



SciFi Laboratory and Sick Bay 2260 by 3-D-C



Usage Guideline

Dear Customer,

we would like to thank you very much for your purchase of the SciFi Laboratory and Sick Bay 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 SciFi Laboratory and Sick Bay 2260 by 3-D-C is a modular Laboratory and Sick Bay set, a combination of six Props (see picture) and additional props named in the same order, to fit together to a whole. Parts can be used in singular or fit together. Most props contain moveable parts, either through Morphs or through bones. Whilst we have limited all movements to the max and mins which work out, we still recommend to use the dials instead of tools. This set comes with 10 Poses for M4 and V4, nine light sets and six 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 1,0 GB of RAM. 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.

This product is designed for Poser. It will work in Daz Studio 3 and has been tested in this.

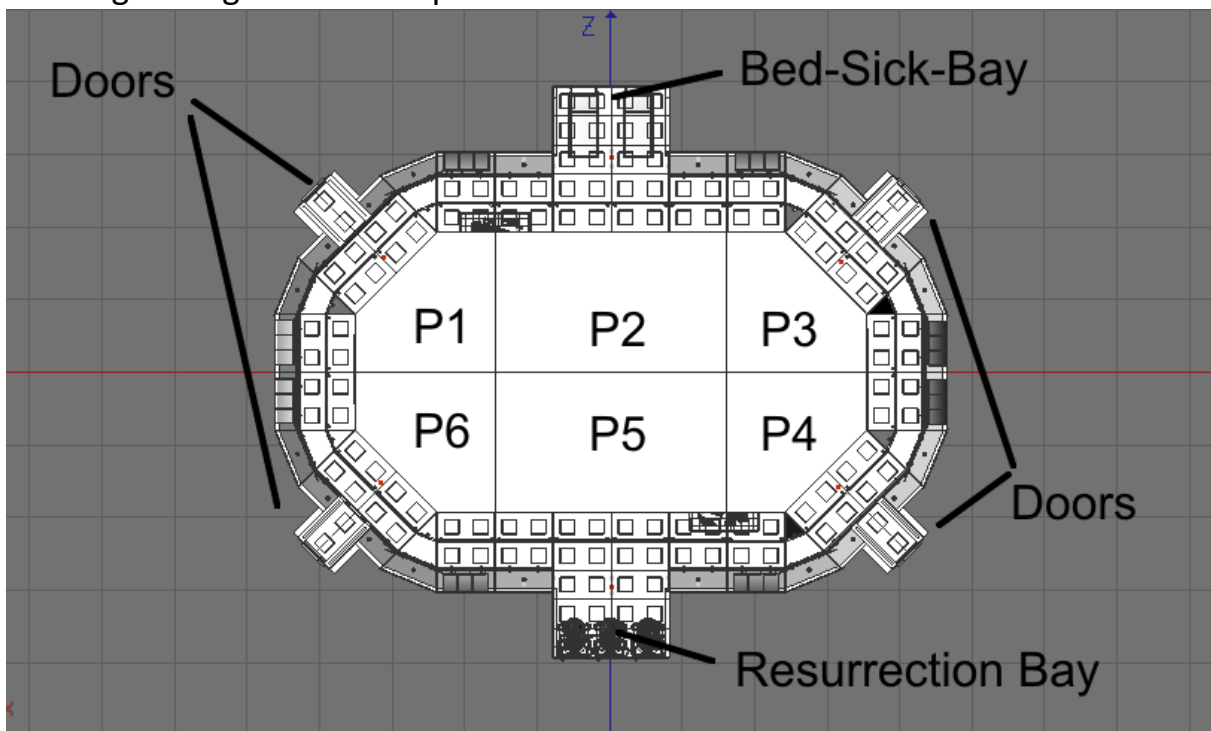


DAZ Users: This product is designed for Poser, however, it shall work out OK in Daz. I have briefly tested it and found no errors. If you encounter any issues, pls report to the email address assigned for support inquiries.

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 SciFi Lab”. All poses, props, characters, lights and cameras are located underneath the same directories in your runtime. You can move the figures into a separate or new directories, the geometries shall stay in the directory where they are

Loading the Figures and Props



The Room is divided into six sections: P1 – P6. All Figures, props and lights follow the same naming and placing convention: If you load _p1 as a part of the room, you can load the Lights P1 corresponding to this part. The same applies to the air cycles, the screens etc etc.

The main room parts are located under the Props section of your library. Only the boned parts are located underneath the figure section.

Main Props: The Room Props called objects, the screens, the aircycles and all stand alone parts like the desk, chair, beds

Figures: All boned items: The resurrection pipe, the investigation table and the lockers for part 1, 3,4 and 6.



The following parts can be animated:

Lockers:

- All Doors (1 to 6) can open

Main Parts (P1,P3, P4 and P6)

- Door can be lifted up and down

Desks

- The trays can be moved in and out

Resurrection Pipes

- Doors (left and right) can be opened
- The inside fill can be raised and lowered

Chair

- Chair can be lifted and swing back and forward

Investigation table

- Arm 1 and 2 can move with multiple parts

Placing the items

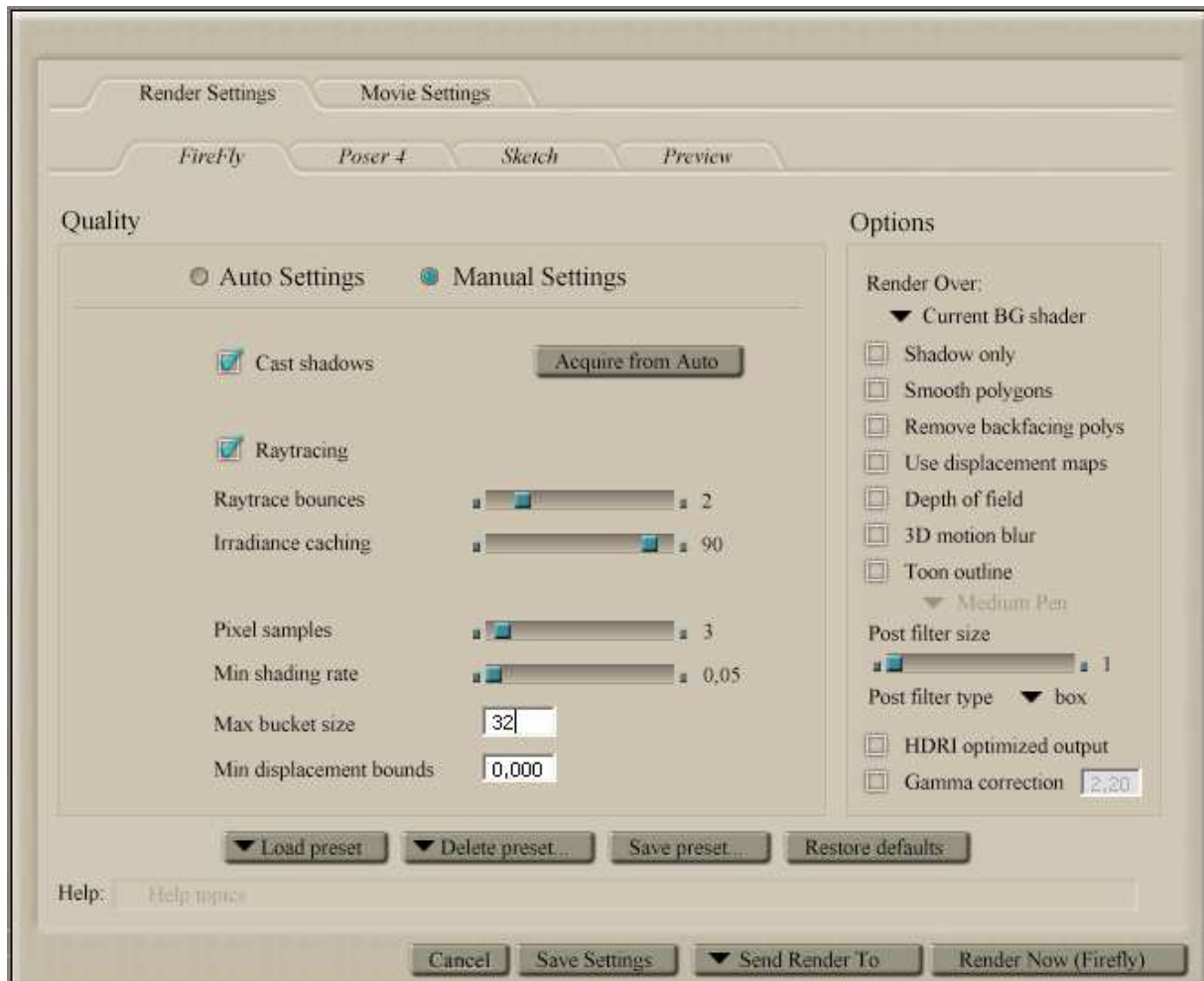
The props such as the desk, chairs and bed do not automatically place into the location you want them, as the entire set was build to be as flexible as possible. The Resurrection pipes loads to the part P5. You can however simply move the parts to where you need them.

The same applies to the poses. The poses are designed for NULL body transformation to ensure your figures don't misplace when you want individual settings for your set. Exception is the resurrection pipe pose which loads directly to the resurrection pipe.



Render Settings

SciFi Laboratory and Sick Bay 2260 by 3-D-C is a model with various poly counts. We do recommend the following render settings to avoid any texture errors:



The Materials

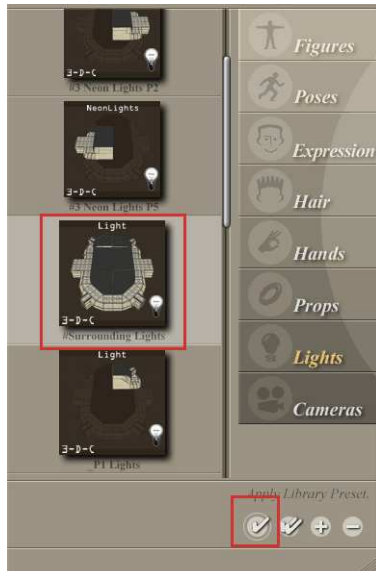
There are no custom Materials yet available but planned.



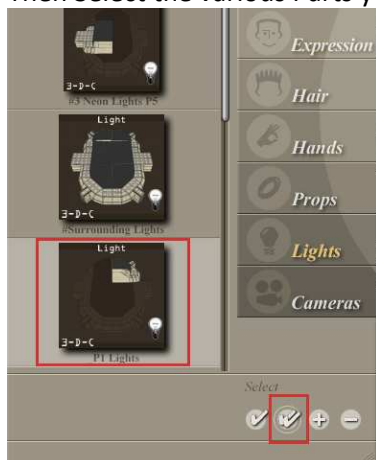
The Lights

The lights which come with this set will allow to load multiple settings due to incremental loading. Poser supports this through the array loader. DAZ has not yet revealed this function to me.

First, load the surrounding light setting:



Then Select the various Parts you need the special lighting for and use the incremental load button:



To load additional Light sets which are located as Neon Pipes in the Middle load the PROP for the lights and the Light sets #3 Neon Lights P2 or P5. They place in the middle roof area.

Please remember that Poser automatically adjusts the intensity depending on the number of lights in your scene, the more lights you have the lower the ambient lights get. You need to manually adjust this.



Poses

Select V4 or M4 and load the pose desired. Please ensure you turn off IK. The poses are all designed to work as NULL body pose, so they shall not misplace your character, expect the Pose for the resurrection pipe.

Cameras

Choose your main camera and load the camera located in the camera section 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 notice

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

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