



## The Gate (K-Azonica) by 3-D-C



### Usage Guideline

Dear Customer,

we would like to thank you very much for your purchase of the Gate 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 gate is modular build environment of a futuristic gate. It is a set made out of a core body hull, attachable walls with lights cams and poses. The main room loads as a figure (Core Body) the left walls and right walls are figures as well. The front gate is a boned figure as well as the rear gate. The Front Wall, Back Wall and Platform and the Tube are Props. Included are 12 poses M4/V4. Also, 4 light sets included and cameras.

***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.

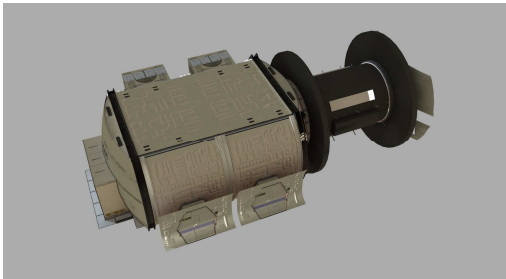


**DAZ Users:** We are doing only limited testing for DAZ. During our tests we found all things running ok and rendering ok with DAZ 2.3 and 3.0. However, DAZ is not fully supported. Some lights and Cameras are also not working in DAZ. Another limitation noted within Daz is, that the master dials for 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 "The Gate". 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)

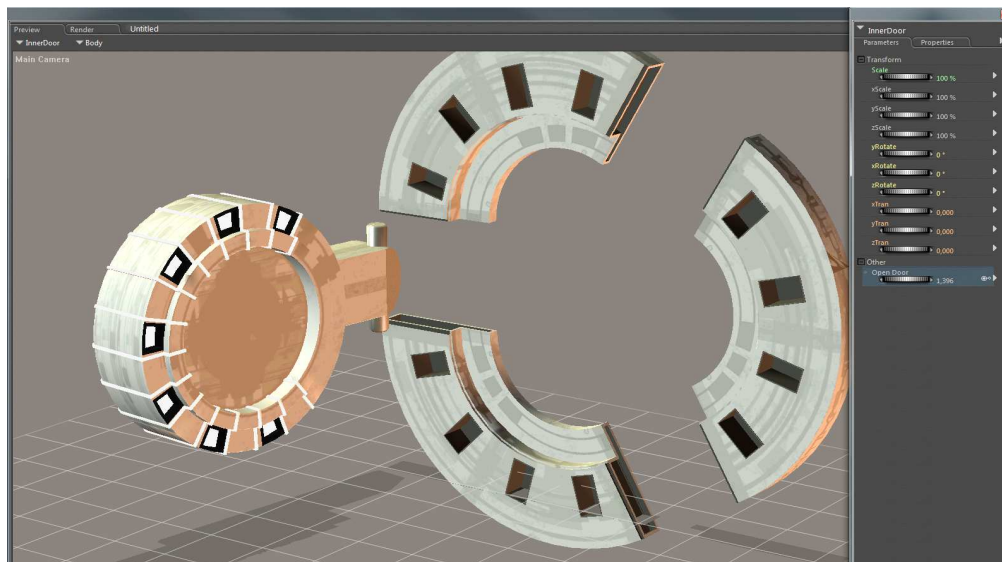
## Loading the ROOM



The main core body of the room is located as a figure under your character section of your runtime. Load this first. Then load the parts you need. You shall select the core first when loading the other items to ensure the group under the body. The Front and Backwall as well as the tube and platform are PROPS and can be found under the props section of your runtime.

Loading one of those items only loads a part of the room, so you can minimize your memory load and rendering time and only load that part of the room that you need. The floor and ceiling are grouped bones to the main body hull you can disable them if you need to.

The Main Door has injected master dials to open and close.



See above.



If you want to animate or move a part, ie, such as like open doors **DO NOT** use the bone settings themselves. (don't move the xtran or yrotate or whatever). Select the **BODY** of the main part, here "InnerDoor".

Changing those masterdials does open or close doors or eject the panels. 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

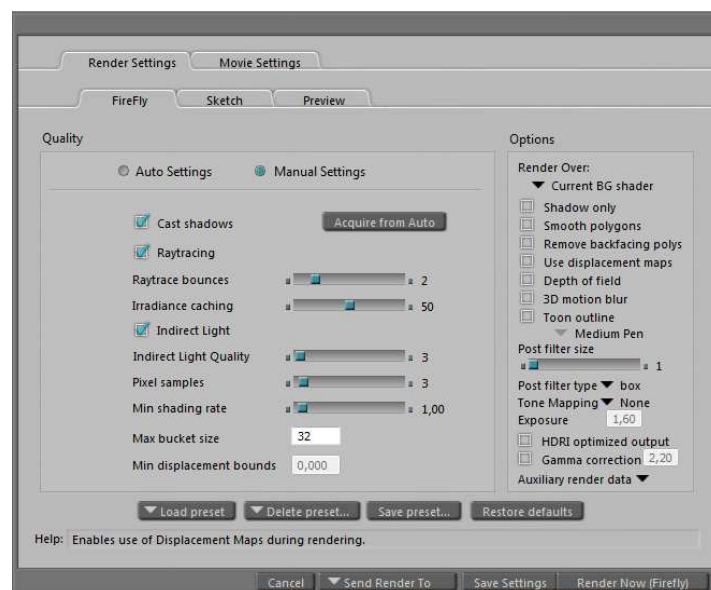
The Props are the mainwall, backwall, tube and platform.

## Poses

All Poses load to the place in the room they belong to. We recommend to download our freeposes as they all work good for this set.

## 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 “!3-D-C\!3-D-C K-Azonica\The Gate” 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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