



3-D-C K-Azonica Corridor/Room Construction Set



Usage Guideline

Dear Customer,

we would like to thank you very much for your purchase of the Corridor/Room Construction Set for K-azonica 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 Corridor/Room Construction Set for K-azonica is a set of main items to build corridors or rooms for SciFi Environments. It contains the four major items, the straight, curve, T and X Parts, with 20 different walls to assign. Each Part can therewith be different which will allow you hundreds of different assemblies. Additional Add Ons to the set are included such as like security cams, signs and screens. All of those can be set to any part. Lights and Some poses are included as well. We do recommend downloading our free pose sets from our freebie sites.

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 and Windows 7, 4GB Ram Quad Processor Machine. With all props loaded, a render with Firefly shall need aprx 1000 MB of RAM. Textures are designed to be of high quality level to allow close up of props and walls.

DAZ Users: The product has been tested in DAZ. However, we do not provide support for DAZ.

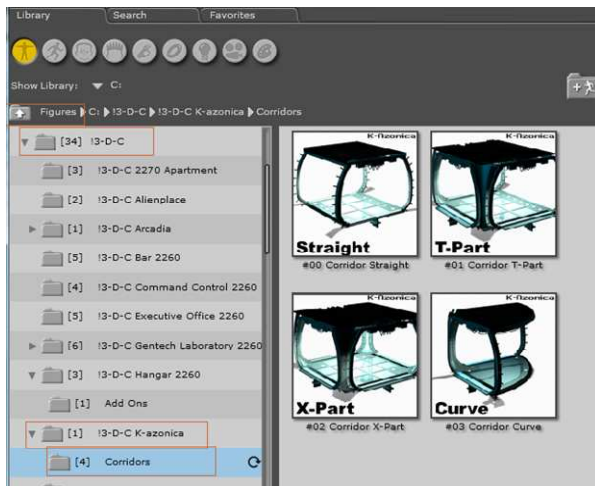


Installation

The product comes a ZIP file, which extract the files to your Poser or DAZ runtime. All items extract under a Subdirectory called "I3-D-C" within your runtime (under Figures, Props, Poses, Lights and Cameras). Within this Subdirectory, you will find a Subdirectory called "I3-D-C K-Azonica". This directory will store all sets to K-Azonica, underneath you will find "Corridors".

Assembling a Room or a corridor

The Set allows you to combine the four major parts (Straight, which is a straight part of a corridor, T-Part, which is formed like a T, the X Part which is a crossing and the curve) in a wa,



that you can build various different combinations. As you can see from the sample renders, you can use it as a corridor builder as well as to build larger rooms. In order to start to build a set, load the needed parts from the Figures library first. Each part loads as a separate figure.

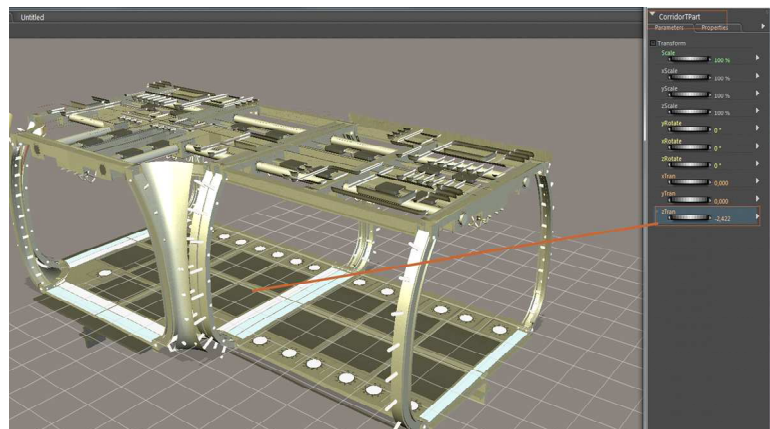
You can set the second and third figure already to their place, i.e. load a straight part first then load a T-Part as second and displace it in a way, it connects to the rear

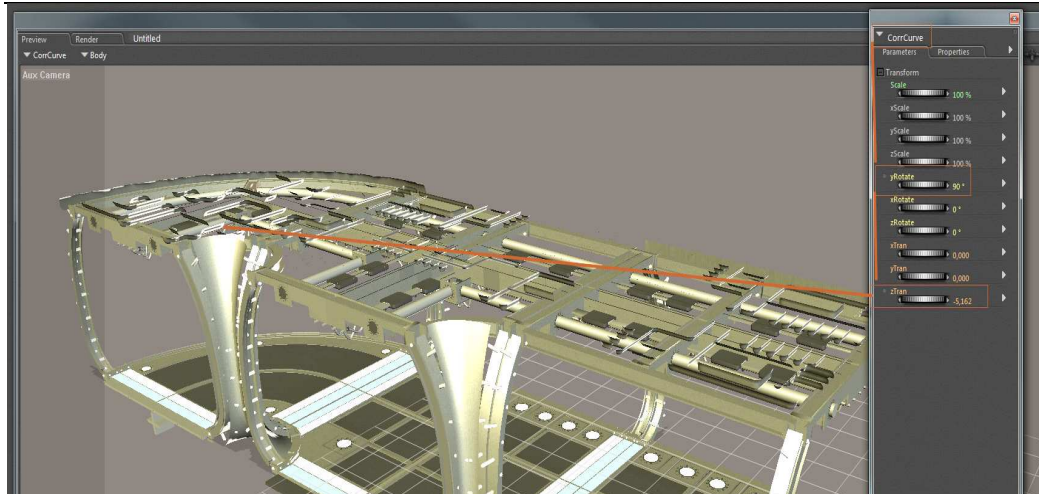
end of the straight part. See the next picture.

There are helpers underneath which can help you to position the parts a little better.

You shall only assemble as much parts as you need. More parts mean more memory space during rendering.

Now, as a third piece, load a curve and place it to the end of the T-Part. Rotate it by 90°. See next picture.

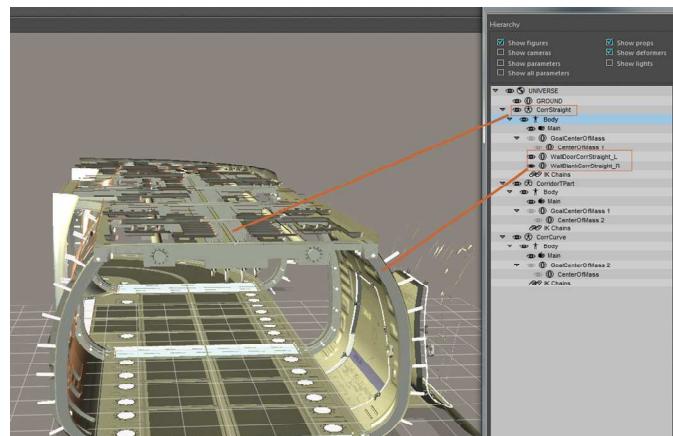




Now, go to the props section of your runtime, seek out the !3-D-C K-Azonica, Corridors Library and Select the Figure **CorrStraight**. All Walls for the straight part start with #00. Select a wall for the left side and double click the prop. It will load to the left side of the Straight Part. Now do the same for the right side.

If done correctly, the walls shall be grouped under the right figure. They are smartprops. If you move the Straight Part, the walls will move with it.

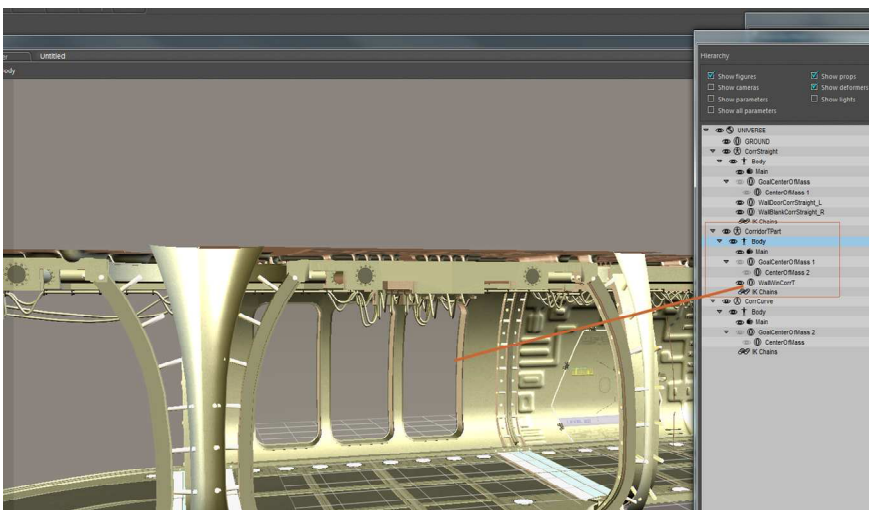
Now, select the T Part and choose a wall you would like to load to the wall side of the T Part. As the T Part is build to connect another part in 90° you cannot load a wall to the other side. Choose any wall you would like to assign but ensure you select the figure **CorridorTPart** first.



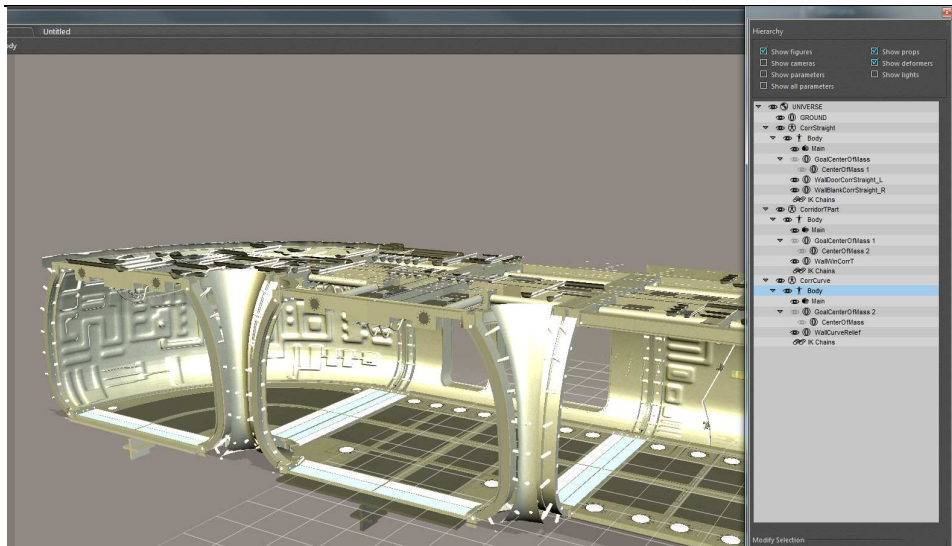
Walls for the T Part begin with #01.

As a last thing now, select the "CorrCurve" Part. All walls for the Curves start with #03. There are no #02 parts as the X Part does not have any wall sections.

Choose a wall for the curve and double click



on it. It will load to the wall section of the curve part.



You can continue like this over and over and combine large scale rooms or sections. However, bare in mind that every part needs memory space in your renderer.

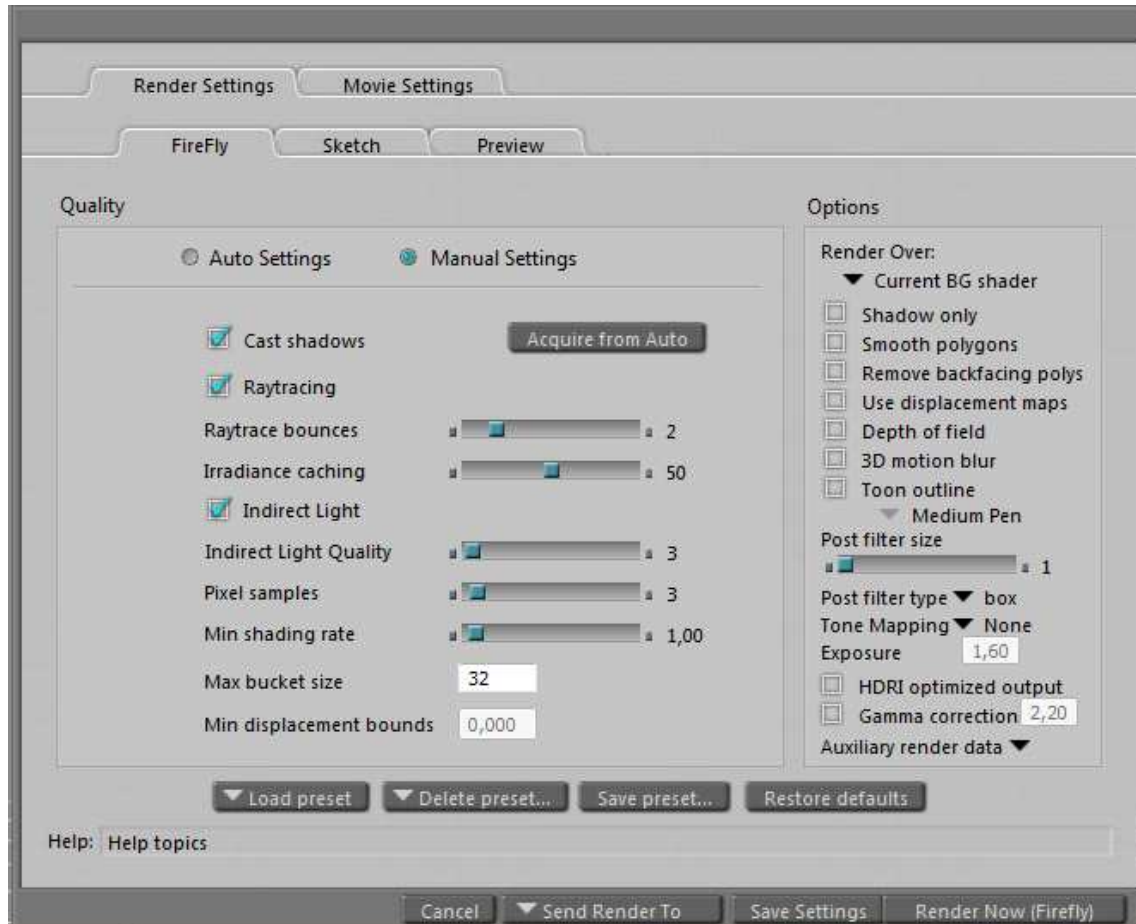
If you would like to make a long focal lense shot through one of your walls assigned, you do not need to delete the wall, simply just use the visibility tag in the object properties.

We also recommend reading our manual about how to group objects together. You can find this here: <http://www.3-d-c.de/manuals/tatp1.pdf>



Render Settings

This set is made in simplicity. We hoped to save memory by using only high polys where needed. The below are the best render settings we found.



The Materials

There are no materials for this set. However, we plan to create additional material sets.

The Lights

The Lights assigned to this set are not grouping to the various parts. We would recommend loading them FIRST , grouping them to the part and then move them. Or, load a light set to the main part, then move the light around. However, we have created some light sets for you to start with.

You can load lights assigned to the doors in stack mode. Load a main light set first (ie the daylight set)

then select the Door light (ie Door ST Left) and use the doublecheck icon:





All materials on this set have a preset ambient occlusion. You do NOT need to set light with AO!

Props

The props coming with this set are designed for the corridors. We will add more add ons through freebies as well. The Screens, Cameras and signs do not load to any specific parts, however, some items do have morphs inject to make them fit better. The Screens have morphs to align their upper connectors.

The Wall Part with doors do have morph injects to open and close.

Poses

The are just a handful of poses that come with this set. Most poses used in the renders are available freebies from our website, we recommend to use those:

<http://www.3-d-c.de/freebies.htm>

Cameras

Camera sets are not supplied with this set as we found it not to be of large use. You can use the standard main camera and adjust it simply.

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.