SciFi Science Lab (K-Azonica) by 3-D-C

Usage Guideline

Dear Customer,

we would like to thank you very much for your purchase of the SciFi Science Lab 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 Science Lab is modular build environment set of a main room, cryo chambers and investigation tables. A futuristic lab for investigating your enemy. The Main Room is boned into parts, to allow disabling of those. The tubes and investigation tables are also fully boned. The set comes with Lights Sets, Poses for M4, V4 and S4 and Preset Cams.

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 1000 MB 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

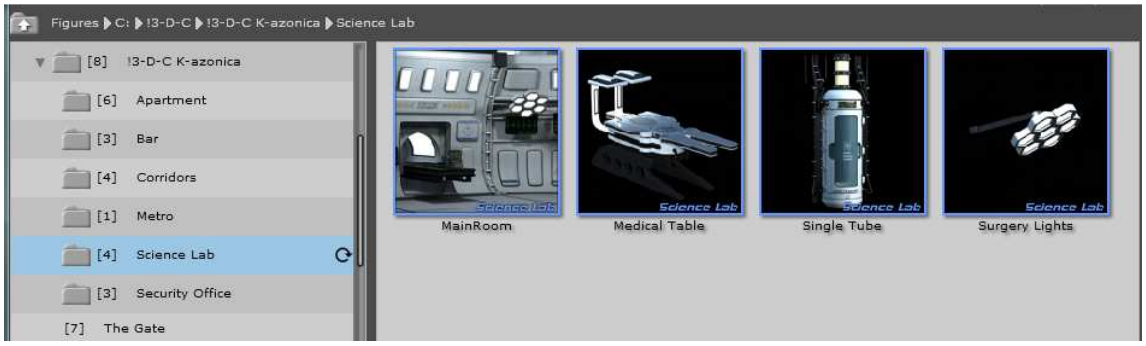
Cameras are also not working in DAZ. Another limitation noted within Daz is, that the master dials for the moveable parts aren't working. You need to move those parts manually.

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 "Science Lab". 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)

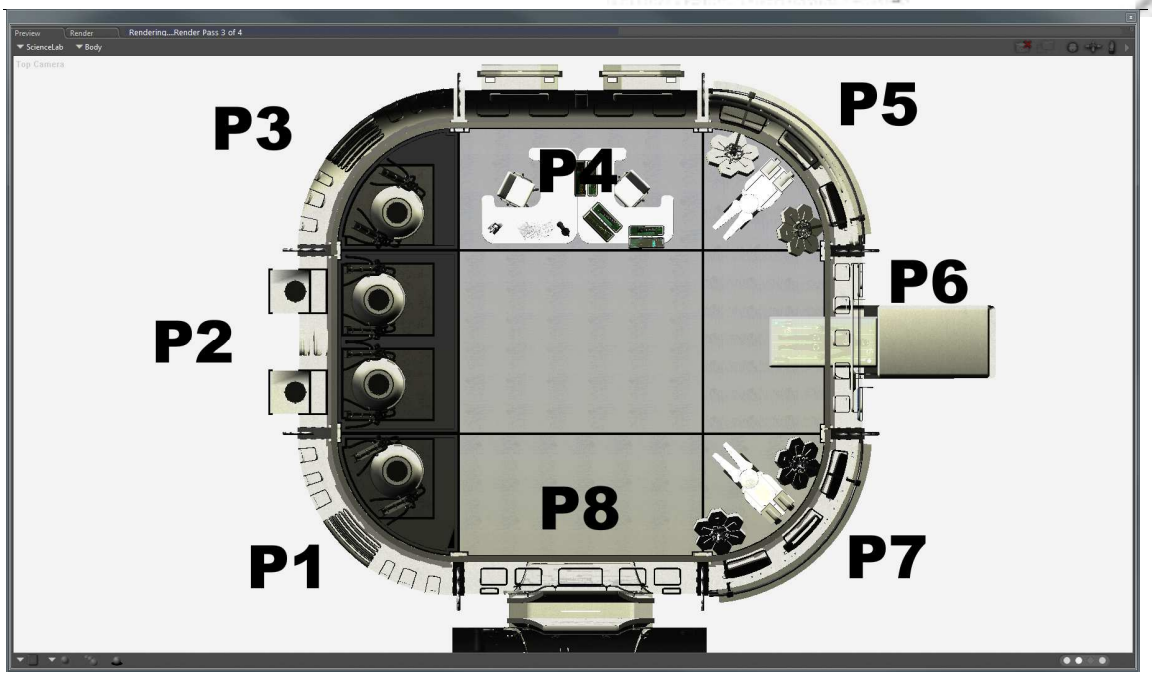
Loading the ROOM

The mainroom is a figure located under your figure runtime. :



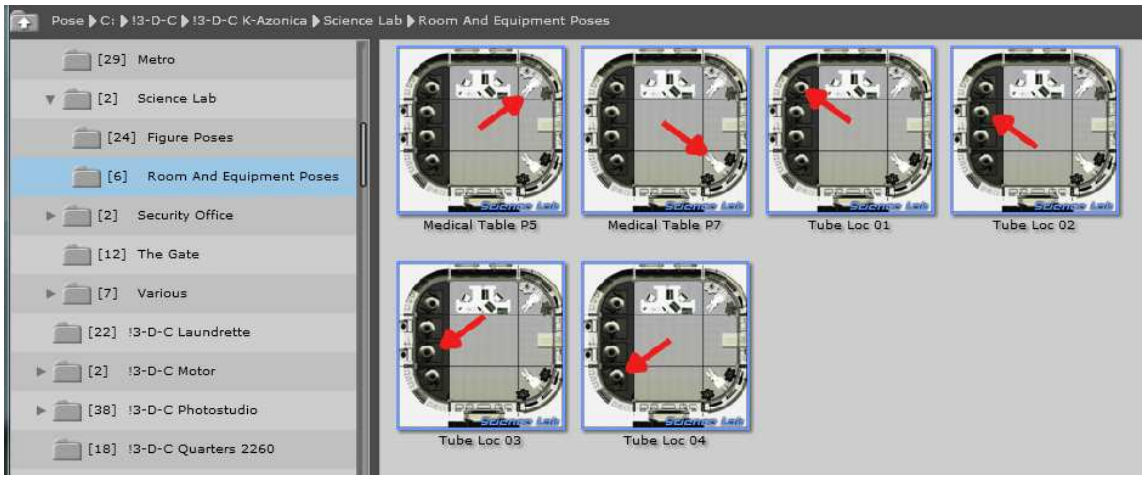
To load the room, double click on it. If you select the main body of the room, you will see "masterdials". Those are used to close the windows, ope the main door or move the scannertable. If you are NOT in possession of Pose 7 up, you can select the windows alone and move them close them (or the door etc).

The Room is sectioned into eight Parts, P1 – P8 which represent a part of the room. All of them are separate bones. Simply click them and use the visibility tag on the object properties to hide them.



Loading the Tubes:

The tubes are single tubes. Load one Tube into your scene by clicking on it in your runtime. Make sure you have it select as active Figure. You may see it loads to a default locations. To arrange the tubes like shown in our sample renders, switch to your Pose section in your runtime, goto the Science Lab Directory (see path above), subdirectory Room and Equipment Poses and then choose ie. Tube Loc 01

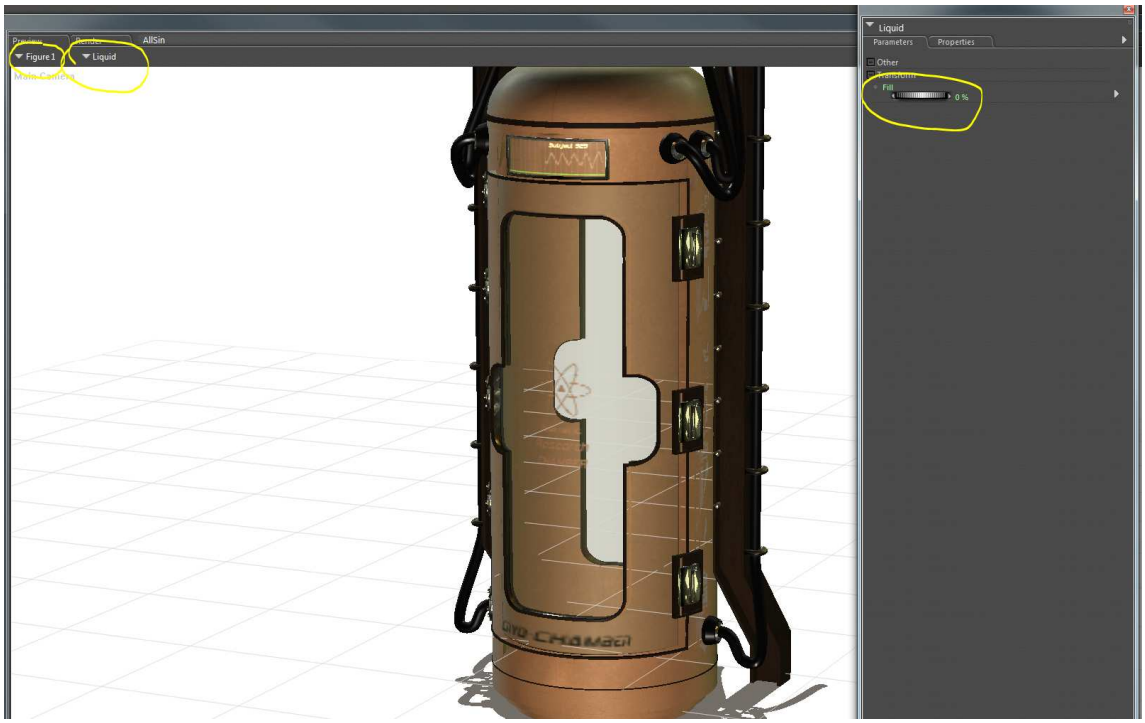


The tube will now move to the first location. Do this with other three tubes and move them to Loc 2-4.

For the medical tables, this is the same. Load a table, and then use the Pose Medical Table P5 or P7 to move it to the side corners of the room.

The Table itself has also masterdials injected for animating the various parts. Please take note that the scanners would overlap if you move them single. You can do this of course, but for easy animation we have also injected a masterdial for moving the scanners.

The Tube's Liquid is being leveled by the Dial on the Liquid bone. Select the Tube, then choose the liquid bone. The Dial "Fill" Levels the Liquid.

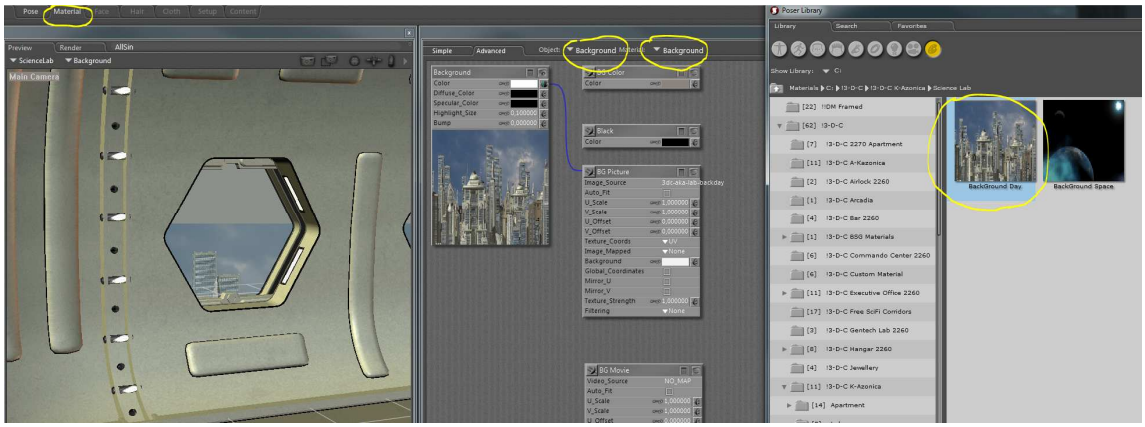


The Front Wall of the Main Room (the one with the door) fits into the Straight Set of the Corridor Construction Set, available here:

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

The Materials

Two Backgrounds are coming with this set. You will find them in the material section of your runtime. Ensure you select the background, then load the Background you would like to use.



The Lights

In order to load the lights, load an Ambience setting first. 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.

The Lights “Investion Lights (Parented)” load as smart light to the Investigation Lights. Ensure you have the Figure loaded.

Props

Various Props can be loaded into the room. The Chairs load to a Null section. You can simply group the figure to a chair and then move the chair around. The easiness of this type of using chairs with grouping is described in one of my manuals on my website. Find it here:

Grouping manual

Poses

Poses provided to either load to the location in the room (such as the scannertable) 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 Hirachy Editor:

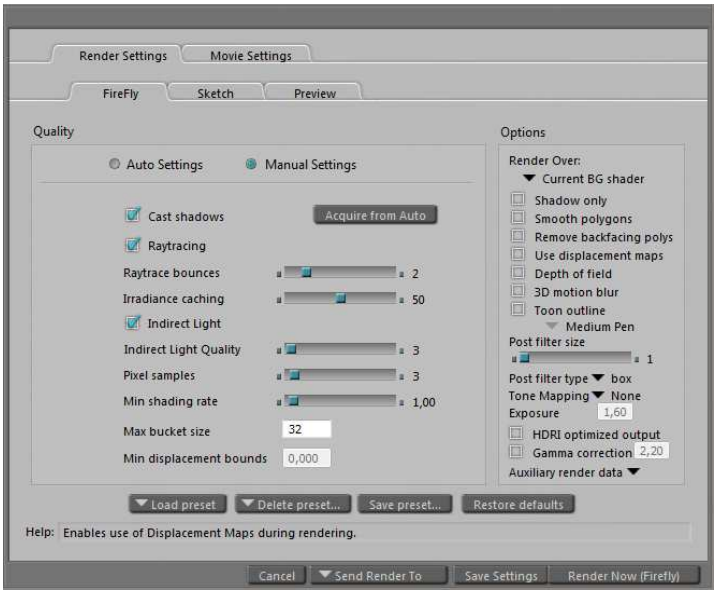
Set the X/Y/Z and rotate numbers of V4 to NULL- she will place over the chair. Then load the seating pose you want. Easy, eh?

The same works for the investigation table. If you do not want to group your character to the props or figures, just place the prop in the place in the room where you whish it to be, note the Yrotation, Xtran and ZTran numbers, then load your V4/M4/S4 figure. Set them to the same the Yrotation, Xtran and ZTran numbers. Load a corresponding pose. Done.

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

Render Settings

This set is low poly, still 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.

If you receive fractions through ambient occlusion on some materials, then you need to adjust the irradiance caching to a higher level, or lower the ambience settings of the material.

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\Science Lab" 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.