



3-D-C Boutique

Usage Guideline

Dear Customer,

we would like to thank you very much for your purchase of the Boutique 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 Boutique is a modular set of a shop, typical styled in the way you find clothing Boutiques in cities. It is built in modular way, so you can disable the wall sets to allow long focal lens shots. The entire set includes props and figures for multipurpose. Figures might contain more bones to animate. Props may include morphs for animation and alternation.

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 and Windows 7, 4GB Ram Quad Processor Machine. With all props



loaded, a render with Firefly shall need approx 1000 MB of RAM. Textures are designed to be of high quality level to allow close up of props and walls.

DAZ Users: The product has been tested in DAZ. However, we do not provide support for DAZ.

Installation

The product comes a ZIP file, which extract the files to your Poser or DAZ runtime. All items extract under a Subdirectory called “!3-D-C” within your runtime (under Figures, Props, Poses, Lights and Cameras). Within this Subdirectory, you will find a Subdirectory called “!3-D-C The Shop”.

Loading the Room

Load the MainWalls first. The main room and the small office is one figure, the walls and doors, as well as the ceiling and floor are bones. To disable any of those click on the wall and select the properties tab of the item. Disable the Visible Tag. You will find that the various parts of those figures such as the room and the bar are limited in their movements. We have done that to avoid misplacing by accident.

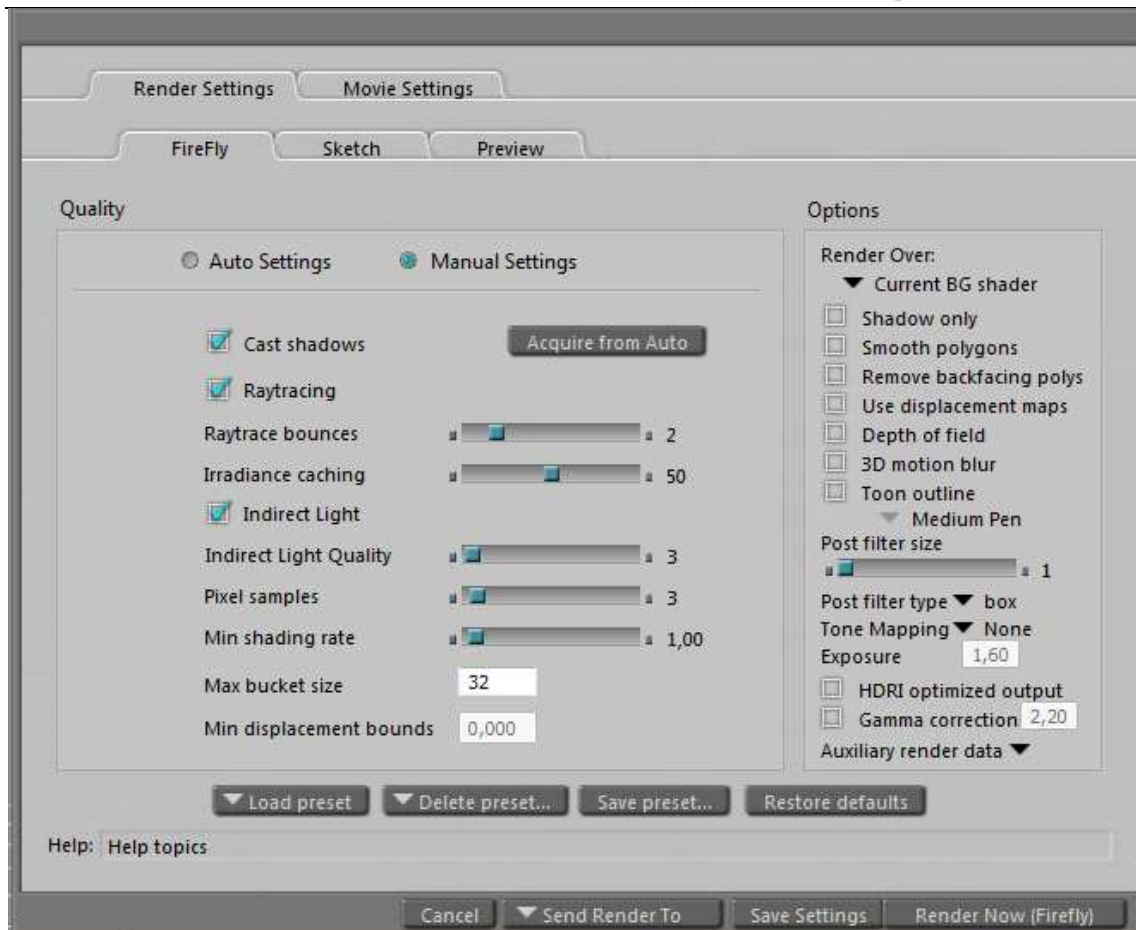
Then decide, which part of the room set you would like to equip and load the figures you desire. The Walls of the mainroom already have grouped props such as the curtains or the pictures. However, you can also load them separately through the props section.

The other props such as the cabins, the cashier desk and the shelves can be loaded separately. I kept them all unfitted so you can put your own fittings in the shelves (so you can ie make a shoe shop out of it) Some prefillings come with this set.

The Puppet is a morph/Mat set to V4. You need the V4 Base Mesh available through DAZ3D. Please read the enclosed Manual how to use the Puppet.

Render Settings

The Boutique is a model made in simplicity. We hoped to save memory by using only high polys where needed. The below are the best render settings we found.



The Materials

There are no materials for this set.

The Lights

For daylight, use the daylight setting. For nightlight, you need to load the lights in stack mode. Use this symbol for loading your first light, and this symbol for loading additional lights to the scene.

Note: Loading ALL lights might drastically slow your rendering down. If you would like to reduce rendering time, I recommend to lower the shadow samples to about 10.

All materials on this set have a preset ambient occlusion. You do NOT need to set light with AO!

Props

The props delivered with this set are loading to the figure or room part they belong to. Additionally you receive a plastic bag smartprop loading to V4s hand .

The curtain of the window has a morphs injected to close them.

Poses

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All poses had been build for this set. Most poses load your V4 to the place it belongs, some poses are used to load to a Null location in the middle (such as the walking and standing poses).

Cameras

The camera presets in this box load to the main camera. There is no depth length defined.

Tips and Tricks

The V4 Puppet uses transparency to hide arms, legs and heads. It may happen that, if you place this puppet in front of a mirror or another transparent item, that poser needs ages to render, cause of the raytracing settings. Avoid this setup if possible.

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.