



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



### Usage Guideline

Dear Customer,

we would like to thank you very much for your purchase of the Metro 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 Metro is modular build room environment of a metro station of futuristic sty. It is a set made out of wall, ceiling and floor props, the frontpart and the tube. The Metro itself is a Figure (with boned items). The set contains 27 poses for M4, V4 and poses for the Door open and closes. It also comes with light sets, cams and smart props.

***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 apprx 1,5 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.

## 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 “Metro”. 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 various sides, walls, floors and front parts of the room are all “props”. You will find then in the Props Section of your runtime under above describe path name. All parts had been attempted to be as detailed as possible, therefore some parts may be bigger in polygon count than others. Loading all parts is usually never necessary, therefore we recommend to load only those parts of the room that you need.

Remark to the floor: The main floor is lower then the middle floor and therewith also under ground level. In Poser units, you need to adopt your figures by “-0,58” points.

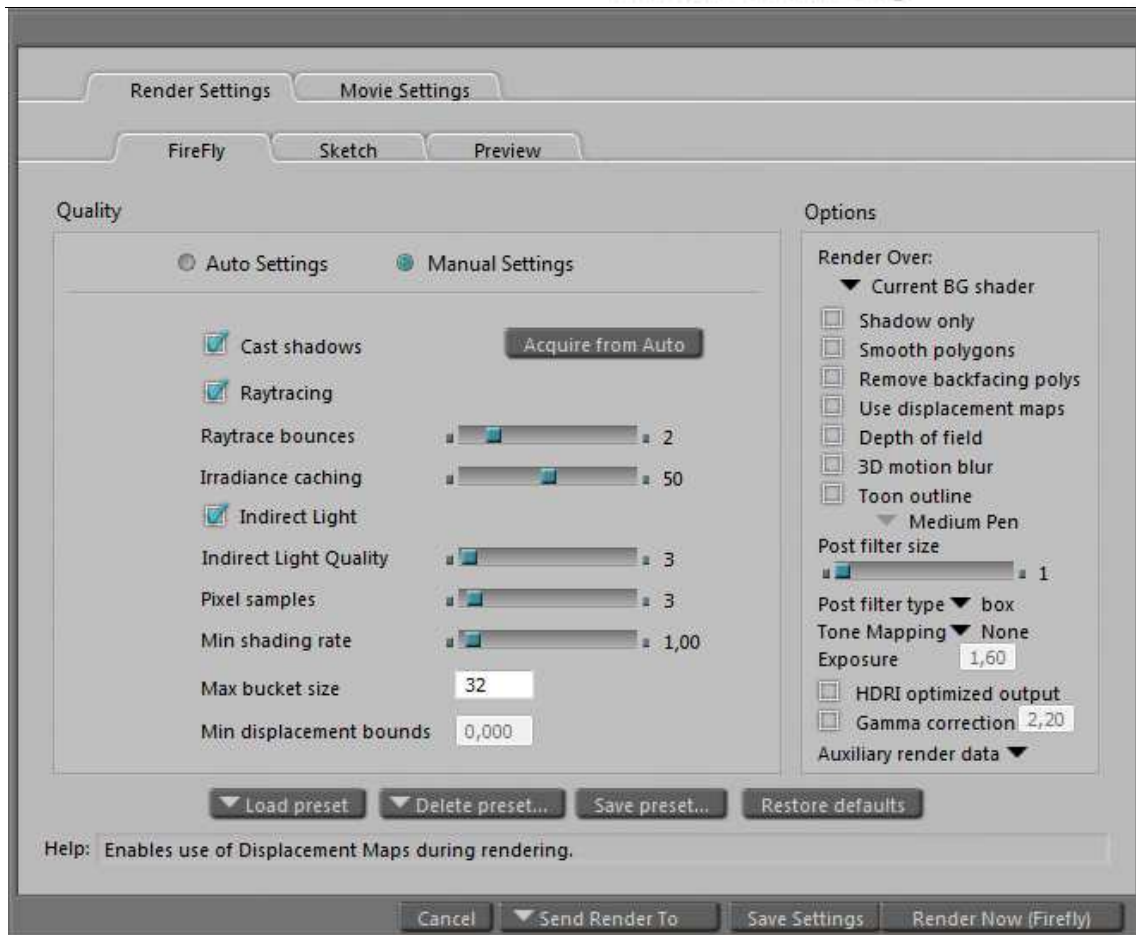
Remark to the Tube: The tube that comes with this packed is ending shortly behind the front part. Depending from where you shoot, you need to load it twice and move it left or right to amend the tube.

Loading the Metro: The Metro is a figure. You can find it under the Figure section of your runtime. The metro is boned with parts. You can disable the sidewall, the front and back part to make long focal shots. To open the doors use the dials, or go to the pose section of your runtime and use the open poses provided in this package.

The Metro is of high poly count, however, you only need to load if necessary.

## Render Settings

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



## The Materials

There is only one material set coming with this set, which is a blurred background picture. To apply it, select the Prop "BackGround" and double click the Background Icon in the Mat Section of your runtime. (Path: !3-D-C\!3-D-C K-Azonica\Metro)

## The Lights

In order to load the lights, decide if you want to go with Night settings or Day settings. To Load a light, first load the All Ambient for night, or Day for Daylight. Then select the additional lights you need and use the DoubleCheck load option to ensure you do not overwrite the ambience. This product works best with indirect lighting (Poser 8 and Pro 2010).

## Props

As described, the walls are props as declared. We also deliver you three smartprops with this set. They are located underneath !3-D-C\!3-D-C K-Azonica\Metro\Smartprops. Select M4 first, then load the smartprops.

Other Props such as the Screens and Seats load to the location in the room where they belong to. Double them if needed. The Wall Screen has injected morphs to alter its display and the mounting to the walls.



## Poses

Poses provided to either load to the location in the room (such as the stairways) 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.

## 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\Metro” 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.

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.

Copyright holder of this Product is

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