



Hangar 2260 by 3-D-C



Usage Guideline

Dear Customer,

We would like to thank you very much for your purchase of the Hangar 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 Hangar 2260 by 3-D-C is a modular set of a spacecraft Hangar, a combination of various walls that fit together to a large hangar bay. 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 5 Poses for M4, 12 light sets and 11 camera sets. Also included are Material sets for the container and the background plane.

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 730MB 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.

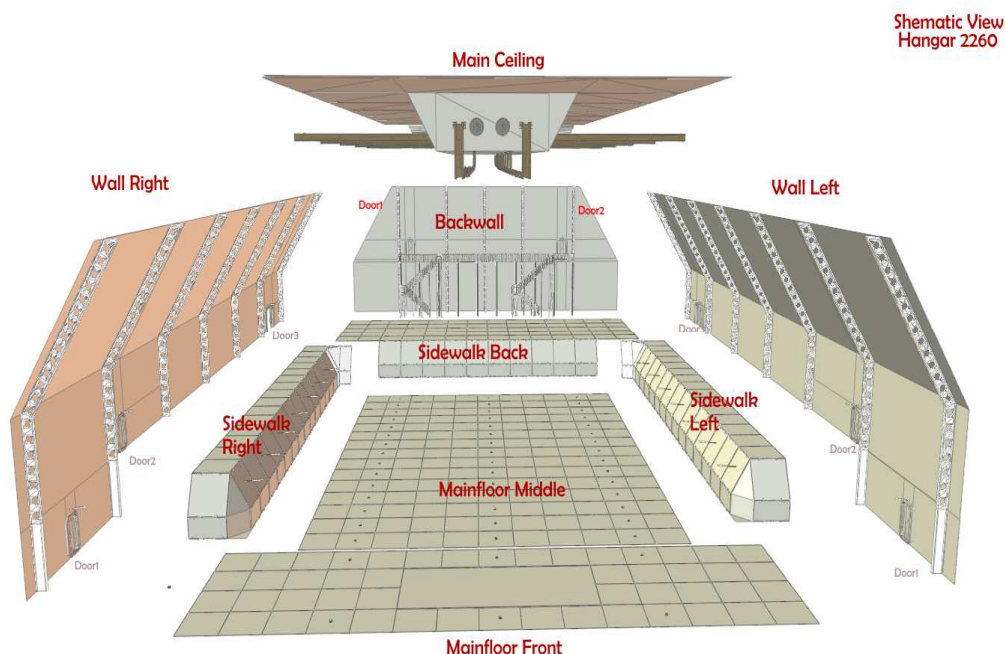
Installation

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 Hangar 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 Room

The hangar walls are Props located underneath the props section of your runtime library. Please see the outline below. The Walls fit to the location where they belong. In case you have already loaded a wall but want to shoot from behind it, you don't need to delete it. You can simply use the “Visibility” Check box of the object to make it invisible.

Note: The walls include morphs to open the doors. Simply select the wall and use the dials to open or close the doors.





Boned Parts

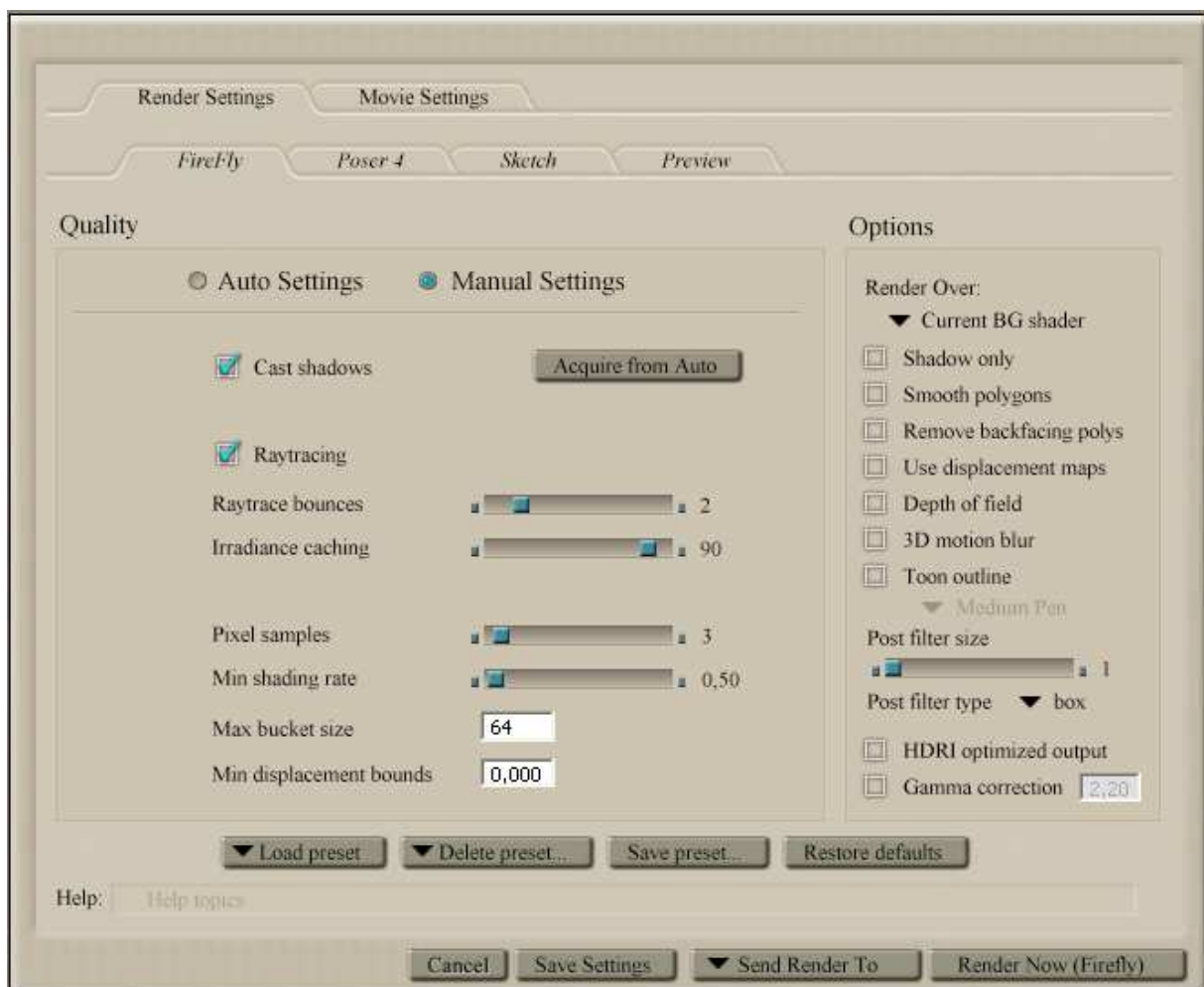
The Crane and Lift are Figures, located under the Figure section of your runtime.

Those are boned and the moveable parts can be moved through the bones.

Select the body part you want to move and use your tools for it.

Render Settings

The Hangar is a medium 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.



If you make close up shots, change the shading rate to 0,1.

The Materials

There are additional sets of materials installed underneath your material content in your runtime.

They apply to the background plane and the large container prop. To change a material, select the background plane or the container and doubleclick on the material you want to apply.



The Lights

The light sets come as modular appliance as well. Load the lights you need in order. The first one just by a double click. If you want to use more than your first light 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.



Props

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

You also receive two smart props for M4 holding jugs. To load those, select M4 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 5 standard poses for the Hangar. We strongly recommend to check our website for more free poses such as the standard M4/V4 poses which work very fine for it. Some of the poses drop your figure already to the location in the hangar set where they belong to. Some are NULL poses to leave your figure where it is.

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.

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