



Tuninggarage by 3-D-C



Usage Guideline

Dear Customer,

We would like to thank you very much for your purchase of the Tuninggarage 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 Tuninggarage by 3-D-C is a modular set of a room with three sections, boned parts with walls as bones, an light system and poses and cams included.

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 720MB 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.

DAZ Users: This product is designed for Poser. It will work in Daz Studio 3 and has been tested to some extent with D/; however: we do produce for Poser. Some Shaders may be Poser exclusive and are therewith not fully compatible.

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 “!3-D-C” subdirectories. Underneath that, there are subdirectories called “!3-D-C Tuninggarage”. All poses, props, materials, lights and cameras are located underneath the same directories in your runtime. You can move the figures into separate or new directories; the geometries shall stay in the directory where they are

Loading the Figures

All Props and Figures can be found under the !3-D-C Tuninggarage Subdirectories in your runtime. The Walls are found underneath the Figures Section.

The set of the room is devided into four pieces:

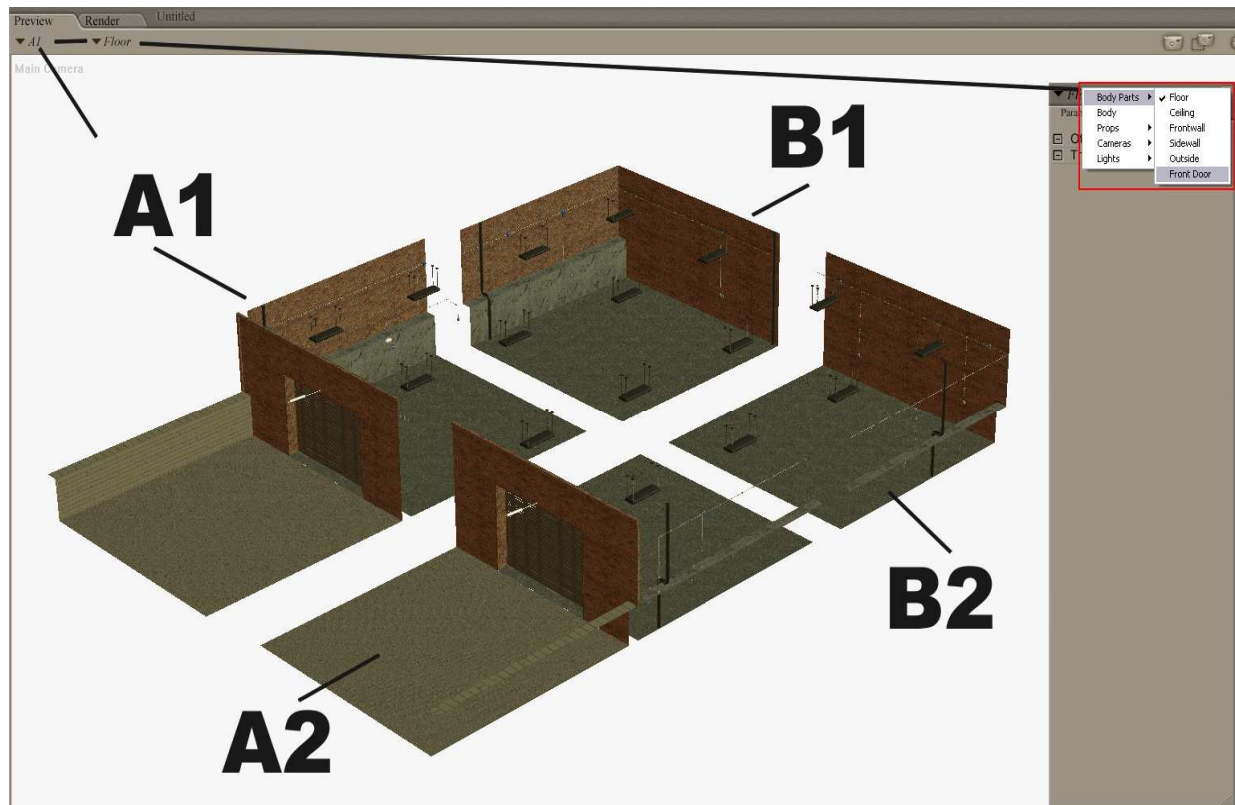
- A1 - Front Section with Door, boned figure. All walls can be hidden through the visibility Tag
- B1 - Rear Section, boned figure. All walls can be hidden through the visibility Tag
- A2 – Front Section, boned figure. All walls can be hidden through the visibility Tag
- B2 – rear Section, boned figure. All walls can be hidden through the visibility Tag

Additionally, the Cabin is boned as figure, loading to the section B1

The Lift is a boned figure too and loads in A1



Room Figures and Props



The Tuninggarage is divided into four sections: A1, B1, A2 and B2. The Walls are boned. Select the Bone through the selection drop down. Then choose the visibility tag to hide the wall if you want.

The Other Props

The other props to this set can be found under the props section of your runtime.

Special Props

There are three smartprops included (found in the subdirectory of your props section). Smartprops load directly to the figure. Ensure you have M4 or V4 selected first.

The Lights

The Lights in this set are stackable, means you can load i.e. the Ambient Sunlight and then the Full Sunlight on top. This makes even more sense for the lights assigned to the props, ie the desk lamps.



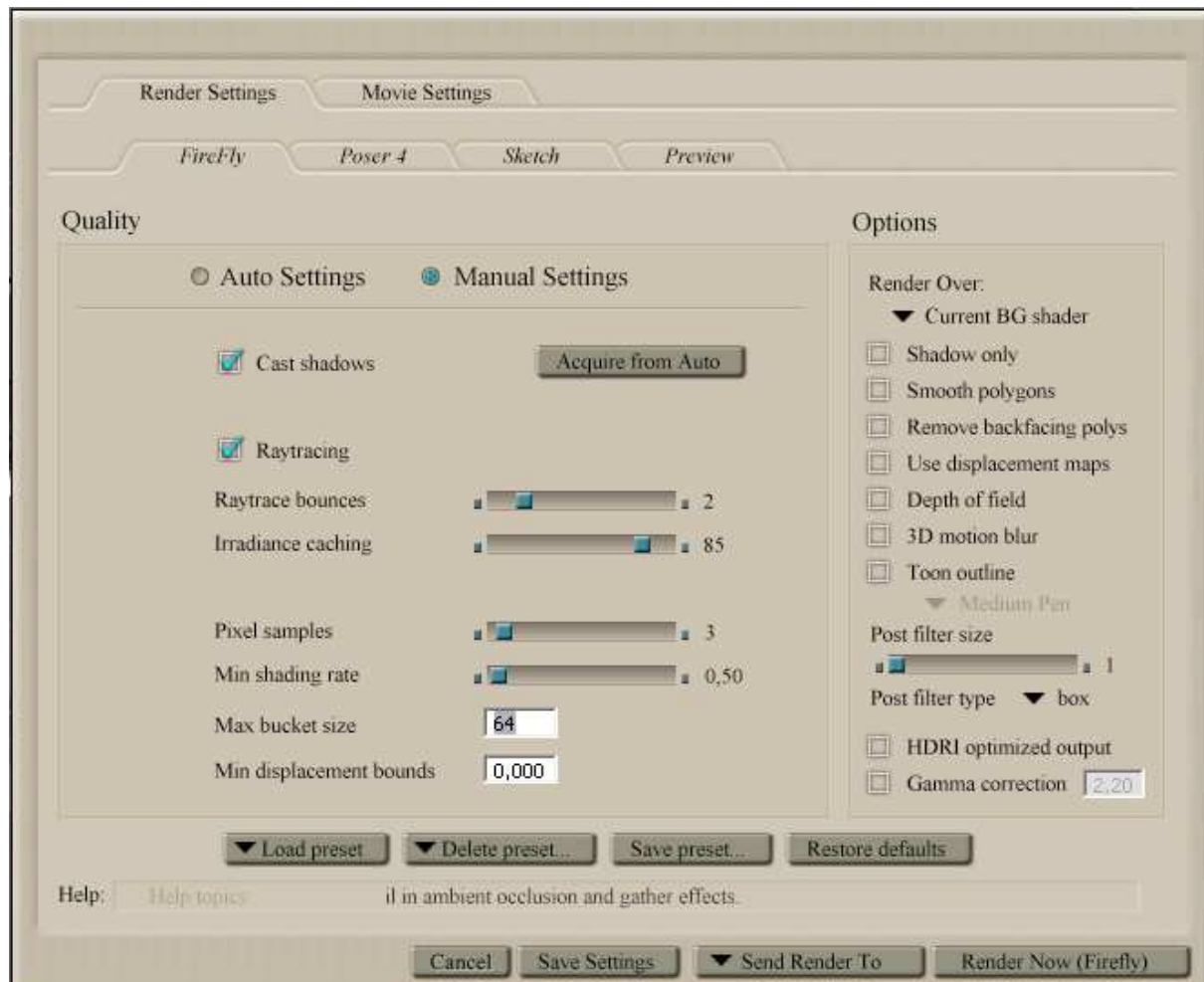
In order to add a light to the scene, without deleting the previous lights, use



Render Settings

Textures had been made with care and shall work even with lower render settings. We made the best results within best render times with the settings below.

Higher settings for Irradiance caching are suggested in case you use atmosphere.



The Materials

No Special Materials delivered with this product.

Poses

The poses are located underneath the poses section of your runtime. **We recommend using the guide on our website for object grouping in poser to make better use of the poses.** Poses load to NULL positions. Group your figure under the object and set the figures Body to Zero. Then apply the pose.

Note: The CAR Poses assign to cars used from various vendors. You can find the cars under DAZ or Renderosity.COM. For more information, pls check our website.

These cars are:

Carrero GT (Renderosity) - <http://market.renderosity.com/mod/bcs/index.php?ViewProduct=25516>



PonyGT For Poser (Renderosity) -

<http://market.renderosity.com/mod/bcs/index.php?ViewProduct=68384>

Fast & Ferocious Tuner (DAZ3D), Product code ps_ac2540b

Elite Racer (DAZ3D), Product Code ps_ac2652b

Cameras

The camera sets require a new dolly cam to be created. Click on “Object” - “Create Camera” – “Dolly”. Then apply the camera set.

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

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