



## SciFi Bar and Canteen 2260 by 3-D-C



### Usage Guideline

Dear Customer,

We would like to thank you very much for your purchase of the SciFi Bar and Canteen 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 Bar and Canteen 2260 by 3-D-C is a modular Bar set (alternatively a Canteen), a combination of seven room 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. Some 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 over 30 Poses for M4 and V4, fifteen 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 530MB 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.

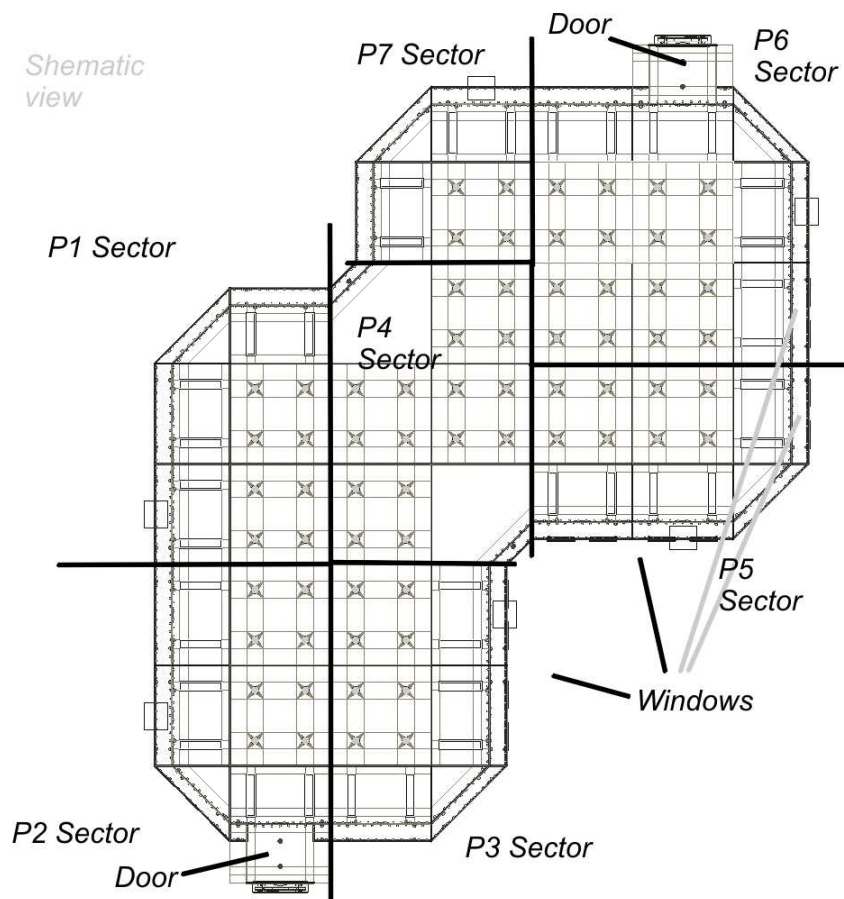
**DAZ Users:** This product is designed for Poser. It will work in Daz Studio 3 and has been tested to some extent with D/; however: we do produce for Poser. Some Shaders may be Poser exclusive and are therewith not fully compatible.

## 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 Bar 2260". All poses, props, materials, lights and cameras are located underneath the same directories in your runtime. You can move the figures into separate or new directories; the geometries shall stay in the directory where they are

## Loading the Figures

The Room Assembly are Props located underneath the props section of your runtime library. Load the wall set of the sector you need. The sectors are number \_P1 - \_P7. Props associated to a specific sector are named this way as well: ie. The tables setup for the Sector P1 are called Table Set P1.





Walls with Doors or Windows have an injected morph. You can close the doors or swing the window blinds by using the dial of the morph.



Note: Even if you have loaded all seven parts of the room, you don't need to delete a sector in case you would like to make one long focal lens shot: Simply select the room section, and hide it through the visibility box of the object properties.

## Boned Parts



In order to make chairs and table sets as easy to use as possible, we have made all table sets and the bar stools a figure and boned the chairs, then limited the moveable directions. So, you need to load the chair and stool items via the Figure section of your runtime.

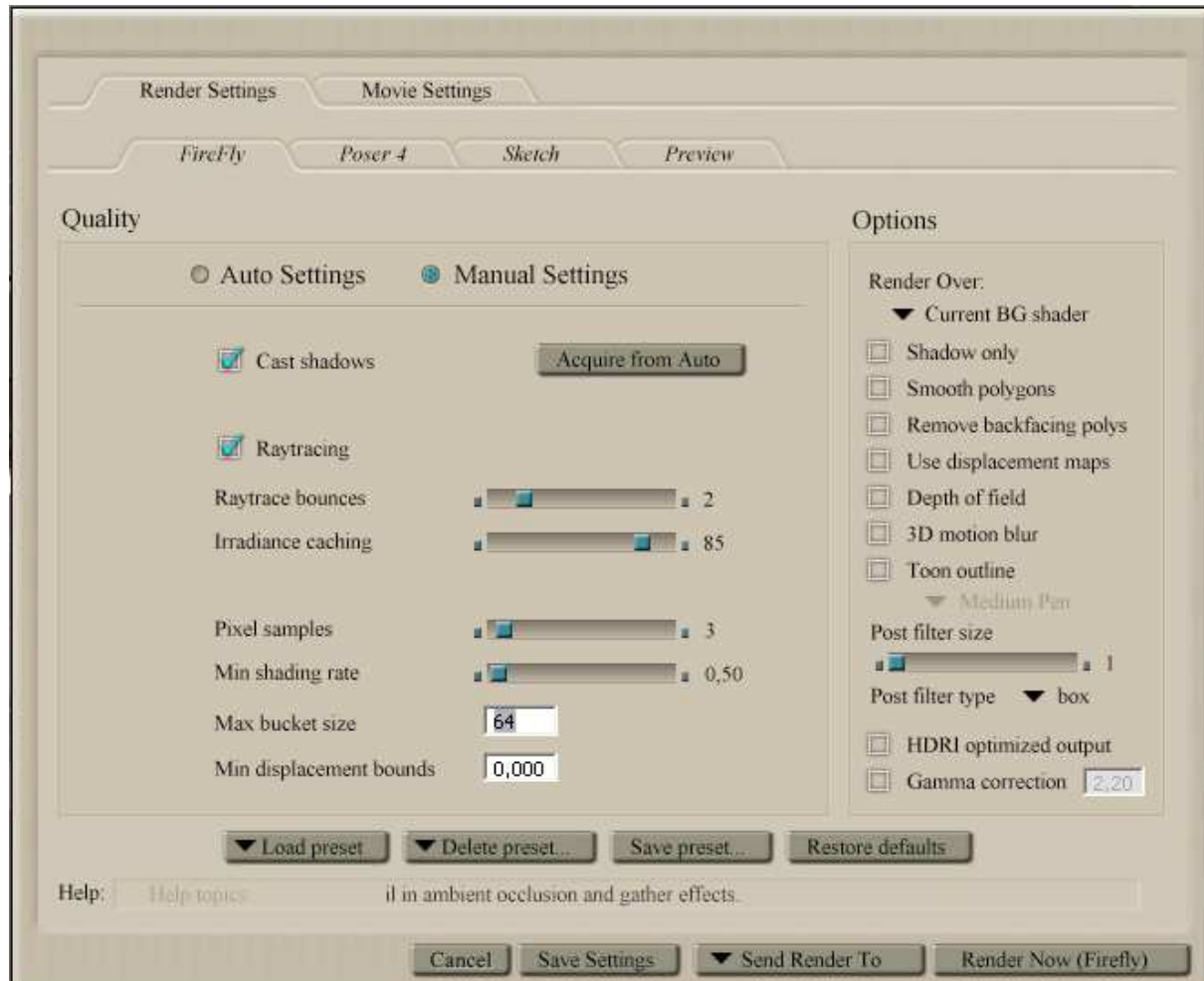
You can load either the entire set of the tables or you load only a single one. We added those "Single Items" cause you may want to alter the assembly, so this way you are not bound to a specific sector. Load the figure, and select the

chair you would like to move. Use the  Translate/Pull tool for this for example.



## Render Settings

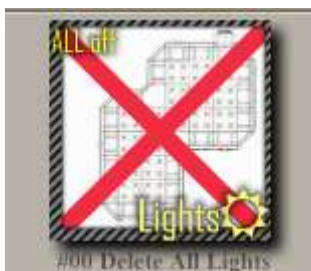
The Bar/Canteen is a low poly model. Textures had been made with care and shall work even with lower render settings. We made the best results within best render times with the settings below. Higher settings for Irradiance caching are suggested in case you use atmosphere.



## The Materials

There are no specific Materials delivered with this set.

## The Lights



The light sets come as modular appliance as well. To load light sets in assembly delete all lights first by using the “Delete All Lights” item. After that load the lights you need in order. The first one, just by a double click. If you want to use the Lights P1-P7 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.



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## Props

All Props are located underneath the Props section of your runtime. Single props go under a subdirectory of !3-D-C \ !3-D-C Bar 2260 \Single Items. Those are specific props.

You also receive two smart props for M4 and V4 having a cool drink. To load those, select M4 or V4 first, then load the prop. There are Hand poses for those located under the HANDS location of your runtime as well.

## Poses

The poses are located underneath the poses section of your runtime. You receive over 26 poses for the Bar setup and six additional Dancer poses for V4. Some of the poses drop your figure already to the location in the room set where they belong to. Some (like the sitting poses) are NULL poses to leave your figure where it is. We have done this, cause there was so little sense to place a figure on a chair, whilst you wanted her to have it on another. So, we hope you understand why we have done this.

## 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. However, the package shall work in DAZ.

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

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