



3-D-C Motor: FHM-330 SciFi Vehicle



Usage Guideline

Dear Customer,

we would like to thank you very much for your purchase of the Ultimate Restroom 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 330 is a futuristic retro style vehicle, designed, to let your Poser figures hover through space or over your favorite Sci Fi city. This Vehicle has various animate-able parts and comes with different color/texture styles. It's a part of the 3-D-C Motor Portfolio, just coming across at the moment.

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 1,3 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 “!3-D-C” subdirectories. Underneath that, there are subdirectories called “!3-D-C Motor”, which will include a collection of Vehicles under this portfolio. The FHM 330 can be found in a directory named FHM-330. All Props, Materials, 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 Figure is located underneath your Character Library in Poser or DAZ, check out the Sub Folder !3-DC, !3-D-C Motor, FHM-330. The figure will load with subsequent Props of the landing gear, the rear suspension unit and another prop of the gun. Usually, the figure loads to the NULL pose position in the middle of your scene.

In the preview the textures may seem to have borders. This is just through to the fact that there is white surroundings in the files. This does not appear in your renders.

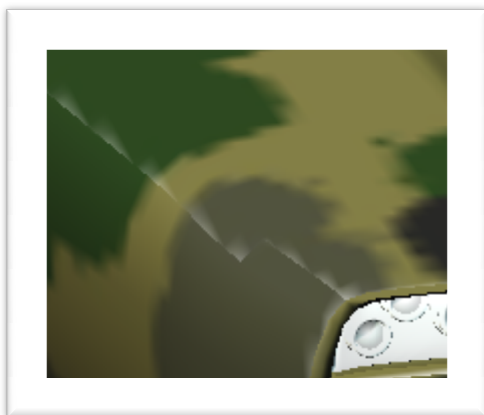


Fig1.: This surroundings of white are **not seen** in your renders. They come from the fact that Poser interpolates the textures in your preview.

The Body Parts

The FHM-330 is boned with several different parts for animation. The parts have been restricted in their movement to avoid odd displacement. In order to animate, we recommend to turn on Limits in poser, select the part and use the dials in the body part to move the part. Don't use the poser Pickers.



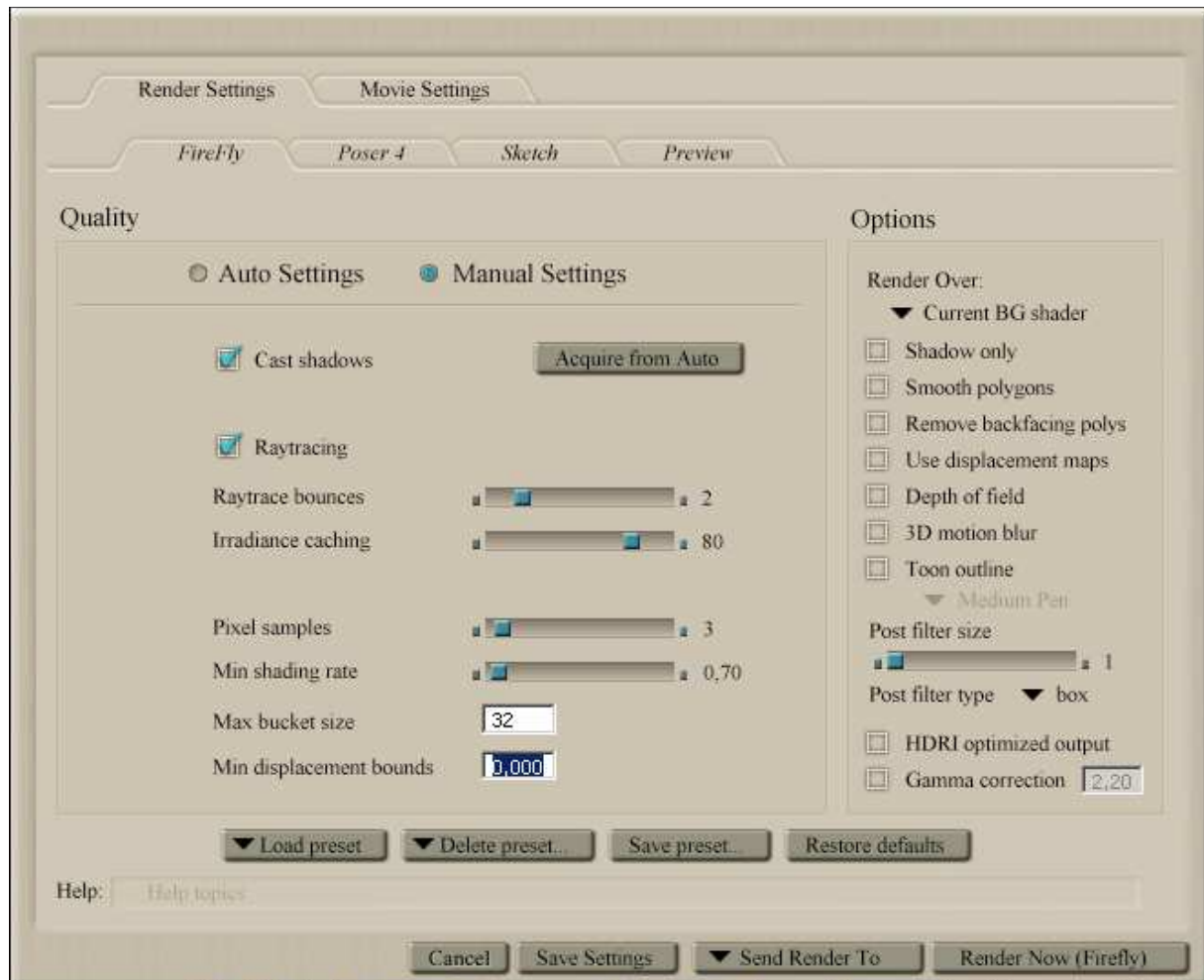
The following parts can be animated:

- BackPart** : Is the backside of the vehicle, which can be pitch down. The Backpart includes the Thruster, that's why it can be pitched down, to give the vehicle upthrust.
- Front Closing** : The front cover is mainly the engine cover like in a usual car. I am composing a freebie engine as a prop you can insert there if you want soon.
- The Doors, L and R** : Needless to say, the doors are the doors. The swing up, like in the older Mercedes 300SL Models.
- The Steering Wheels** : Steering R and L allow you to move the steering part left and right and up and down
- The Landing Flaps** : They are called FL_FR_RI_UP which means for example
FL : Flap; FR : Front; RI : Right; UP : Up
There are two poses for the final positions in your poses library.
- Gutter** : The Gutter are the two covers on the front which hide the gun. You can move them up to show and eject the GUN.



Render Settings

The FHM 330 is a high poly model and therefore needs low render settings. The smoothing in the model itself will come through the poly's. I have made best experiences with the below render settings. There is no AO settings applied to this model, due to the fact that the body skin of the vehicle is supposed to be reflecting. However, you can add a node to the MAINBODY material and therewith gain the effect if needed. Ensure you turn of "Smooth Polygons" in the Options section of your render settings to avoid bending poly's.



The Materials

The basic set of this model comes with four different Materials:

- The Military Style
- Woven Grey
- Red Reflecting Style
- Blue Reflecting Style

To apply one of those materials to the body of the vehicle, go to the pose library, locate the !3-D-C, !3-D-C Motor, FHM-330 directory and choose the body colors subfolder. Double Click on the material



desired. You find the same materials in the Material room in poser. If you want to change the general look of the car, choose the material called “MainBody” and change the color. There is another material called “Main_Body” which is the surrounding of the main window; you may need to copy and paste the material of “MainBody” to this as well.

The Material called GlasBlink can be used to make your Lights on the Backpart shine by raising the ambient level of this material. Same applies to GLasHighFresnel.

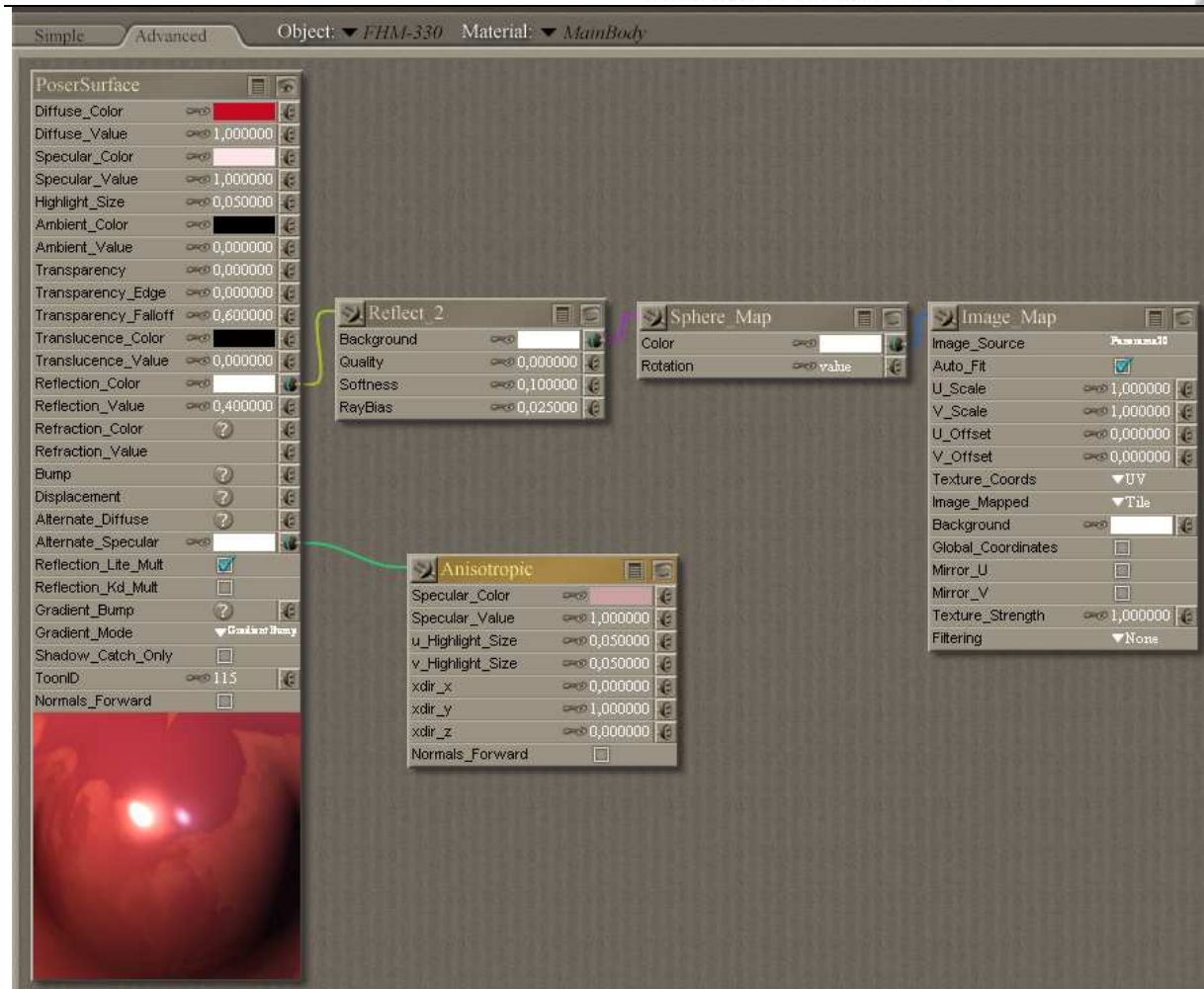
Tip: When you use a reflect material, but don't use a complete sceneric surrounding, it adds much more realism to the material if you add an sphere mapped background to the reflect channel of the main hull. See example:



Without node attached



With Node attached



Example of an attached sphere map attached to the reflect channel of the body map. Apply the same reflect channel to the window glass material.

More Material Sets will soon be shared through our freebie channel.

The Lights

This product comes only with one light setting, which I used for the presentation renders. This is a character model, not a scene modeling.

Props

Two props are basically delivered with this product:

- The gear with morphs to inject and eject
- The main gun which can inject and eject

These are already in the figure itself. You have them just separate here in case you need so.

The Gear and Gun, parented to the main figure, have injected morphs to animate. The Gun can be moved for and backward by changing the dial in the properties.



The Landing Gears can be out'ed and in'ed by the morph dials injected. Please understand that animating something like a gear through bones would be far to complexe to realize. The injected morphs fulfils the requirement to animate.

Poses

The poses delivered with the FHM-330 all 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-330 through your character library
2. Load you preferred model
3. load the pose figure (found under !3-D-C, !3-D-C Motor, FHM-330)
4. Parent the BODY of your Figure to the FHM-330 Body.
5. Move the FHM around

In this way, your figure will move with the FHM-330. 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 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.

3-D-C

3D Resources
for the community



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

Oliver Schramm

Schillerstrasse 12

63150 Heusenstamm

Germany