



## Command Control 2260 by 3-D-C



### Usage Guideline

Dear Customer,

We would like to thank you very much for your purchase of Command Control 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 Command Control 2260 by 3-D-C is a modular set of a Command Center 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 21 Poses for M4 and V4, 29 light sets and 5 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 900MB 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.



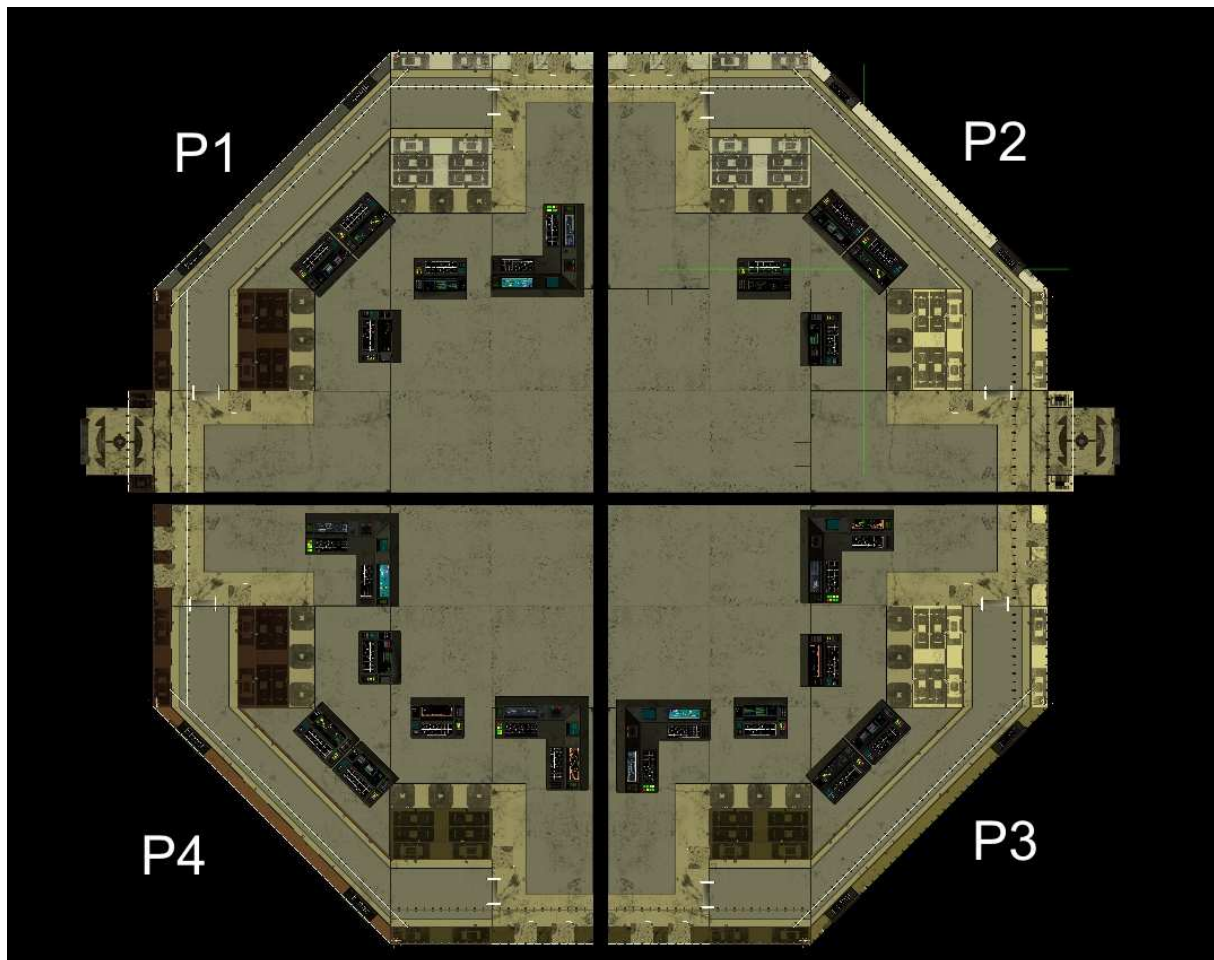
DAZ Users: This product is designed for Poser. DAZ shall work though. We have tested this product on DAZ 2.3.

## 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 Command Control 2260”. All figures, 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 9h (from the top), P2 is rotated 90° clockwise and so on. This view from the top shall give you an idea. The Walls are called 03 \_P\_1 – 03 \_P\_4.



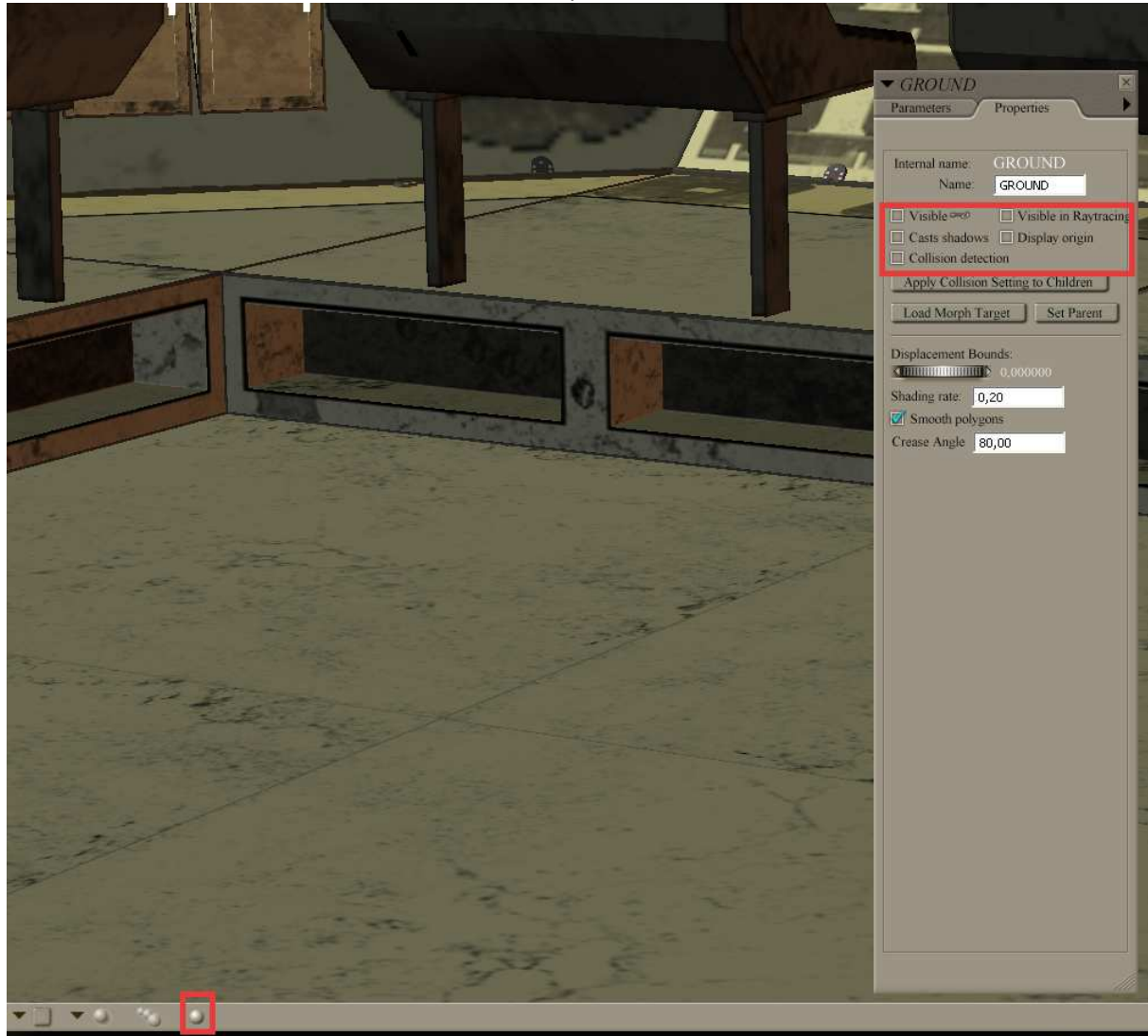
The Sections are not identical, they vary a little in their setup to ensure the room doesn't look the same everywhere. Sections P1 and P2 contain a door, which can be opened and closed through a morph inject.

Associated to each wall is a ceiling part. The Ceilings are in the same prop directory and are called 02 P1\_Ceiling to 02 P4\_Ceiling.



For the table in middle you can load the 05 Mid Console, the Radar is called 05 Radargrid, the middle Dradis is called 05 Mid Dradis. To move the dradis up, use the Y-Dial in the properties of the object. The Signs for the walls load to P1 and P2.

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



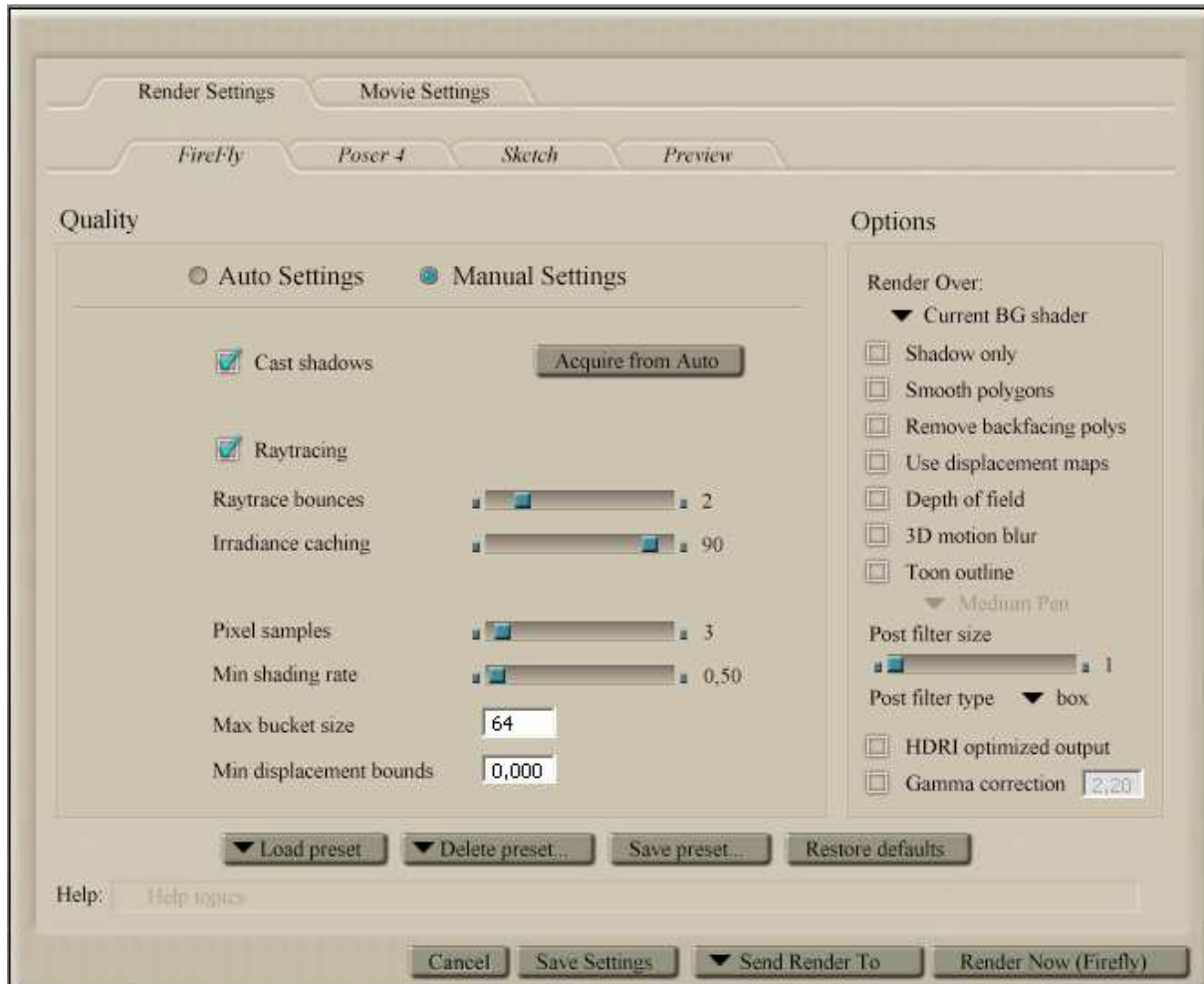
## Smartprops

Three smartprops come with this package, the two log files are the same prop, but load to different hands. Log File 1 is meant to be used with Pose 1 and closed, Log File 2 with Pose and open.



## 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.



## The Materials

No additional Materials are supplied with this model.



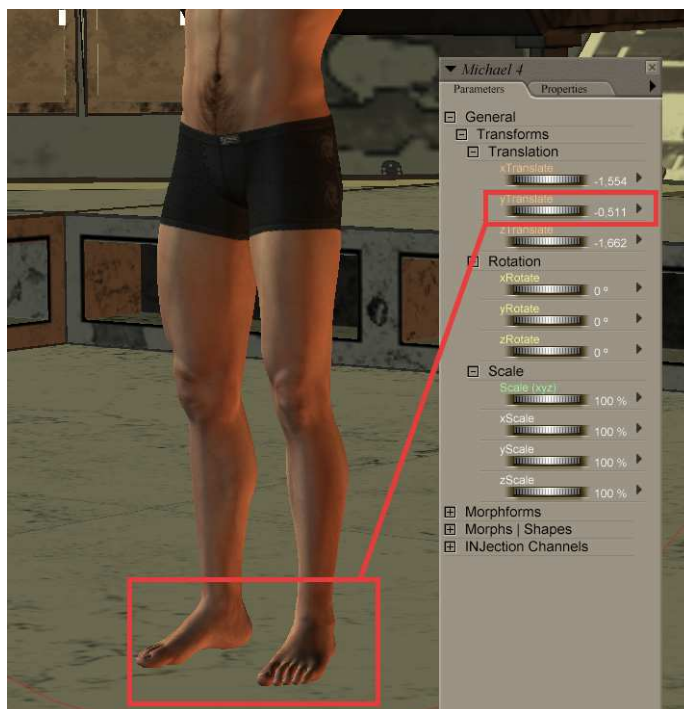
## The Lights

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 21 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 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. As the standard ground of the room is below the standard 0 you need to adopt your figure with -0,511 poser points.



## Cameras

The camera sets apply to the main cam. You do not need to create a dolly cam.

## Add ons

Check our website [www.3-d-c.de](http://www.3-d-c.de) for more add ons to this product.

**Thanks to the entire Battlestar Galactica community and to the makers of the movie for inspiration!**

## 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.

# 3-D-C

3D Resources  
for the community



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

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.



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## 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.

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### Copyright notice

All copyrights to the product itself as well as to the intellectual property are held by

3-D-C Artwork in three dimensions  
Oliver Schramm  
Schillerstrasse 12  
63150 Heusenstamm  
Germany

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