



## Crew Restrooms 2260 by 3-D-C



### Usage Guideline

Dear Customer,

We would like to thank you very much for your purchase of the Crew Restrooms 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 Crew Restrooms 2260 by 3-D-C is a modular set of a Restroom, a combination of various 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 20 Poses for M4 and V4 (each), 17 light sets and 4 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 600MB 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 May not be able to load textures in figures. You need to manually apply textures to CR2 files. A DAZ file is in work and will be published through our website.



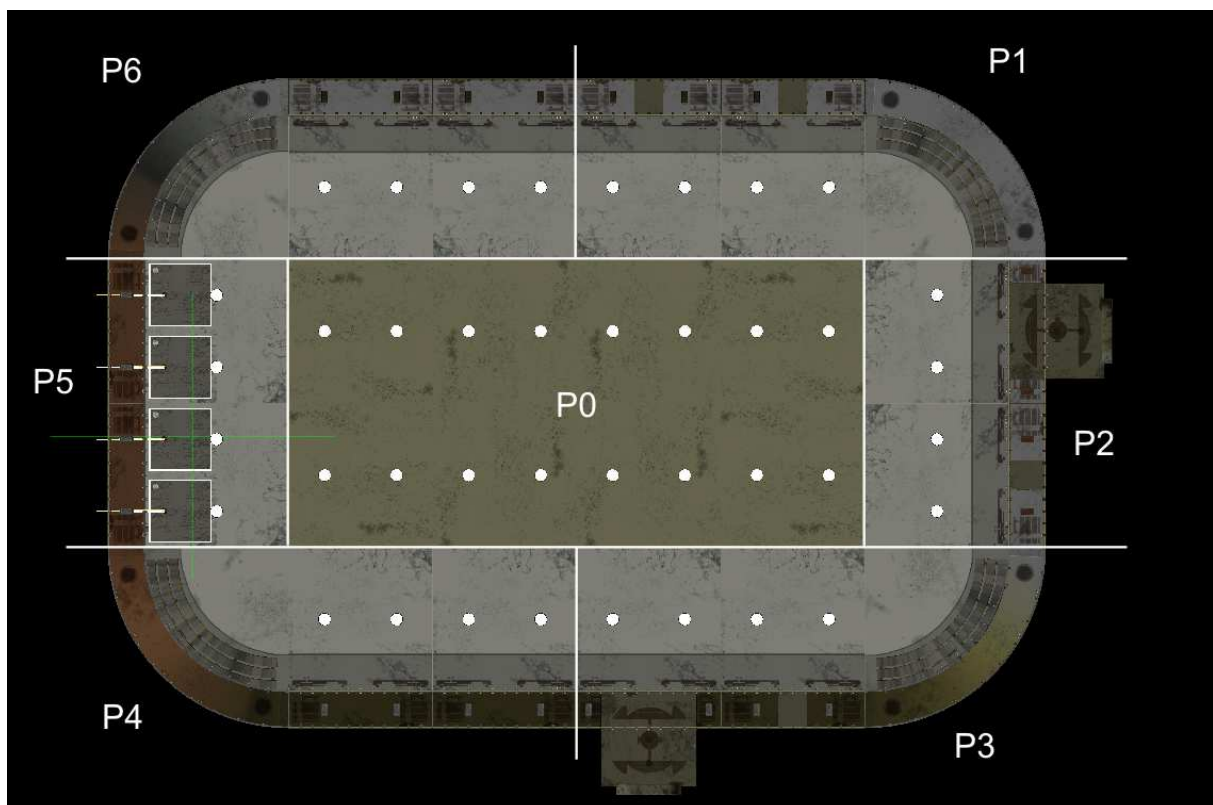
## Installation

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 Restrooms 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 Walls are found underneath the props section of your runtime library.

The Room is divided into seven sections (P0 – P6). Section P0 is the middle part; P1 to P6 load clockwise, P1 is the first corner. 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.

Additional props can be loaded through the props section as well:

- Towels applying to section P1-P3
- The bench
- The washing table

The Toilets and Showers are boned figures and are located under the figures section of your runtime.



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In order to open the doors of the showers or toilets, you can either use your tools or pick the moveable part and use the dial of poser to move it. All figures are restricted in their movements.

The lids of the toilets can open and close through those dials as well.

## SmartProps

Two smartprops are delivered with this set, applying to pose 19 of the pose set. The smartprop is a toothbrush. Select M4 or V4 and load the smartprop. The brush shall assign directly to the right hand. The SmartProps can be found in a subdirectory of the sets Props directory.

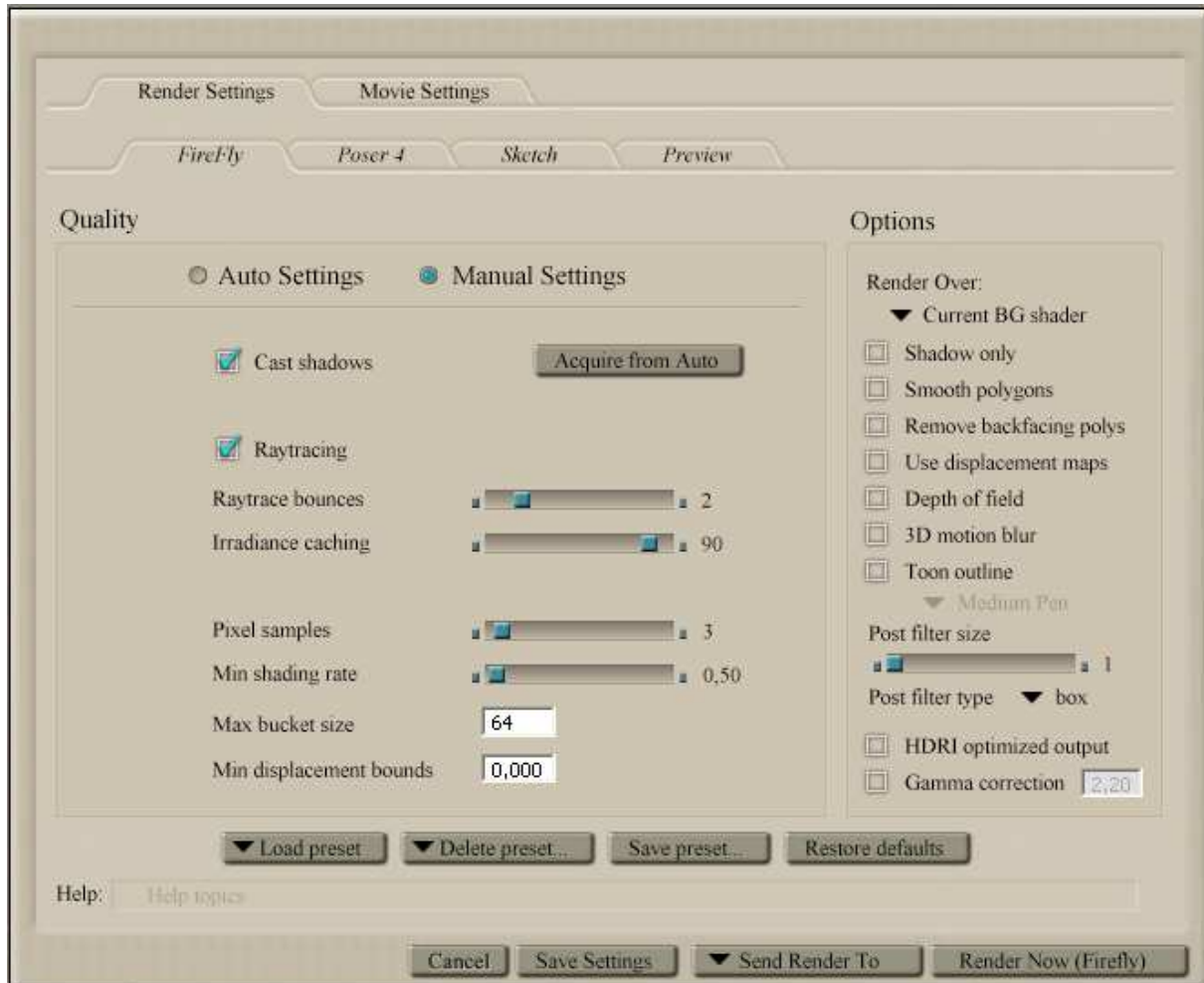
## Expressions

Two expressions are delivered with the set, to make M4 or V4 look right when brushing the teeth. The expressions are located underneath the “Expressions” repository.



## 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.: You may experience long render times when the wash tables are in sight. This is through the mirroring material of the table. You can lower the "Quality" Setting of the mirror material node in the shader to improve render time.

## 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.



All lights load to the section or part or prop they apply to. IE: Select the washing table and load the associated light. You will find the lights will now move with the table if you move the table.

## Poses

The poses are located underneath the poses section of your runtime. You receive 20 standard poses for the Room 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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## 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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More 3-D-C 2260 SciFi Sets Available: check out <http://www.3-d-c.de/products/2260.htm>