



Dungeon Construction Set Pro by 3-D-C



Usage Guideline

Dear Customer,

we would like to thank you very much for your purchase of the Dungeon Construction Set Pro 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 Underworld 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

Dungeon Construction Set Pro is modular build construction set to build corridor lanes and rooms of a Dungeon/Castle style. It comes with various parts of a corridor, props, lights and basic poses. It is 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 approx 1000 MB of RAM. Textures are designed to be of high quality level to allow close up of figures, 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



Known Limitations: The light output in Poser 7 and lower and D/S is different as those do not support indirect light. This package is working best in Poser 8 and up.

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 Underworld” then “Dungeon”. All Props, 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 Rooms and Corridors are assembled by putting the five core parts together. We have amended this manual with an instruction set how to assemble corridors and rooms. Basicly, all items are located under your figure section of your runtime. Every Part is boned with up to 42 bones which represent the single items of each section. Disable and enable what you need. Use the prepose sets under the pose section to enable/disable the style you want.

Please read the instruction Manual attached.

The easiest way to keep your corridor in place when you start assembling a scene, is, to load the figures you need and group them together. You can do this by using the Hierarchy editor from Poser. Please check my tutorial on my website how to use that tool. [Grouping manual](#)

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. You might wonder why this set comes only with two lights. That’s because there is usually no more light in a dungeon than Ambience and Torch lights. As we process freebies for our stuff, more will come. Use the stack load option to load more than one torch light together.



Props

This set includes four standalone props that can be loaded to assemble a more complex room. The pillar has morphs injected to hide the chains and torches.

Smartprops



The set comes with a torch smartprop for M4 and V4, both right and left hand. The torch has a morph injected to hide the fire. Load the smartprop by having your figure selected first. The Smartprops are located underneath the !3-D-C Underworld\Various Folder.

Handposes

There are Handposes for the smartprops included. They can be found under the hands section of your poser runtime.

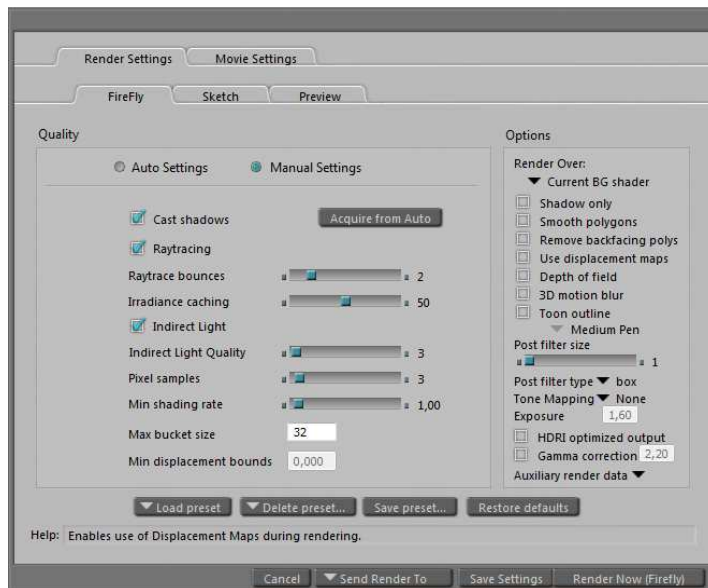
Poses

The poses that come with this set are separated to figure poses for M4 and V4 and Room Poses for loading default styles of each room set.

Concerning the M4 and V4 poses, some of them are NULL poses, so do not affect their place in the room. Some (like the gutter open pose, or the metal door pose) do alter only the HIP location. This way you can simply place M4 or V4 with the part the shall be in and then load the pose.

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

Cameras provided are setup cams and presets for the main cam. The Setup cams load a pose for the Aux Cam, watching from TOP down. Makes it easier to setup your scene

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.

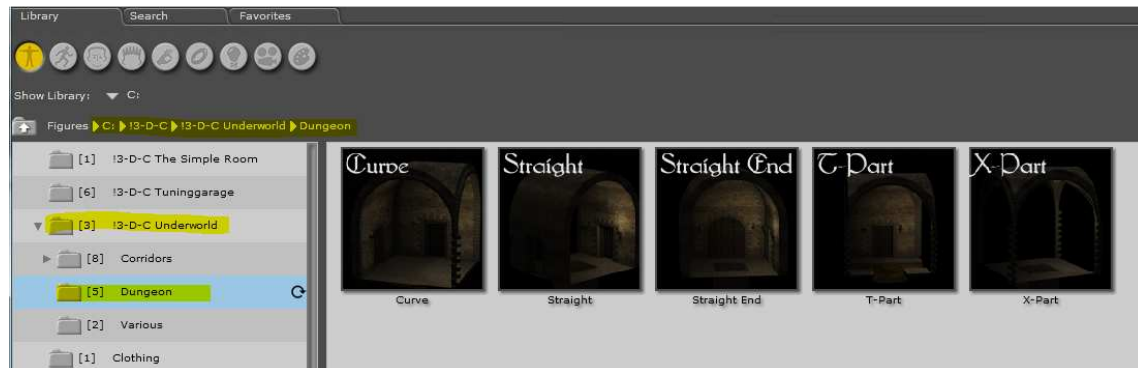
Copyright holder of this Product is
3-D-C, Oliver Schramm
Am Spitzenpfad 46
63303 Dreieich, germany



Instruction how to Setup a Dungeon with 3-D-C's Dungeon Construction Set Pro

Introduction:

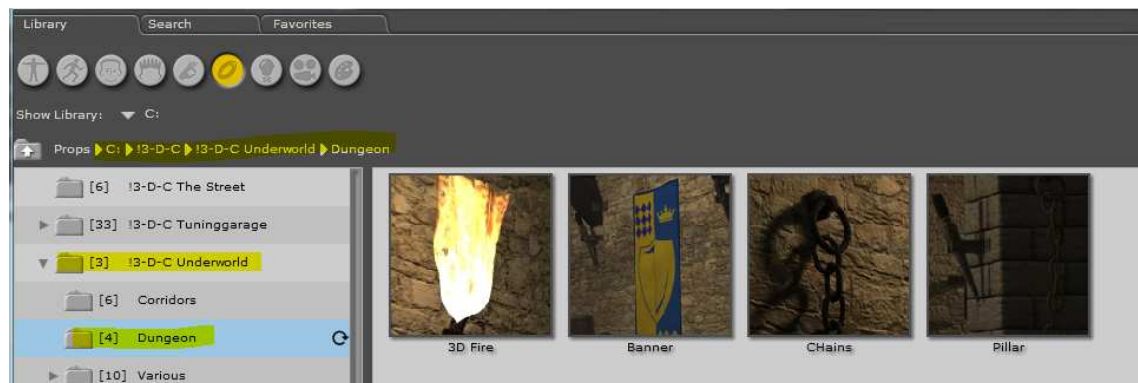
All Room Parts of the set are figures, not props. They can be found under the figure section of your runtime:



There are five main figures:

- Straight: A Straight forward part
- Curve: A curve. Turn it by 90°, 180° or -90° to let it turn to a different direction
- Straight End: Same as straight but with a front wall
- T-Part: A t-section crossing with one wall and three openings
- X-Part: The all open part

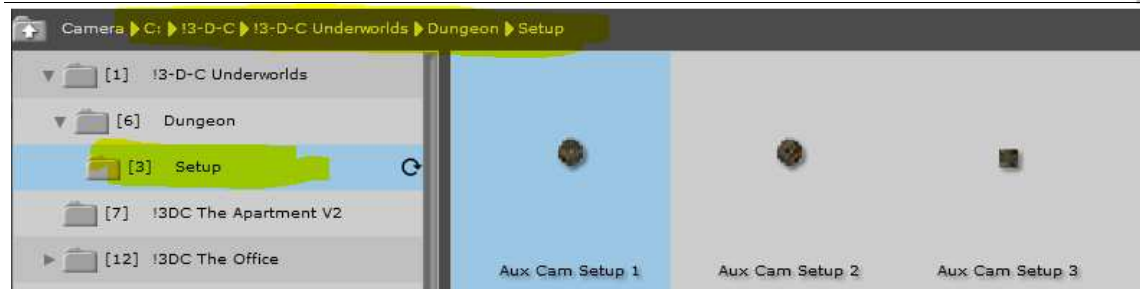
Depending on how you setup your dungeon or room, you need Pillars in the middle. You will find the pillar under your PROP section of your runtime:



The Room Figures each load as one figure, every figure has multiple bones. Those are the parts of the section ie. The right wall, left wall or the stones on each corner.

Let us try setting two curves and one straight part together.

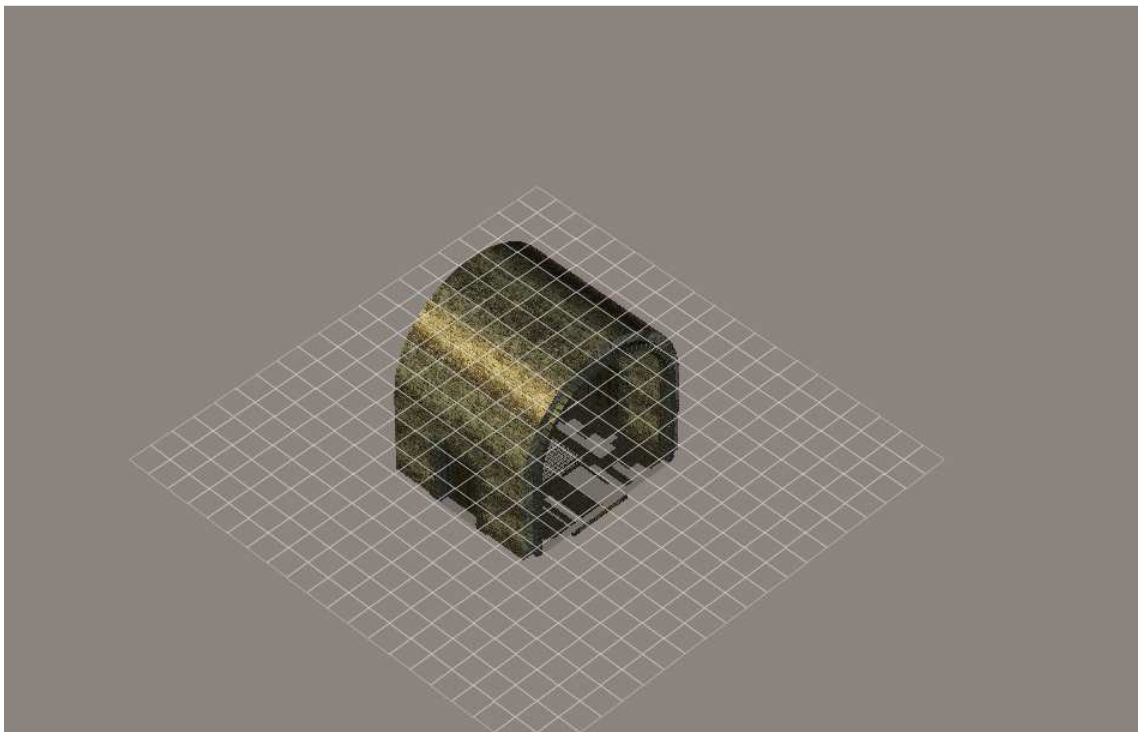
First, go to the camera room and load the Setup Cam 1



Your View shall now be from the top down.

Switch to the figure section.

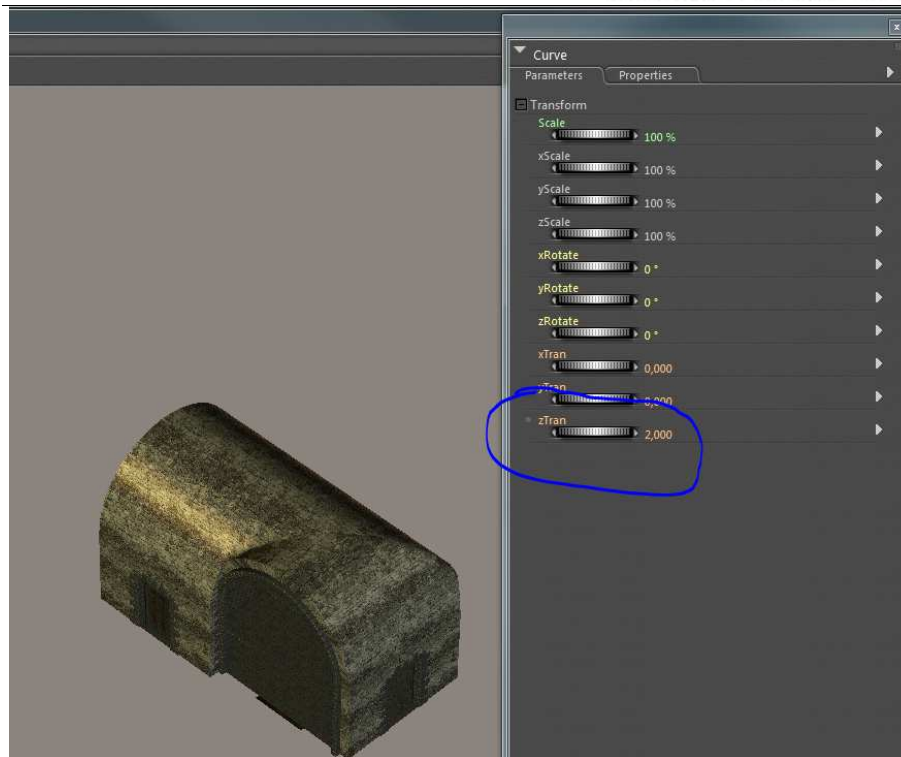
Load the Straight part first. It shall load to the middle of the Poser Stage:



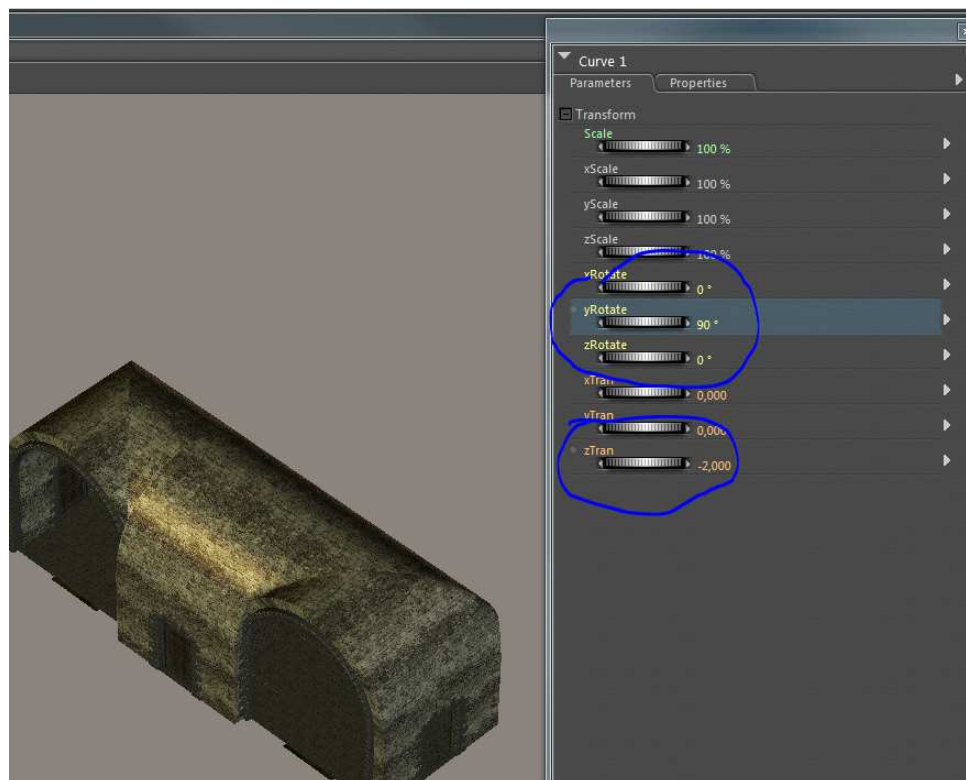
If you are disturbed by the ground, simply disable the ground and the shadowcasting.



Now Load a Curve. You may notice, that the curve places in the middle of the stage as well. Now, all Parts are easily placeable over the Xtransition and ZTransition. All Parts have the same size. Move the Size Z by 2 (Poser Measure) or -2 to move it back and forward and X by 2 or -2 for left and right.



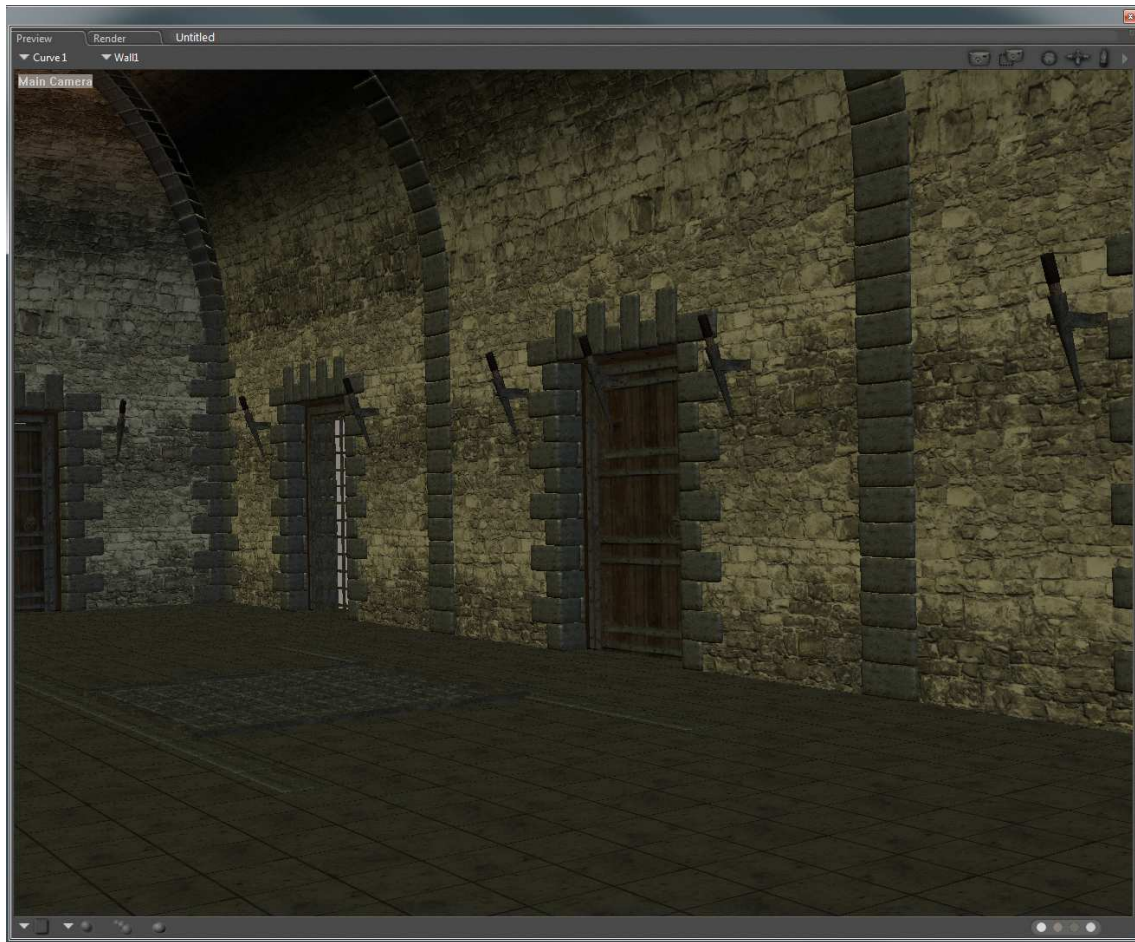
Select the body of the Curve and set the zTran to 2. Now load another curve and use -2 under the zTran setting. You will see, the second curve has its closing on the wrong side. Use 90 under the yRotate:



Now, switch back to the Main Camera. You Look into the first setup Dungeon now.



Load the Cam Setting Main Cam Forward from the Camera Section. You shall look through the corridor towards the second curve now. Move the camera a little back, so you see your corridor like this.

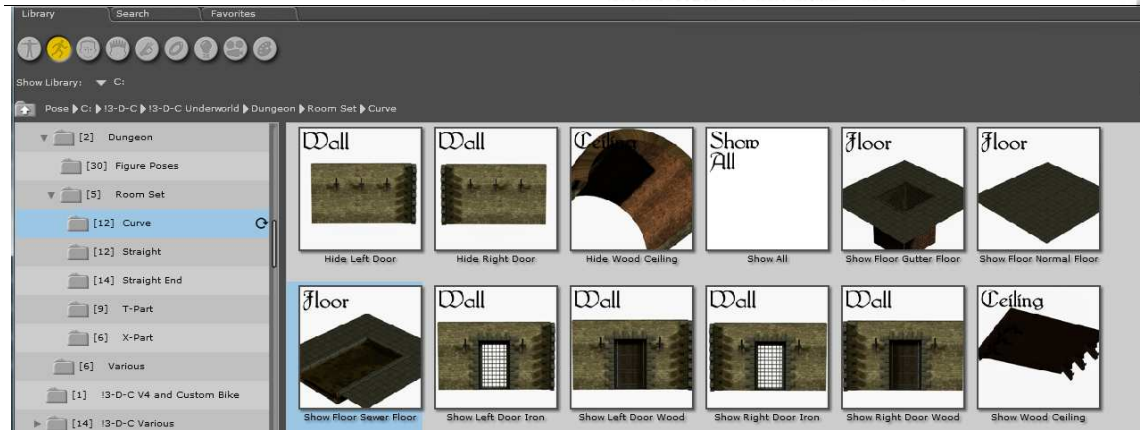


You may notice that the preloaded parts of each set are confused. That's nothing to worry. Switch to your pose section of your runtime now. Go to the Room Set Folder and choose the Curve Subfolder.

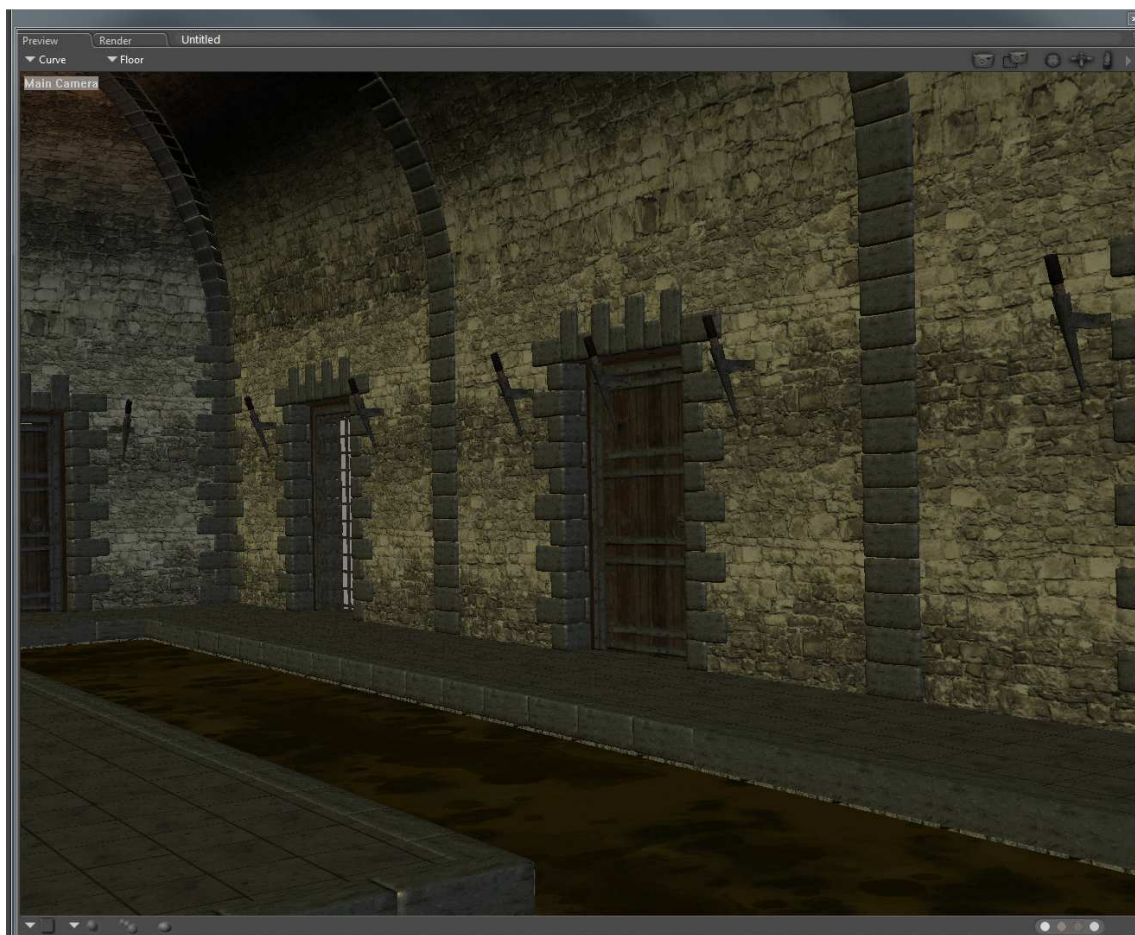
Select the second Curve and double click on "Show Floor Sewer Floor". The Floor of the curve shall switch to a sewer Floor. Do the same for the Straight Part and the first Curve. Remember to select those parts before you load the necessary Pose.

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3D Resources
for the community



Your screen shall look like this:





Now play around with using different pose sets applying to each part. You will see it is very easy to apply different look-alikes! Choose one, that you like.

Let us continue loading a light set.

Switch to the lights section of your runtime.



Using the simple  button, load the low ambience lights first. Your Stage shall appear dark.

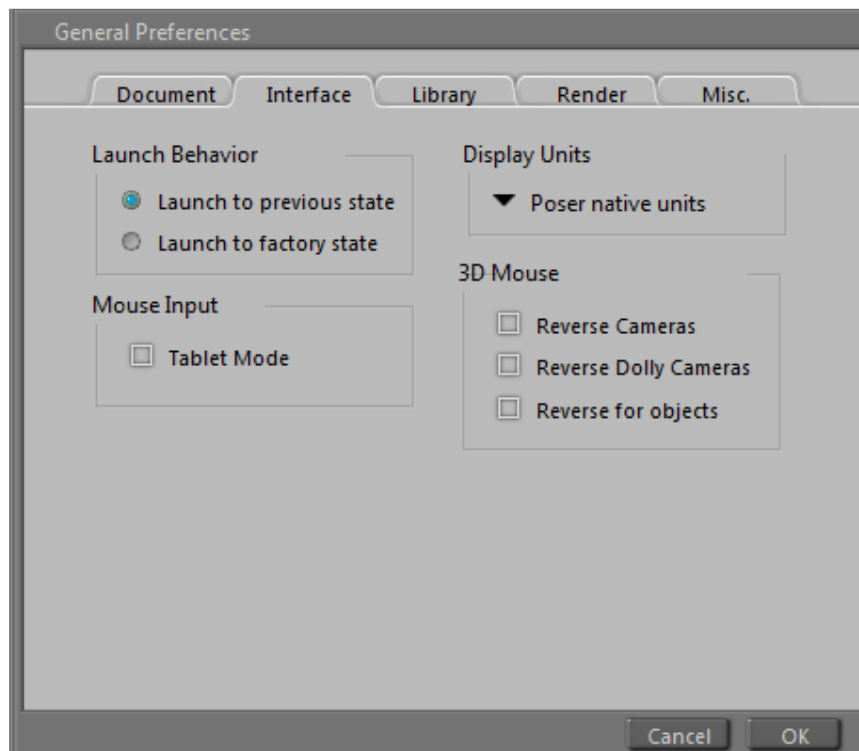
now. Load a Torch Light on Top using the doublecheck button .

Now Switch to the Top View Aux Cam . (Aux Cam Setup 3). You view the scene from the top now. Pick the Torch Cam and move it around to where you like. If you want load another torch additionally.

Switch back to the Main Camera and Render a Picture. Don't forget to turn on the options as described in the manual.

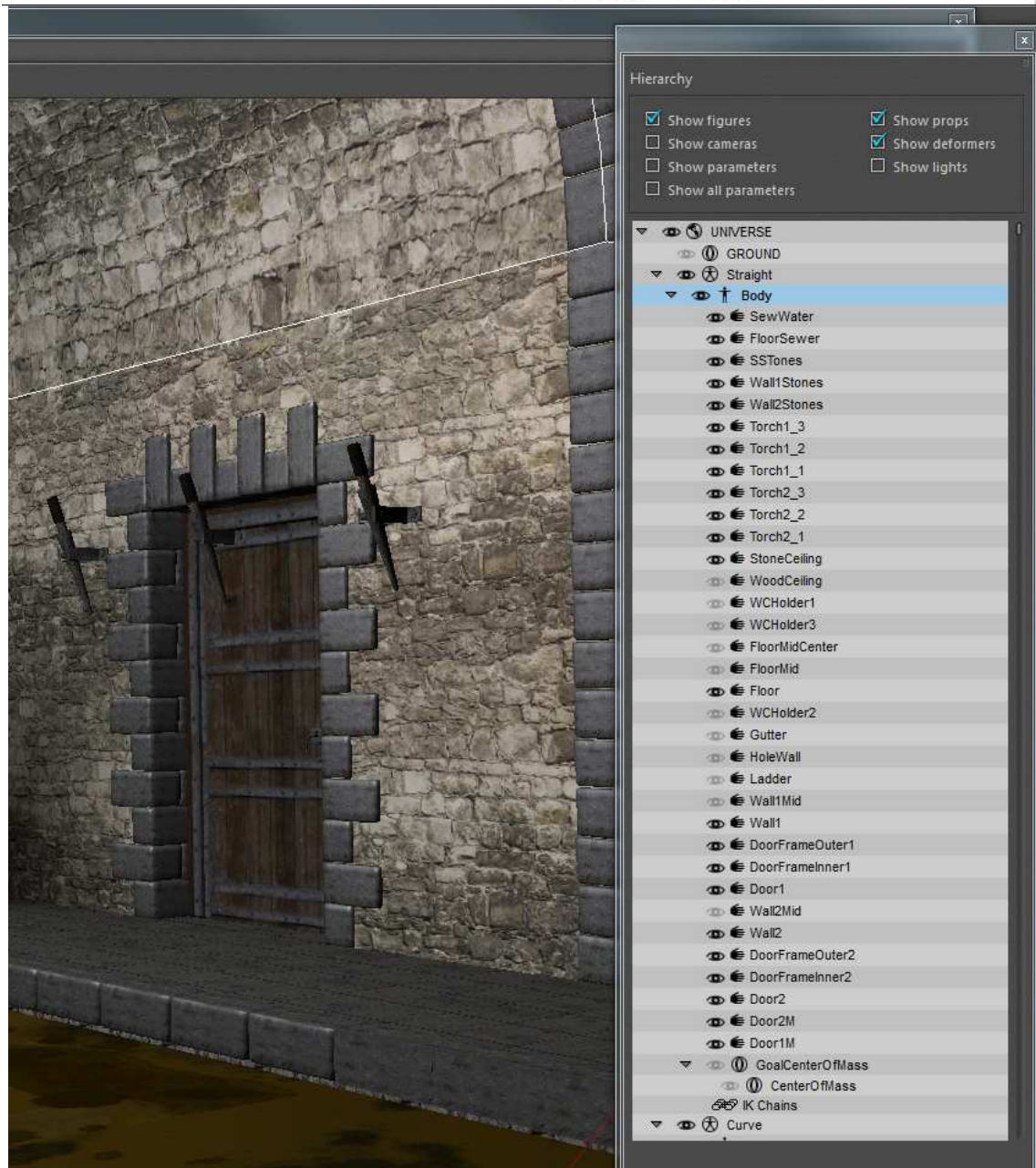
Remarks:

The Poser Measures described in this manual can be set through your General Preferences:



If you use other units, the section might need different placement. In Poser Native Units, the move of every part needs to be an increment of two.

All Bones of each part can be enabled and disabled easiest through the hierarchy editor:



You can also setup complete new styles through this, ie, enabling the sewer water with the holewall and gutter ... aso. Hundreds of options are possible....