



## SciFi Bar (K-Azonica) by 3-D-C



### Usage Guideline

Dear Customer,

we would like to thank you very much for your purchase of the SciFi bar 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](http://www.3-d-c.de) for more information

### **General**

The Bar is modular build environment of a futuristic Restaurant. It is a set made out of a two sectioned core body hull, propped floor and ceiling with lights cams and poses. The main room loads as a figure (two sections P1-P7 and P8-P14). The Floor outer and inner as well as the ceiling are props. The Set comes with 19 poses for M4 and V4 and table poses to place the tables. As well as lights and cameras and various smartprops and hand 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 800 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. Some limitations are known to Poser 8 prior versions: The masterdials behave different on Poser 7 but shall still work, Poser 6 doesn't support this feature.

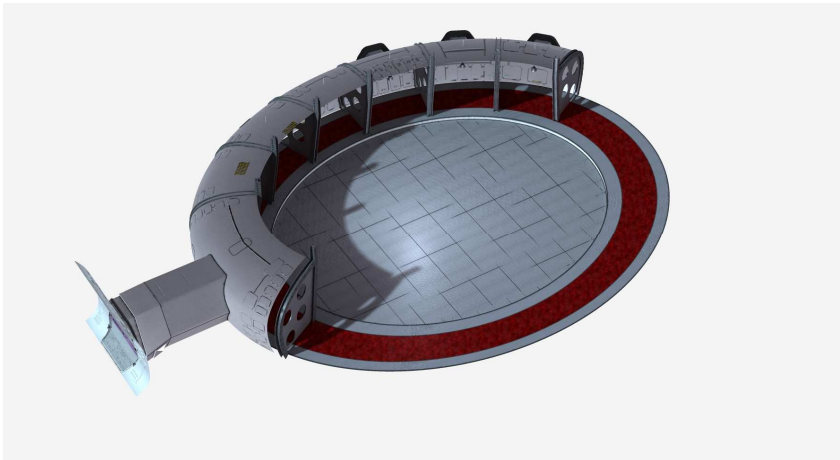


DAZ Users: We are doing only limited testing for DAZ. During our tests we found all things running ok and rendering ok with DAZ 2.3 and 3.0. However, DAZ is not fully supported. Some lights and Cameras are also not working in DAZ. Another limitation noted within Daz is, that the master dials for the 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 "Bar". 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 room is divided into two sections, P1-P7 (that reflects the parts) and P8-P14. Every part can be disabled itself through the visibility tag of the object. (Object-Properties-Visible). Load those Parts from the Figures Section of your runtime. Select the Body of a section. There are

masterdials injected to open and close windows or the door.

Load the floor and ceilings from the Props section of your runtime.

The bar itself is a prop as well.

Changing those masterdials does open or close windows or the door. 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

This product does not come with additional materials

## 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.



## Props

The Floor and Ceiling are designed as props.

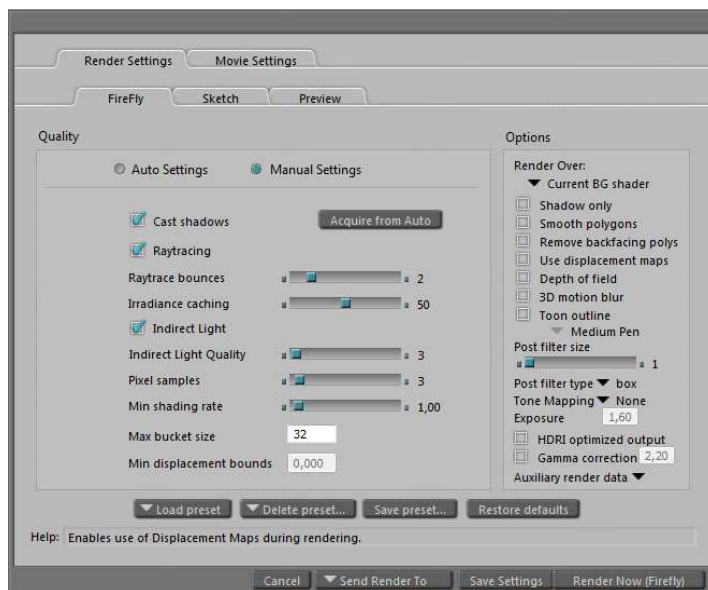
Also you receive smartprops with this set. Ensure you select your M4 or V4 first before you load the smartprop. There are various handposes for each smartprop in the hands section of your runtime.

## Poses

Poses load to a NULL Location. Please check the attached manual how to use the poses with the tables at their best and easiest way.

## Render Settings

The Gate 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 "I3-D-C\I3-D-C K-Azonica\Bar" 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](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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