



3-D-C Motor: FHM-110 Bounty Hunter Spacecraft



Usage Guideline

Dear Customer,

we would like to thank you very much for your purchase of the FHM-110 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 FHM 110 is a spacecraft, designed for single transport and local orbit exploration. It's not equipped with an hyperdrive, however, can still leave orbit and explore the nearer space. The spin able wings allow the FHM-110 to change up drift even in low volume athmoshere and is therewith extremely well designed for low distance battle. The two front 'equinam'-turrets are well designed for "seek and destroy" missions. The Vehicle is entirely boned to allow animation.

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 1,0 GB of RAM. Textures are designed to be of high quality level to allow close up of the model. The OBJ Model uses high poly levels and can therefore be memory hungry. You shall avoid running other memory intensive tasks in parallel.

DAZ Users: The product has not been tested in DAZ. However, all references in the files shall only point to **:runtime:**. If anything is not working in DAZ Studio, I offer you to contact me under the support address given, however, there is no guarantee for this product to work under DAZ.

The initial loading of the model may take a while in DAZ (here it took about a minute on an older Laptop) due to the high poly count.

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 "I3-D-C" subdirectories. Underneath that, there are subdirectories called "I3-D-C Motor", which will include a collection of Vehicles under this portfolio. The FHM 330 can be found in a directory named FHM-110. All Props, Poses and Characters 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.



Loading the Figure

The two main Figures are located underneath your Character Library in Poser or DAZ, check out the Sub Folder I3-DC, I3-D-C Motor, FHM-110. The figure will load with subsequent Props of the engine and the seat belt. Usually, the figure loads to the NULL pose position in the middle of your scene.

You can use the BODY figure in case you do not need the

landing gear.

The Landing gear is a separate Figure. If you need the landing gear, load the Body first, then load the Gear, without changing the location of the FHM Body.

Then parent the body of the gear to the body of the FHM-110.

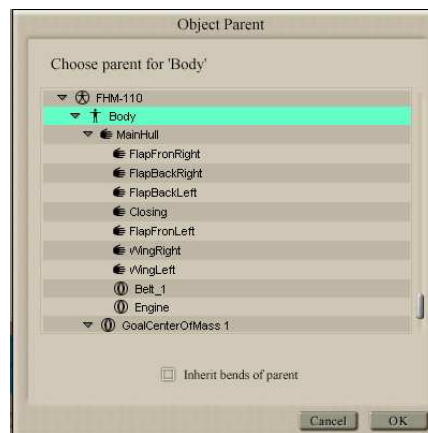
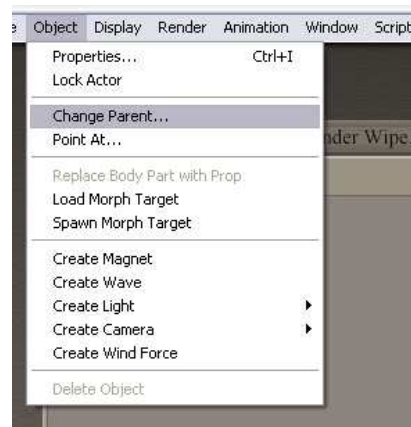
To do so, select the Gear Figure, choose the Body as actor, then click on Object, Change Parent.

Select the body of the FHM-110 as parent figure. This will ensure, the Gear moves correctly with the Body.

Moving and Animating the FHM Modell

The FHM-110 usually doesn't place on the ground. This is because the model lands different than it flies. If you want to place it seamless on ground, choose an angle of $-3,59^\circ$ in the xRotate dial.

When you move or want to animate the Figure, always animate the BODY for X/Y/Z moves. Do not move the MainHull bone. It will work, but you lose the location out of site.





Bones and Body parts

The following parts are move/animate-able:

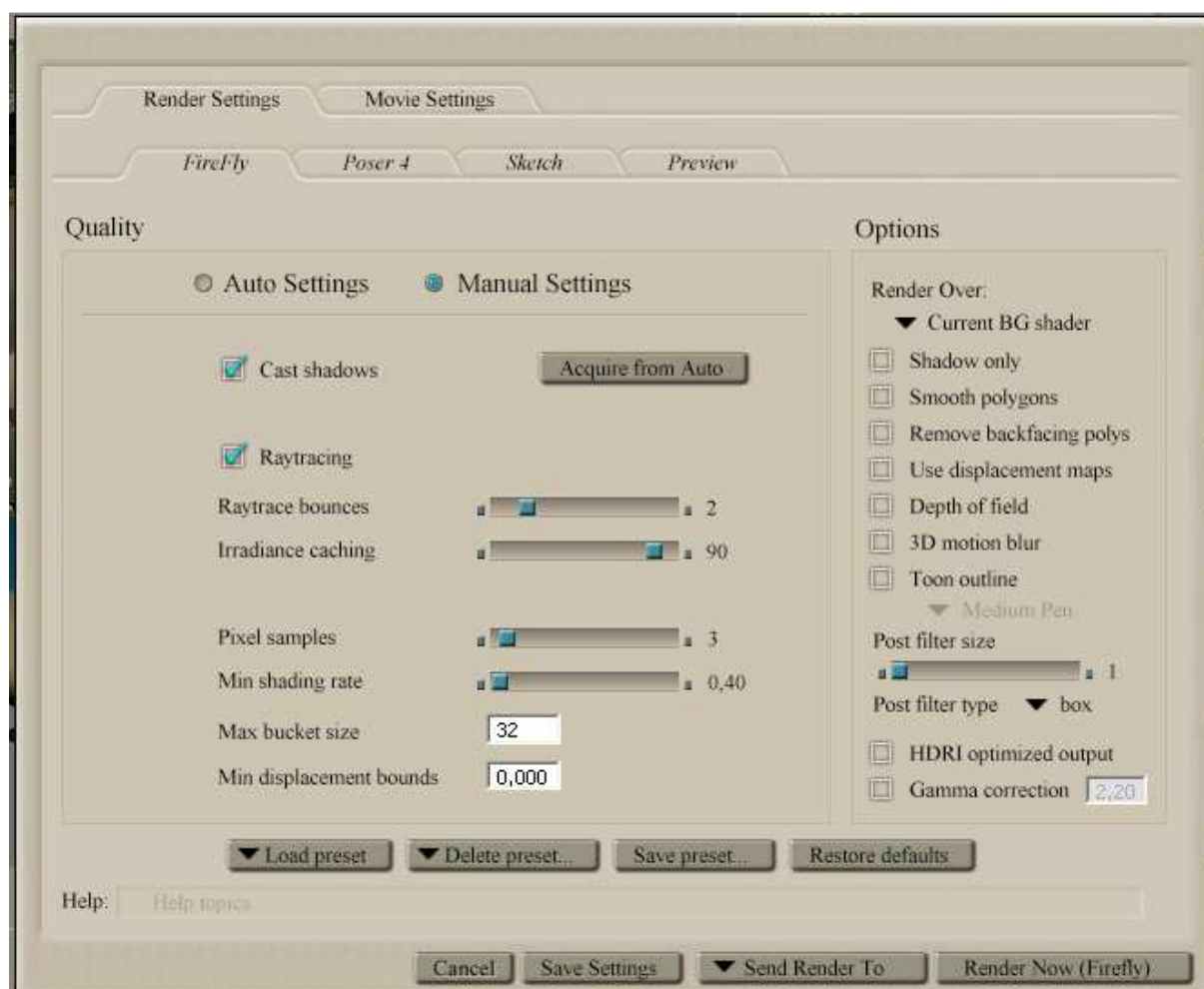
- Left and Right wing can swing up and down (limited to the max and min angle)
- The closing and open and close
- The landing flaps can be opened and closed (we recommend to use the poses which come with the product)
- The Engine Thruster has an implemented morph
- The belt can be adjusted to fit the seating poses

Bone parts are limited in angles and their location.

Render Settings

The FHM 110 and its engine is a mid poly figure and comes with 3500x3500pixel textures. However, as some close up renders may need high poly resolution, we recommend a shading rate of 0,5 or less.

We made best results with the below Render Settings:





The Materials

Currently, the FHM-110 comes with a standard texture. There are freebies planned to enhance the material range. If you are interested in further product development, I can send you the PSD files having all layers of the texture and bump maps included.

The Lights

There are no light sets applied to the product.

Props

Two props are basically delivered with this product:

- The Core Engine, in case you remove the one grouped to the figure. There is a morph injected in the engine to open and close the thruster. See picture on the right shows the thruster opened.
- The Seat belt, also comes with a morph to adjust to the sit pose of your figures in the seat.



Poses

The poses delivered with the FHM-110 apply to a NULL position of the vehicle. We recommend taking the following steps for posing your figures in conjunction with your vehicle:

1. Load the FHM-110 through your character library
2. Load your preferred model
3. Load the pose figure (found under !3-D-C, !3-D-C Motor, FHM-110)
4. Parent the BODY of your Figure to the FHM-110 Body.
5. Move the FHM around

In this way, your figure will move with the FHM-110. Some Adjustment to poses must be made in case your characters are wearing shoes or so. Sorry for not being able to take this into consideration.

Cameras

There are no camera presets delivered with this product.

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 prove 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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