



SciFi Apartment (K-Azonica) by 3-D-C



Usage Guideline

Dear Customer,

we would like to thank you very much for your purchase of the SciFi Apartment 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. The file you purchased is part of the K-Azonica Series, but also runs on its own. To check out more products of this style, please check our website www.3-d-c.de for more information

General

The SciFi Apartment is modular build room environment of a futuristic apartment. It is a set made out of room walls (four main parts), ceiling and floor figures (two), various props and material sets. The room itself is made out of four main parts (front living, back living, washing and sleeping) and Two floor parts (living and sleeping). Alltogether it assembles a closed room. The set comes with 25 different styles for the floors, 32 poses for M4/V4 and S4. Also, 10 light sets included and cameras.

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 1,2 GB of RAM. Textures are designed to be of high quality level to allow close up of props and walls. The product works best with Poser 8/2010 and indirect light. It works on lower versions of Poser as well but doesn't produce the same output due to missing indirect lighting.



DAZ Users: We are doing only limited testing for DAZ. During our tests we found all things running ok and rendering ok with DAZ 2.3 and 3.0. However, DAZ is not fully supported. Some lights and Cameras are also not working in DAZ. Another limitation noted within Daz is, that the master dials for the moveable parts aren't working. You need to move those parts manually.

Installation

The product comes 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 K-Azonica" then "Apartment". All Props, Cams, Poses and Lights 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. (3dc:Geometries)

Loading the ROOM

The main walls are located underneath the figure section of your runtime. Please follow the path described above. You will find the following items in there:

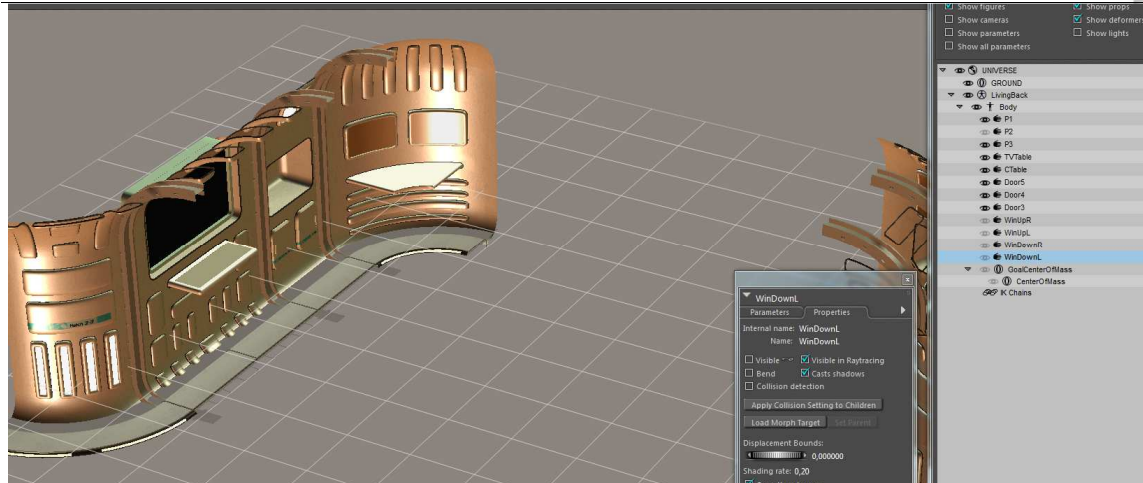


Loading one of those items only loads a part of the room, so you can minimize your memory load and rendering time and only load that part of the room that you need. The floor for the living room front and back and the washing room and sleeping are combined into two figures.

All figures have boned items. Ie. The Living Back has the following parts:

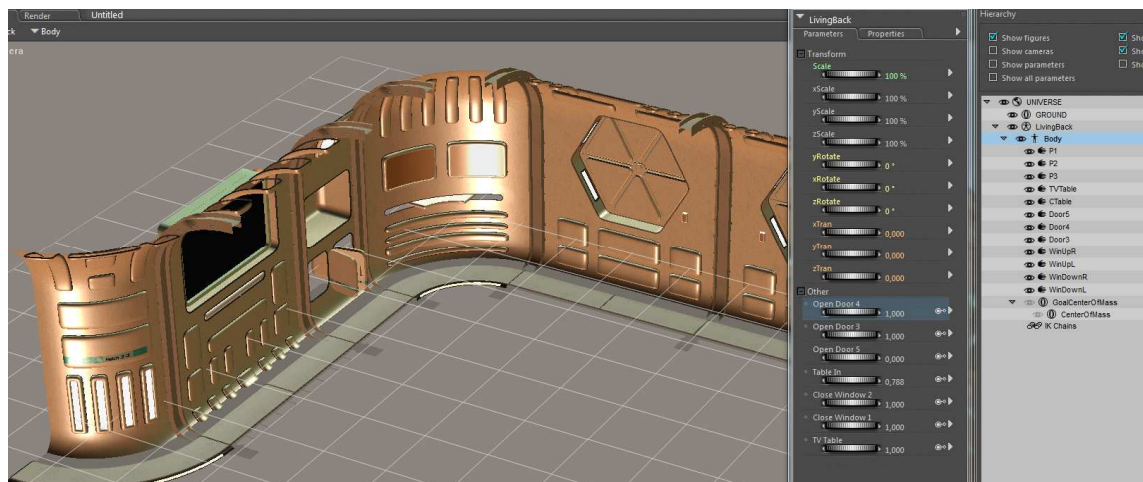


The Parts P1, P2 and P3 are the walls, separated in parts. Disabling them allows you to do a long focal shot. Use the visibility tag in your object properties to hide them. Note: ensure you also disable the door parts if there are any benear to that wall.



See above.

If you want to animate or move a part, ie, such as like open doors or close the windows **DO NOT** use the bone settings themselves. (don't move the xtran or yrotate or whatever). Select the **BODY** of the main part, here "LivingBack". You see masterdials injected:

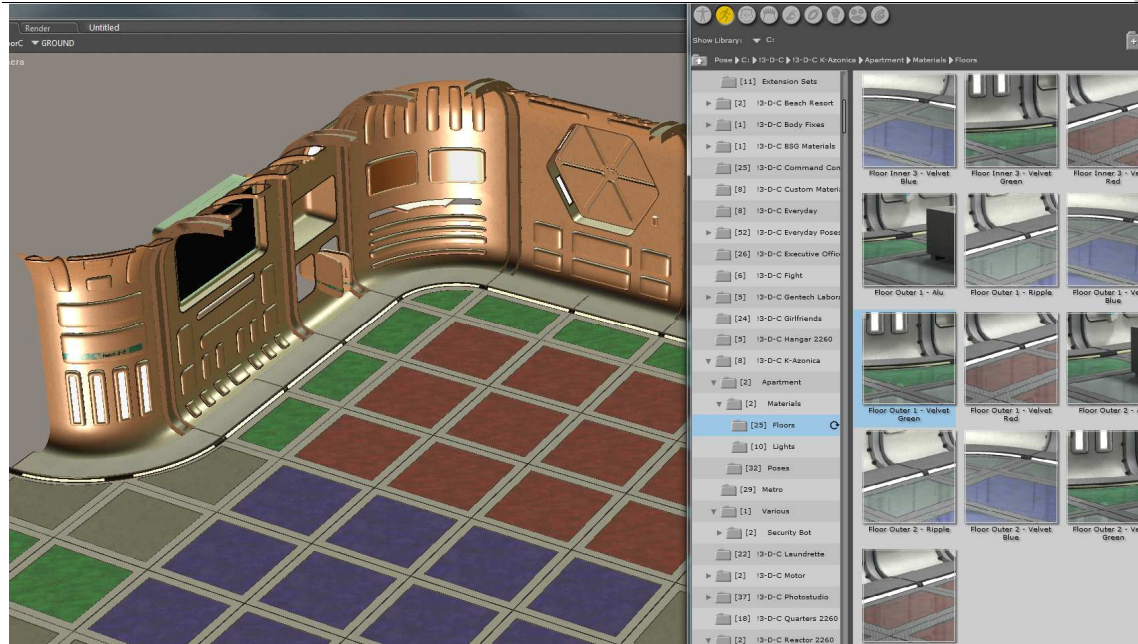


Changing those masterdials does open or close doors or windows or move the tables. This ensures, you don't misplace any items.

Note: The Poser Ground usually overlays the floor. Disable the GROUND Prop before you continue using the floor figure.

The Materials

The floors can be colored in different ways. To make this as easy as possible, we created mat-poses. Load a floor part first, then go to the pose section of your runtime and goto "!\3-D-C!\3-D-C-K-Azonica\Apartment\Materials\Floors". You find 25 color items for the floors in the Inner 1, 2 and 3 and Outer 1 and 2. This describes the various sections of the floors. The Living room floor and sleeping room floor have different sections. So just try it out.



Just ensure you have the floor selected, before applying a MAT pose.

The Lights

In order to load the lights, load an Ambience setting first. There low and very low ambience lights. Then decide which parted lights you want. Select the light, then use the “stackload” button to load it into addition of the ambience light. You can do so for more lights.



In order to change the enlightened parts of walls and ceilings, select the wall part you would like to change (or the floor/ceiling) and go to the “!3-D-C!\3-D-C K-Azonica\Apartment\Materials\Lights” folder. Then load the light setting you want. You see the ambience setting change.

Please note: These are material lights. You will only see the effect of them if you use Poser 8 or 2010 with indirect lighting and irradiance ability.

Props

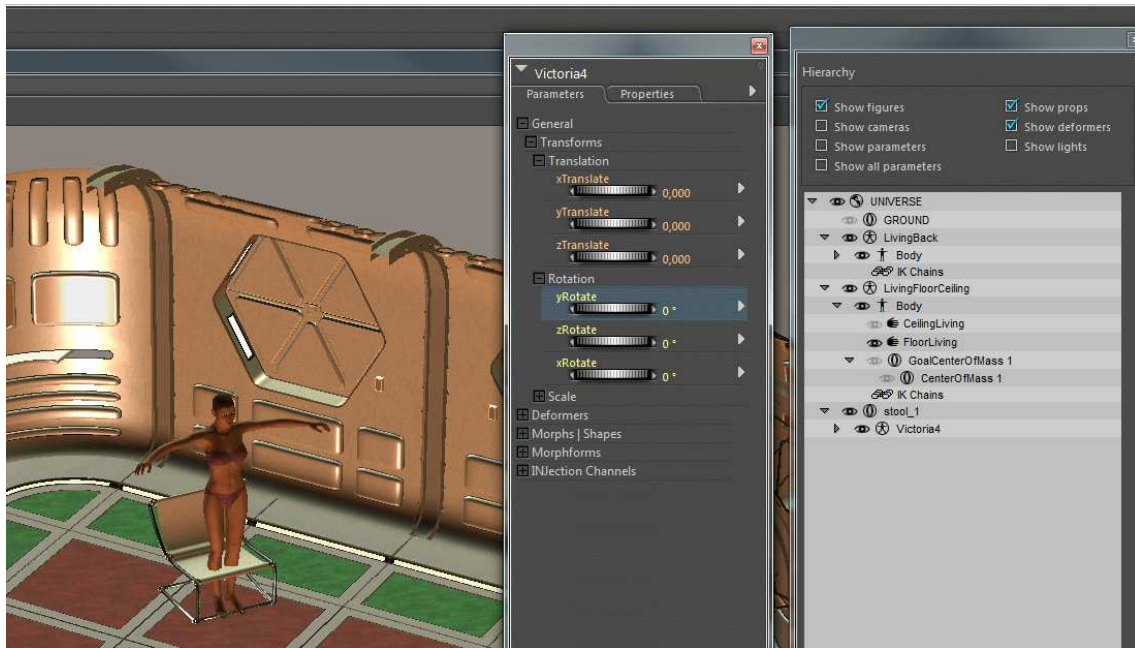
Various Props can be loaded into the room. The table and chair load to a NULL section, you can place them around. The Bed loads to its position in the sleeping room. If you keep the bed selected and load the blanket and cushion, it will place on the bed. The blanket and cushion have a morph inject. If you use the “sleep” pose, you can use this for adjusting them.

Poses

Poses provided to either load to the location in the room (such as the shower) or to a NULL location, depending if they are fixed or variable. The sitting poses have no room location. You shall place your character after applying the pose. We do so, to ensure you place the character once, then you can load various sitting poses without the need to readjust your character.



The easiest way of adjust the seat poses is, load the chair, place it into the location in the room you would like to have it. Then load your main figure (ie V4). Group V4 under the chair through the Hierarchy Editor:

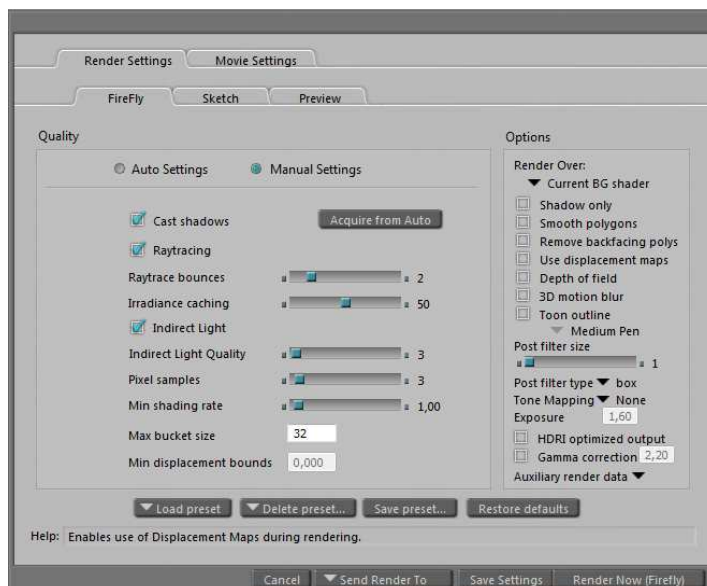


Set the X/Y/Z and rotate numbers of V4 to NULL- she will place over the chair. Then load the seating pose you want. Easy, eh?

The S4 poses are similar to V4 but a little adjusted due to S4s 90% scale.

Render Settings

The Apartment is high poly therefore low shading rates are usually not necessary. The below shall fill the needs.



please note: All materials are already setup with ambience occlusion. You don't need to set this through any lights.



Cameras

The cameras provided with this set are assigned to a DOLLY Cam. To create one, click on OBJECT, Create Camera, Dolly Cam. Then double click on the Camera.

They are located underneath “!3-D-C\!3-D-C K-Azonica\Apartment” 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, with the above mentioned limitations.

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.

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