



SciFi Security Office and Arrest Cell (K-Azonica) by 3-D-C



Usage Guideline

Dear Customer,

we would like to thank you very much for your purchase of the SciFi Security Office and Arrest Cell 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 Security Office and Arrest Cell is modular build environment set of three main rooms. A futuristic Imprisonment. Every Room figure is boned into parts to allow disablement of every wall. The Set comes with poses for M4, V4 and S4, Smartprops, regular props, cameras and lights designed for this set. It is build within line of the K-Azonica sets but works as a standalone item.

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 800 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 "I3-D-C" subdirectories. Underneath that, there are subdirectories called "I3-D-C K-Azonica" then "Security Office". 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)

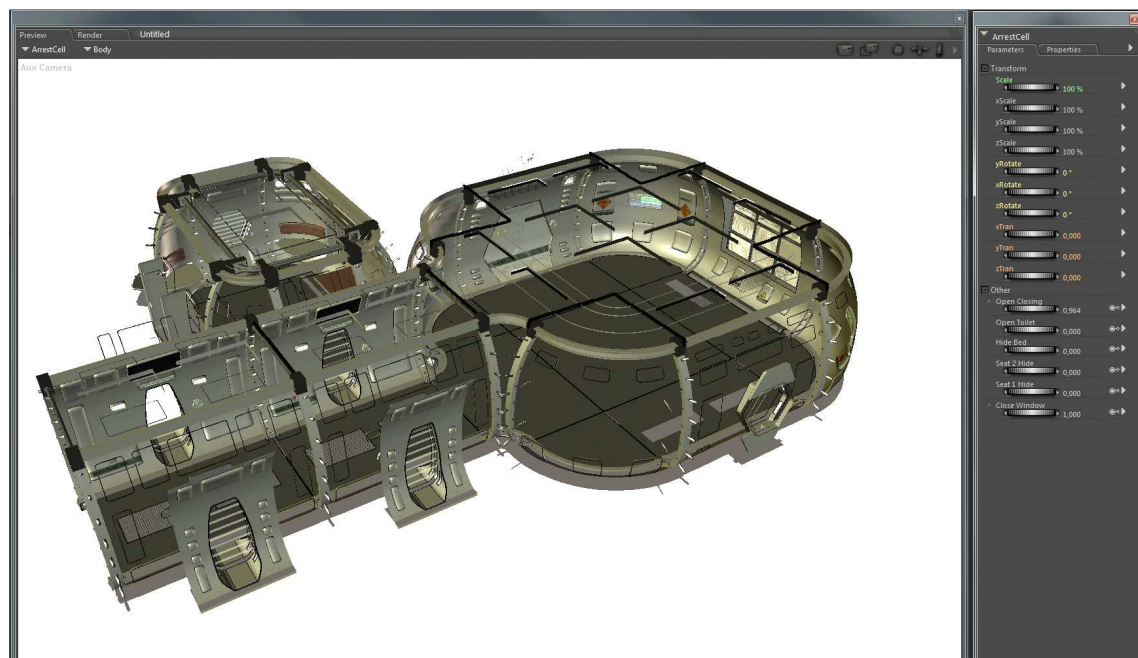
Loading the ROOM

The set is made out of three core figures: The Main Room, the corridor and the arrest cell. Each of those load separately. :



The Corridor has no end. If you would like to make a long corridor, load it multiple times.

Every Room as injected masterdials on its **BODY**. Select the body then use the masterdials for animation. If you are using an older Poser version or DaZ you can use the bones dials to animate.





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



There is one Cell delivered with this product, however you can simply move the Cell Figure to another place, to fit it to the corridors other doors.

The Doors of the corridors can be used as laser doors or normal doors. To switch them, go to your poser pose section in your runtime, goto !3-D-C\K-Azonica\Security Office\Room and load the pose for the doors. Ensure you have the corridor selected.



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

No separate materials delivered with this set.

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

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](#)

We also deliver you two additional Smartprops, handcuffs for V4 and M4. Select M4 or V4, then load the smartprop. The corresponding poses can be found under your pose section.

Poses

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

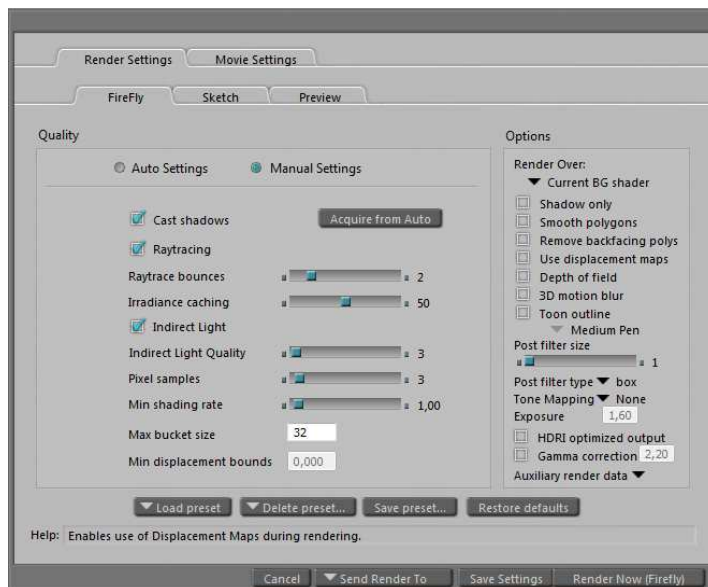
The easiest way of adjust the seat poses is, load the chair, place it into the location in the room you would like to have it. Then load your main figure (ie V4). Group V4 under the chair through the Hirachy Editor:

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 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.

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\Security Office” 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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