



## Reactor 2260 by 3-D-C



### Usage Guideline

Dear Customer,

We would like to thank you very much for your purchase of the Reactor 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 Reactor 2260 by 3-D-C is a modular set of a Reactor Room, a combination of various walls that fit together to a large entity. Parts can be used in singular or fit together. Wall props contain moveable parts through. This set comes with 7 Poses for M4 and V4 (each), 16 light sets and 7 camera sets. ***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 850MB 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 but will work out OK in DAZ Studio V2.3 up.

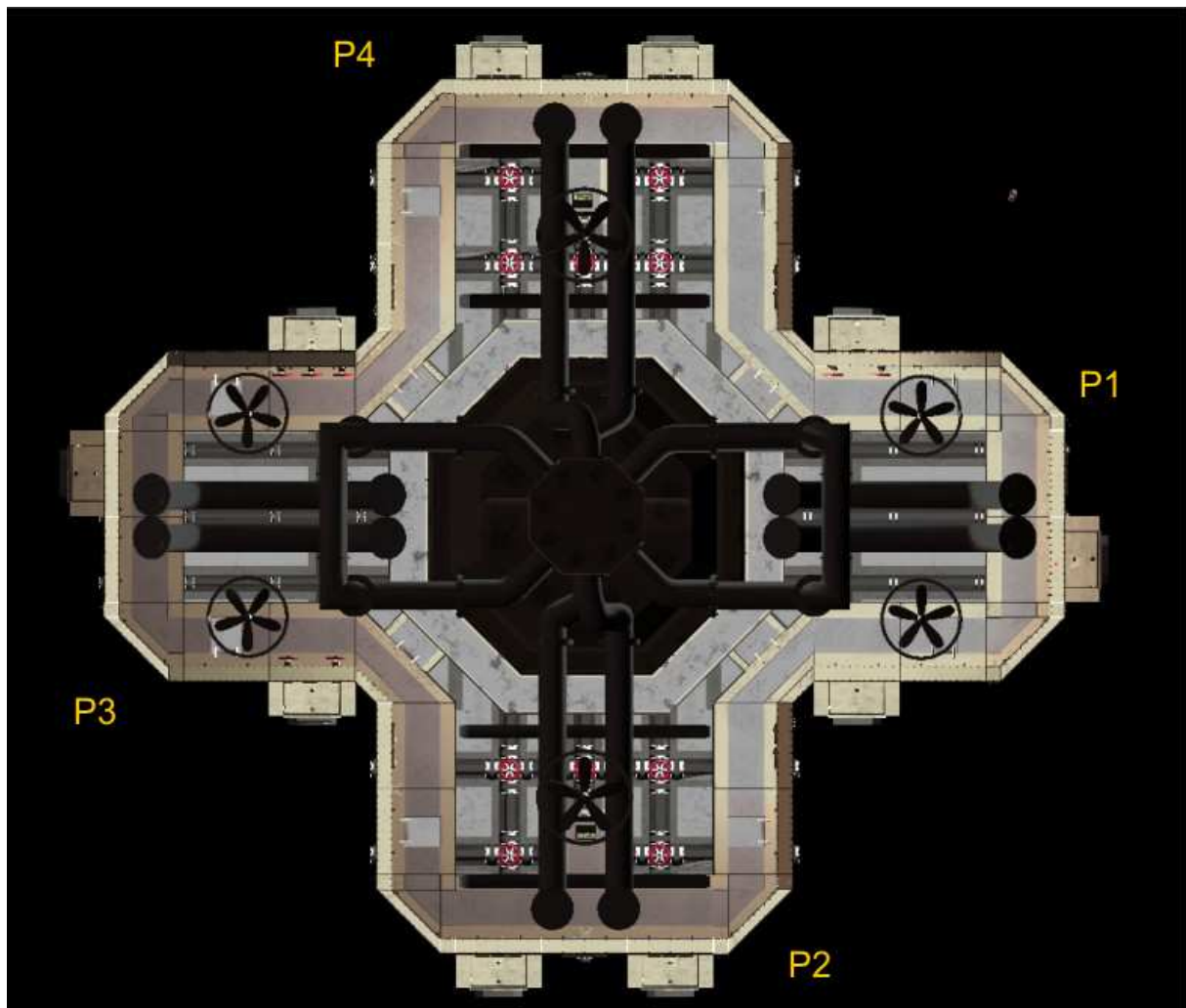


## Installation

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 Reactor 2260”. All poses, props, materials, lights and cameras are located underneath the same directories in your runtime. This set does not Figures, only Props.

## Loading the Room

The Reactor Room is divided into four sections (P1 – P4). Section P1 on is on 3h (from the top), P2 is rotated 90° clockwise and so on. This view from the top shall give you an idea.

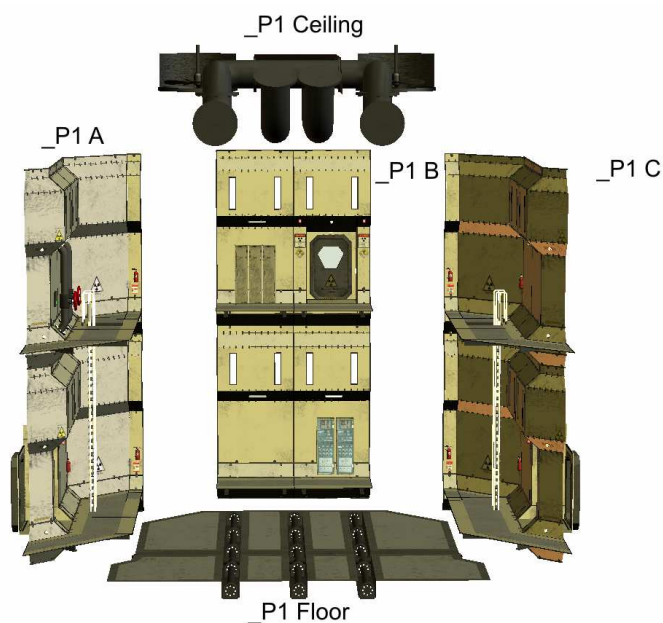


The Sections are not identical, they vary a little in their setup to ensure the room doesn't look the same everywhere.

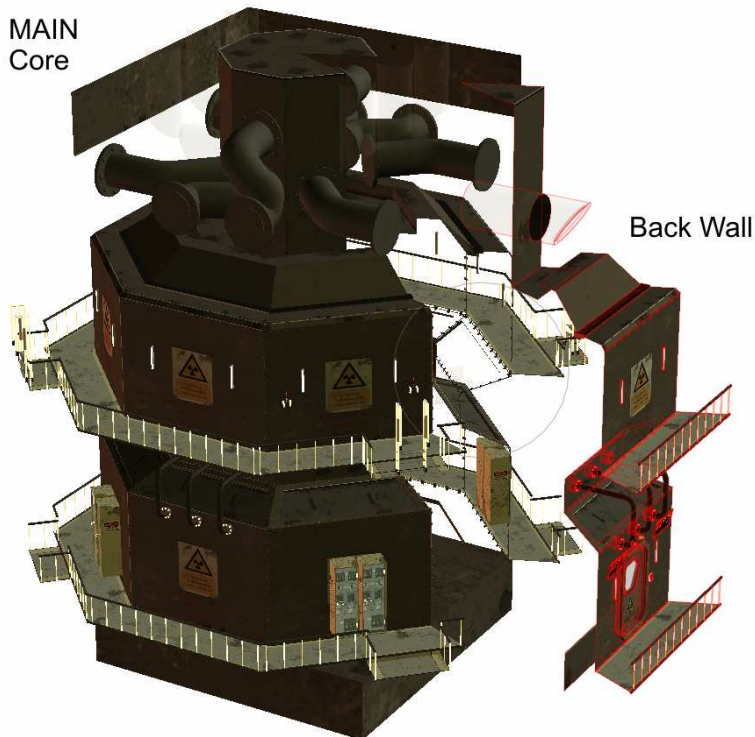
The Core loads into the middle of the room. The Core itself is divided to the main walls and the inner core. More about this later.



Each sections splits up into three wall parts. A-C. The next picture should give you an idea how this is meant to be.



This is an example explosion view only of Section P1. A to C are the walls part in clockwise order. Floor and Ceiling are separate. The A and B and C Parts have morph injects to open the doors. Wall Parts can be found under the props sections of your library under #01 Outer Walls.



The Core is split to Main and Back Wall. The Back Wall is facing toward Section P3. Both have injected morphs to open the door. The Core resides in your props section of your runtime under #02 The Core.

The Inner Core parts are designed in the same way. Load Core3 as the main inner core, Core4 is the backside.

This would allow you to make long focal lens shots.

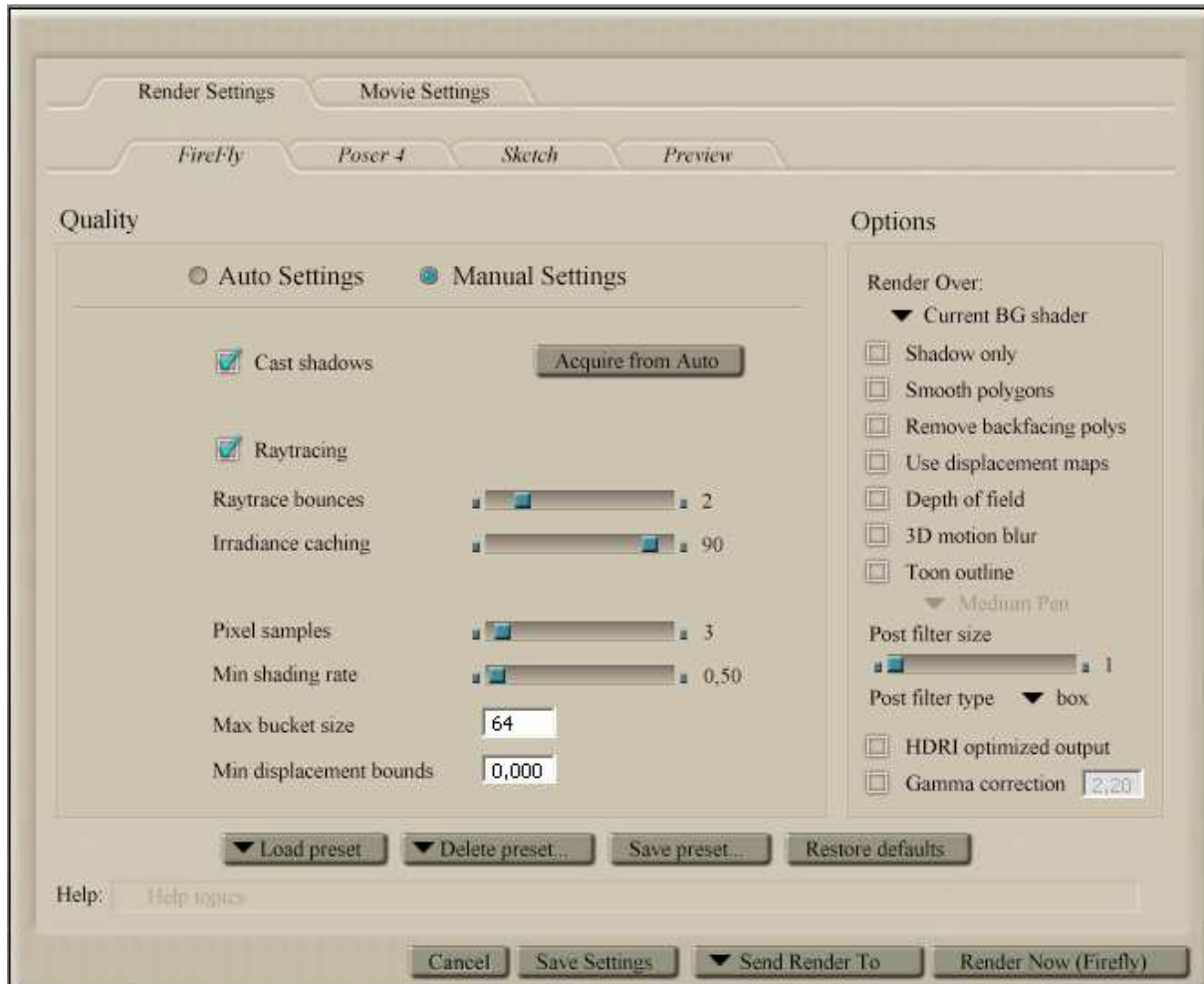
The Handrails to the walk paths are found under #03 Handrails Outer Walls. They are number in the same way as the walls and load in the same order.

As a complement, you find a nuclear container under the Single Items folder in your runtime.



## Render Settings

The Reactor 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.



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## 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 7 standard poses for the Reactor of each 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.

## Cameras

The camera sets require a new dolly cam to be created. Click on “Object” - “Create Camera” – “Dolly”. Then apply the camera set.

## 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 supported.

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 proof 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.

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# 3-D-C

3D Resources  
for the community



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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

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