



Industrial Room by 3-D-C



Usage Guideline

Dear Customer,

we would like to thank you very much for your purchase of the Industrial Room 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. The file you purchased is a standalone product. To check out more products of this style, please check our website www.3-d-c.de for more information

General

The Industrial Room is a room environment of a Industrial Room, a little dirty and abandonend. It is a set made out of walls, ceiling and floor figure, all boned together in one figure. The set contains 2 Main Figures (Cage and Mainroom), 13 poses, 7 main props, 4 lights and various cams (and an athomsphere material).

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 apprx 800Meg of RAM. Textures are designed to be of high quality level to allow close up of props and walls. The product works best with Poser 8/2010 and indirect light. It works on lower versions of Poser as well but doesn't produce the same output due to missing indirect lighting.

DAZ Users: We are doing only limited testing for DAZ. During our tests we found all things running ok and rendering ok with DAZ 2.3 and 3.0. However, DAZ is not fully supported. Some lights and Cameras are also not working in DAZ.



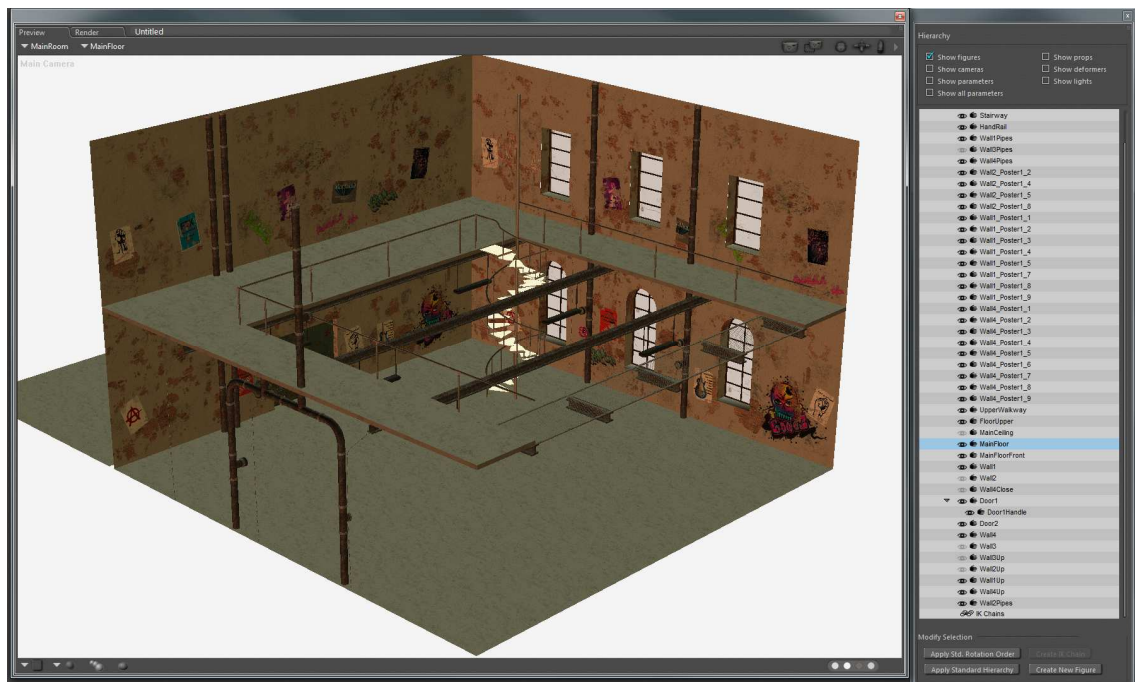
Installation

The product comes 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 Industrial Room”. All Props, Cams, Poses and Lights follow the same path model. You can (if you wish), move the character in to a new Folder. Leave the OBJ in the same folder as described in the CR2 file. (3dc:Geometries)

Loading the ROOM

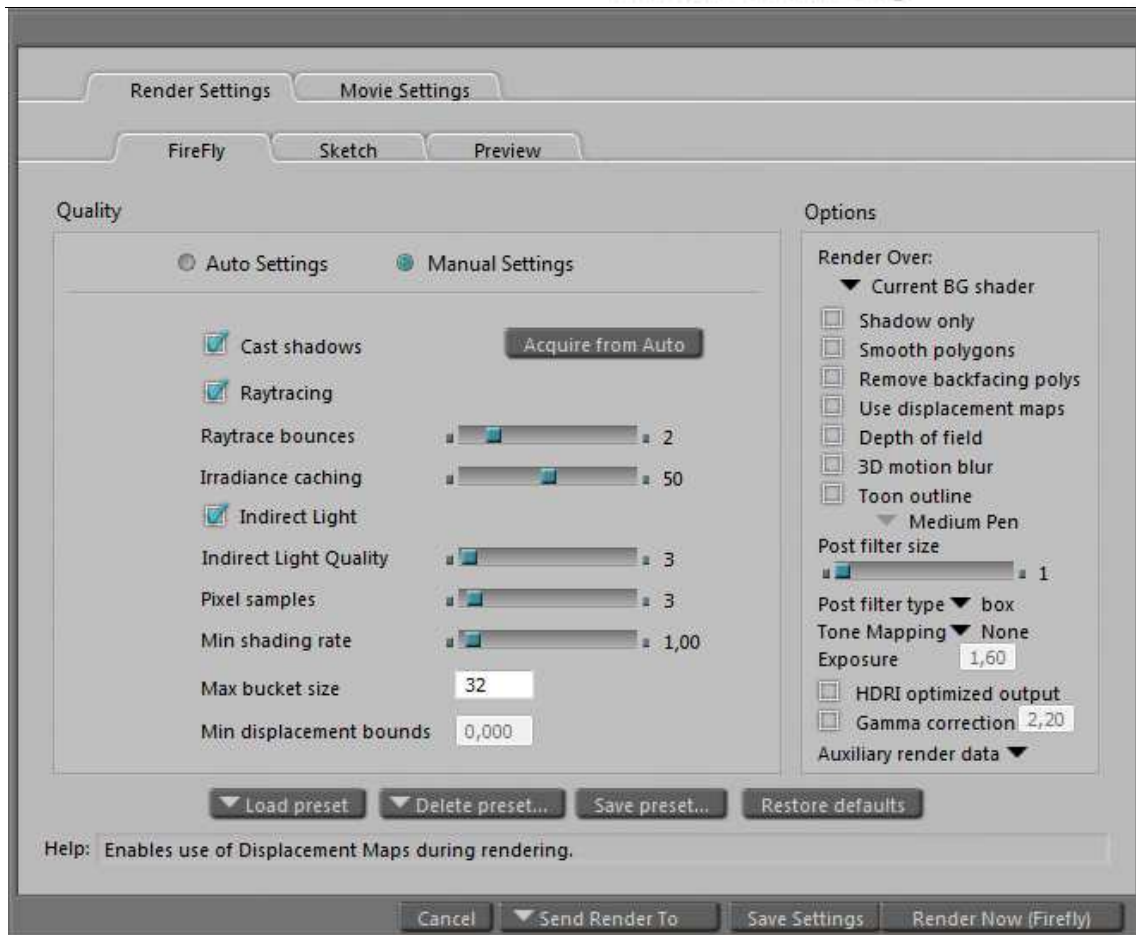
The Main Room is a boned figure. Simply load the main room by clicking on it (it is found in your character/figure section). All items of the room are boned items. Simply disable any by using the visibility tag.

The easiest way to administer the room, is using the hierarchy editor in Poser.



Render Settings

The Industrial Room is low poly however low shading rates are usually not necessary. The below shall fill the needs.



The Materials

There is only one material set coming with this set, which is a atmosphere preset. To apply this, go to your material room, select the Atmosphere then load the material

The Lights

In order to load the lights, decide if you want to go with Night settings or Day settings. To Load a light, first load the Ambient. Then select the additional lights you need and use the DoubleCheck load

option to ensure you do not overwrite the ambience.



This product works best with indirect lighting (Poser 8 and Pro 2010).

Props

The seven add on props simply can be moved around.

Poses

Poses provided to either load to the location in the room (such as the stairways) or to a NULL location, depending if they are fixed or variable



Cameras

The cameras provided with this set are assigned to a DOLLY Cam. To create one, click on OBJECT, Create Camera, Dolly Cam. Then double click on the Camera.

They are located underneath “!3-D-C\!3-D-C K-Industrial room” in your runtime.

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. However, the package shall work in DAZ.

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.

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.

Copyright holder of this Product is

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