



SciFi Apartment 2260 by 3-D-C



Usage Guideline

Dear Customer,

we would like to thank you very much for your purchase of the SciFi Apartment 2260 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 SciFi Apartment 2260 is a modular Apartment set, a combination of six Figures (Right and Left Wall, Front and Back Wall plus Ceiling and Floor and a figure of pipes). All figures contain moveable parts through bones, to animate or pose. You can use those parts by selecting the bodypart and adjust the dials in the figure. This set comes with five light sets and seven 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 apprx 1,0 GB of RAM. Textures are designed to be of high quality level to allow close up of the model. However, we do recommend to use the render settings described as some lower render settings may result in texture distortion.

This product is designed for Poser.



DAZ Users: This product is designed for Poser, not DAZ Studio. You might be able to load the figures, but lack textures. We are under development of DAZ apply-able Materials soon.

Installation

The product comes as 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 SciFi Apartment". All poses, props, materials, lights and cameras are located underneath the same directories in your runtime. You can move the figures into a separate or new directories, the geometries shall stay in the directory where they are

Loading the Figures

The Walls, Ceiling and Floor are all separate Figures. To assemble the room, load the walls you need and the pipes if needed. You can also hide a loaded wall by de-selecting the Visibility Box.

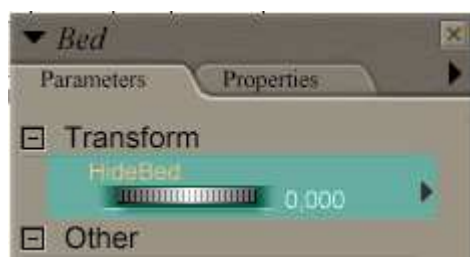


A remark: The texture set applied to the mainwalls is a high resolution texture. Nevertheless, this requires the polygons to be resolved at high level.

You do need to set the Shading Rate down to 0,01 to get a proper output.

Body Parts

All Figures come with poseable/moveable parts. To move them, select the body part, and use the dials to move the object.





The following parts can be animated:

Left Wall (Shower):

- Shower Door can be lifted up/down
- Toilet can be moved back and forward
- Toilet Seat can be lifted
- Table (Computer Terminal) can be moved in and out
- Closing can be opened and closed

Door Wall

- Door can be lifted up and down

Right Wall

- Bed can be slided in and out
- Gutter can swing
- Closing 1,2 and 3 can be opened and closed

Window Wall

- Blinds can be closed and opened

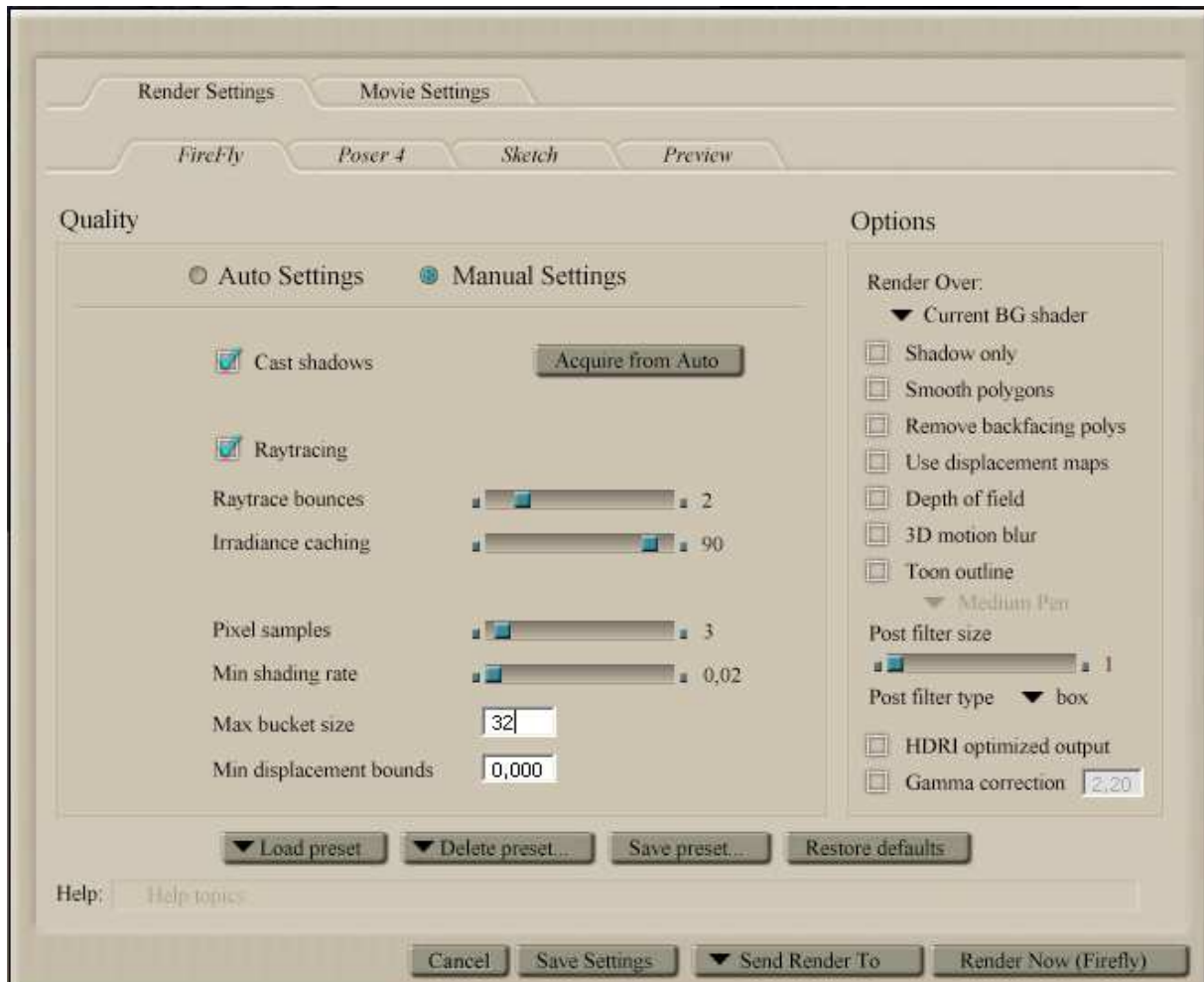
Floor

- Seat can be lifted up and down



Render Settings

The SciFi Apartment is a low poly model . However, the textures applied need a very low shading rate to avoid any texture distortion. We achieved best solutions with these render settings.



The Materials

There are four additional background materials included. Select the backplane and load the material you need. The sets are found under the material room.

The Lights

The Set comes with five different light sets, two for night, three for day settings. Load the light settings as needed

Props

Three additional props are delivered with the set:

- A Backplane for the background
- A cushion with morphs for realistic posing
- A blanket with morph 1 and 2 to apply to the sleeping poses 1 and 2



Poses

Select V4 and load the pose you desire. Please mind that the poses move V4 to the location in the room where it belongs to.

Cameras

Choose your main camera and load the camera located in the camera section 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 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 notice

All copyrights to the product itself as well as to the intellectual property are held by

3-D-C Artwork in three dimensions
Oliver Schramm
Schillerstrasse 12
63150 Heusenstamm
Germany