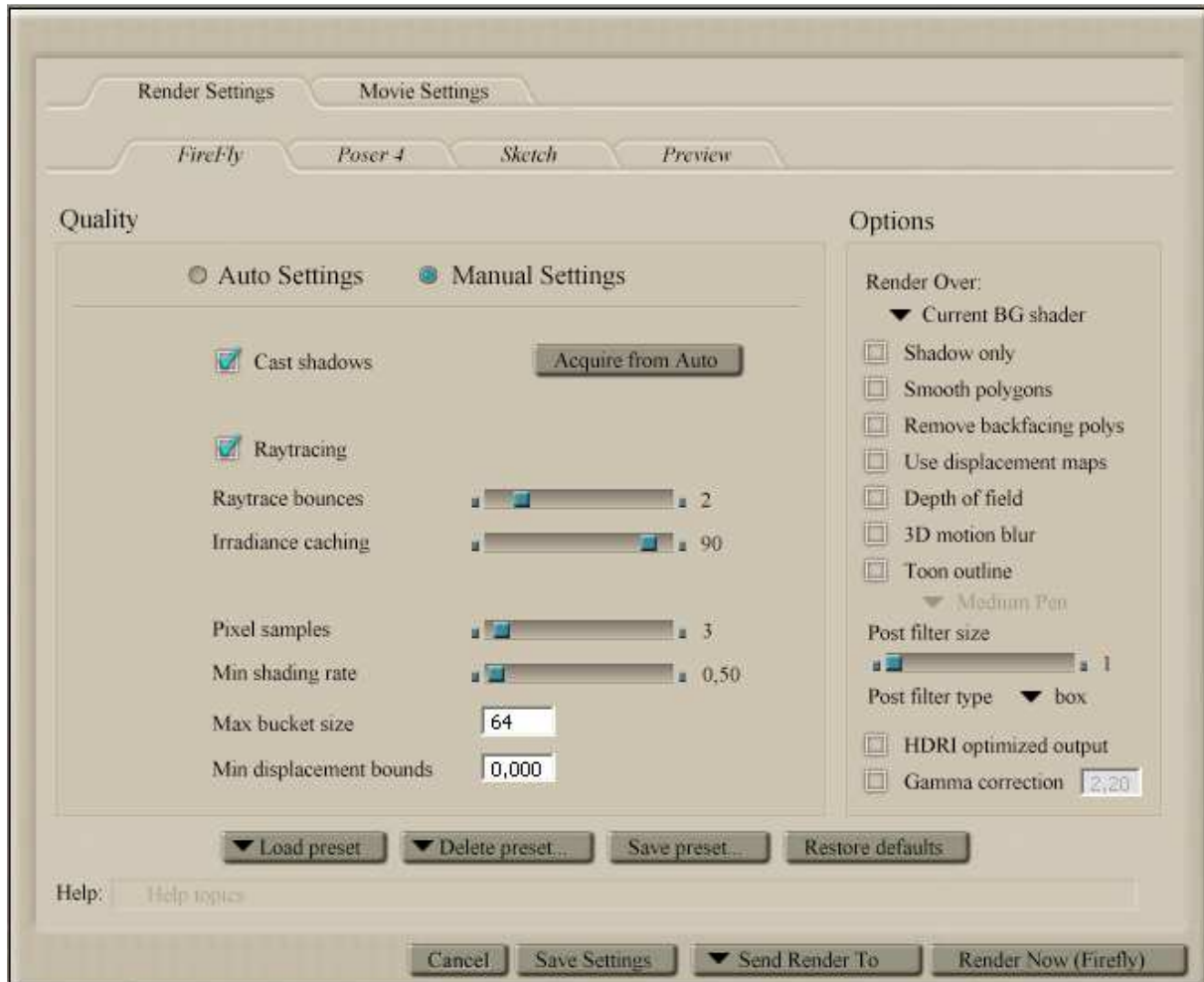


The small and large Doors can be opened through morphs injected. Select the Door you may want to alter, and use the Open 1 or Open 2 dials to change it.



Render Settings

The Room is a medium poly model. Textures had been made with care and shall work even with lower render settings. We made the best results within best render times with the settings below. Higher settings for Irradiance caching are suggested in case you use atmosphere.



Rem.: The Floor gutters are build upon transparent masks. This may cause longer rendering times. If you experience this to be a problem, reduce your ray trace bounces to "1".

The Materials

No additional Materials are supplied with this model.

However, we are developing more Textures for our models at the moment, they will shortly be available through our website.



The Lights

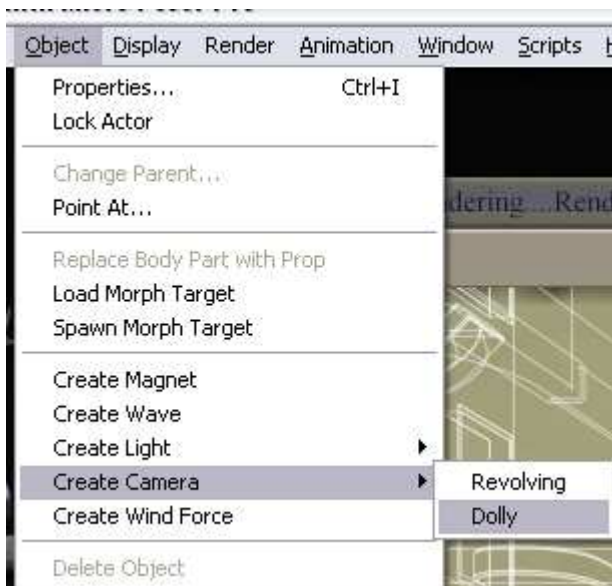
The light sets come as modular appliance as well. Load the lights you need in order. The first one just by a double click. If you want to use more than your first light we recommend to load the Ambient Lights first. To load another light set on top without deleting the previous use the stack loading tool. This will load the light set without deleting the prior one. Lights are located underneath the lights section of your runtime.



Poses

The poses are located underneath the poses section of your runtime. You receive 12 standard poses for the Room for M4 and V4. We strongly recommend to check our website for more free poses such as the standard M4/V4 poses which work very fine for it. All poses, apart from the console poses, load to Null for the body. We have done this to ensure flexibility. Simply load the pose and move the figure to the area in the room it shall go.

Cameras



In order to apply the camera sets, you do need to create a dolly cam first.

Go to Object – Create Camera – Dolly.

Select the Dolly Cam and apply a camera preset.

Add ons

Check our website www.3-d-c.de for more add ons to this product.

Support

3-D-C will support bought packages. Any stolen or un-allowed copied software is out of support. We retain the right to ask for a receipt of your purchase to proof the support inquiry. DAZ Studio is not fully supported.

If you encounter any technical difficulties with this product, please email info@3-d-c.de for help. We usually answer all questions within 24 hrs during day time CET.

3-D-C

3D Resources
for the community



Technical patches will be rolled out if the problems prove to be true. We don't apply to a patch cycle, however, do usually patch asap if necessary.



A final word about piracy ...

Piracy and unauthorized sharing of this product is not only against license and law, it damages the productivity of the creators and therefore may cause the artists to stop creating content. With illegal sharing you destroy a community of creative people, so please, don't share or breach license within your own interest. Artists working on content like this are usually individuals, no big companies.

Copyright notice

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More 3-D-C 2260 SciFi Sets Available: check out <http://www.3-d-c.de/products/2260.htm>