

Rosemill Moor Iray



Product Name:	Rosemill Moor Iray
Product ID:	22459
Published Artist(s):	Daz Originals
Created By:	Jack Tomalin
Release Date:	2015-08-12

Product Information

- Required Products: [Rosemill Moor](#), [Rosemill Moor II](#)

This product features an Iray update for Rosemill Moor and Rosemill Moor II. The result is a more realistic product using the new Iray rendering engine and features both mesh and point light version

types for added flexibility. Also included are additional camera presets and day and night render settings as used in the promos. This set requires either product, but ideally both for intended use.

Product Notes

Installation Packages

Below is a list of the installation package types provided by this product. The name of each package contains a [Package Qualifier](#), which is used as a key to indicate something about the contents of that package.

- 1 Core ¹⁾

[] = *Optional, depending on target application(s)*

Not all installation packages provide files that are displayed to the user within the interface of an application. The packages listed below, do. The application(s), and the location(s) within each application, are shown below.

Rosemill Moor Iray (Core)

- You can find new icons for loading this product in the following DAZ Studio Folders:
 - "Environments:Architecture:Rosemill_Moor:Cameras:Iray"
 - "Environments:Architecture:Rosemill_Moor:Lights:Iray"
 - "Environments:Architecture:Rosemill_Moor:Materials:Iray"
 - "Environments:Architecture:Rosemill_Moor:Scenes:Iray Render Settings"
 - "Environments:Architecture:Rosemill_Moor:Scenes:Iray"
 - "Environments:Architecture:Rosemill_Moor_II:Cameras:Iray"
 - "Environments:Architecture:Rosemill_Moor_II:Materials:Iray"
 - "Environments:Architecture:Rosemill_Moor_II:Scenes:Iray"
- You can find new icons for this product in the following DAZ Studio Categories:
 - "Cameras"
 - "Lights:Interior"
 - "Materials:Iray:Props"
 - "Props:Architecture"
 - "Props:Furnishings"
 - "Render-Settings"

Notes:

- The set features Iray settings for both Rosemill Moor and Rosemill Moor II. So at least one of those is required for use, but ideally both.
- The same file structure is kept from the original versions, so existing scenes can be updated to the Iray shaders by simply replacing the materials using the material settings provided.
- Additional cameras as used in the promos are included in the Rosemill_Moor\Scenes\Iray\Rmill_Moor !Camera.duf scene.
- Lights come in in two variations. Mesh lights will show a light source, whereas point lights will

be invisible to allow a flame/light to added in afterwards.

- Day and Night preloads can be interchanged, but remember to load the appropriate render settings in Rosemill_Moor\Scenes\Iray Render Settings
- This product updates 8 of the original maps, overwriting them, but they do not affect the use of the original 3Delight version.

Additional Details

Below is a list of files provided by the [Rosemill Moor Iray](#) product.

Core

Rosemill Moor Iray

• Content :

- /Environments/Architecture/Rosemill_Moor/Cameras/Iray/Rmill_Moor !Camera.duf
- /Environments/Architecture/Rosemill_Moor/Cameras/Iray/Rmill_Moor !Camera.png
- /Environments/Architecture/Rosemill_Moor/Lights/Iray/Rmill_Moor !Mesh_Lights_All.duf
- /Environments/Architecture/Rosemill_Moor/Lights/Iray/Rmill_Moor !Mesh_Lights_All.png
- /Environments/Architecture/Rosemill_Moor/Lights/Iray/Rmill_Moor !Point_Lights_All.duf
- /Environments/Architecture/Rosemill_Moor/Lights/Iray/Rmill_Moor !Point_Lights_All.png
- /Environments/Architecture/Rosemill_Moor/Materials/Iray/Rmill_Moor Bk_Wall_Fp.duf
- /Environments/Architecture/Rosemill_Moor/Materials/Iray/Rmill_Moor Bk_Wall_Fp.png
- /Environments/Architecture/Rosemill_Moor/Materials/Iray/Rmill_Moor Bk_Wall_Mr.duf
- /Environments/Architecture/Rosemill_Moor/Materials/Iray/Rmill_Moor Bk_Wall_Mr.png
- /Environments/Architecture/Rosemill_Moor/Materials/Iray/Rmill_Moor Ceiling.duf
- /Environments/Architecture/Rosemill_Moor/Materials/Iray/Rmill_Moor Ceiling.png
- /Environments/Architecture/Rosemill_Moor/Materials/Iray/Rmill_Moor Chandelier.duf
- /Environments/Architecture/Rosemill_Moor/Materials/Iray/Rmill_Moor Chandelier.png
- /Environments/Architecture/Rosemill_Moor/Materials/Iray/Rmill_Moor Door_S1.duf
- /Environments/Architecture/Rosemill_Moor/Materials/Iray/Rmill_Moor Door_S1.png
- /Environments/Architecture/Rosemill_Moor/Materials/Iray/Rmill_Moor Door_S2.duf
- /Environments/Architecture/Rosemill_Moor/Materials/Iray/Rmill_Moor Door_S2.png
- /Environments/Architecture/Rosemill_Moor/Materials/Iray/Rmill_Moor Floor.duf
- /Environments/Architecture/Rosemill_Moor/Materials/Iray/Rmill_Moor Floor.png
- /Environments/Architecture/Rosemill_Moor/Materials/Iray/Rmill_Moor Fp_Grate.duf
- /Environments/Architecture/Rosemill_Moor/Materials/Iray/Rmill_Moor Fp_Grate.png
- /Environments/Architecture/Rosemill_Moor/Materials/Iray/Rmill_Moor Fp_Log.duf
- /Environments/Architecture/Rosemill_Moor/Materials/Iray/Rmill_Moor Fp_Log.png
- /Environments/Architecture/Rosemill_Moor/Materials/Iray/Rmill_Moor Fp_Log_A.duf
- /Environments/Architecture/Rosemill_Moor/Materials/Iray/Rmill_Moor Fp_Log_A.png
- /Environments/Architecture/Rosemill_Moor/Materials/Iray/Rmill_Moor Fplace.duf
- /Environments/Architecture/Rosemill_Moor/Materials/Iray/Rmill_Moor Fplace.png
- /Environments/Architecture/Rosemill_Moor/Materials/Iray/Rmill_Moor Leak_Bk.duf

- /Environments/Architecture/Rosemill_Moor/Materials/Iray/Rmill_Moor Leak_Bk.png
- /Environments/Architecture/Rosemill_Moor/Materials/Iray/Rmill_Moor Leak_Sd.duf
- /Environments/Architecture/Rosemill_Moor/Materials/Iray/Rmill_Moor Leak_Sd.png
- /Environments/Architecture/Rosemill_Moor/Materials/Iray/Rmill_Moor Leak_Top.duf
- /Environments/Architecture/Rosemill_Moor/Materials/Iray/Rmill_Moor Leak_Top.png
- /Environments/Architecture/Rosemill_Moor/Materials/Iray/Rmill_Moor Mirror.duf
- /Environments/Architecture/Rosemill_Moor/Materials/Iray/Rmill_Moor Mirror.png
- /Environments/Architecture/Rosemill_Moor/Materials/Iray/Rmill_Moor Sd_Wall.duf
- /Environments/Architecture/Rosemill_Moor/Materials/Iray/Rmill_Moor Sd_Wall.png
- /Environments/Architecture/Rosemill_Moor/Materials/Iray/Rmill_Moor Shelf.duf
- /Environments/Architecture/Rosemill_Moor/Materials/Iray/Rmill_Moor Shelf.png
- /Environments/Architecture/Rosemill_Moor/Materials/Iray/Rmill_Moor Shutter.duf
- /Environments/Architecture/Rosemill_Moor/Materials/Iray/Rmill_Moor Shutter.png
- /Environments/Architecture/Rosemill_Moor/Materials/Iray/Rmill_Moor Wall_Light.duf
- /Environments/Architecture/Rosemill_Moor/Materials/Iray/Rmill_Moor Wall_Light.png
- /Environments/Architecture/Rosemill_Moor/Materials/Iray/Rmill_Moor Win.duf
- /Environments/Architecture/Rosemill_Moor/Materials/Iray/Rmill_Moor Win.png
- /Environments/Architecture/Rosemill_Moor/Scenes/Iray Render Settings/Rmill_Moor_Day.duf
- /Environments/Architecture/Rosemill_Moor/Scenes/Iray Render Settings/Rmill_Moor_Day.png
- /Environments/Architecture/Rosemill_Moor/Scenes/Iray Render Settings/Rmill_Moor_Night.duf
- /Environments/Architecture/Rosemill_Moor/Scenes/Iray Render Settings/Rmill_Moor_Night.png
- /Environments/Architecture/Rosemill_Moor/Scenes/Iray/Rmill_Moor !!Pre_All Day.duf
- /Environments/Architecture/Rosemill_Moor/Scenes/Iray/Rmill_Moor !!Pre_All Day.png
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- /Environments/Architecture/Rosemill_Moor/Scenes/Iray/Rmill_Moor !!Pre_All Night.png
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- /Environments/Architecture/Rosemill_Moor_II/Materials/Iray/Rmill_Moor Bd_Curtains.png
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- /Environments/Architecture/Rosemill_Moor_II/Materials/Iray/Rmill_Moor Bed_Fr.duf
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- /Environments/Architecture/Rosemill_Moor_II/Materials/Iray/Rmill_Moor Ch_Cush_2.duf
- /Environments/Architecture/Rosemill_Moor_II/Materials/Iray/Rmill_Moor Ch_Cush_2.png
- /Environments/Architecture/Rosemill_Moor_II/Materials/Iray/Rmill_Moor Chair.duf
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- /Environments/Architecture/Rosemill_Moor_II/Materials/Iray/Rmill_Moor Chest.duf
- /Environments/Architecture/Rosemill_Moor_II/Materials/Iray/Rmill_Moor Chest.png
- /Environments/Architecture/Rosemill_Moor_II/Materials/Iray/Rmill_Moor Rug.duf
- /Environments/Architecture/Rosemill_Moor_II/Materials/Iray/Rmill_Moor Rug.png
- /Environments/Architecture/Rosemill_Moor_II/Materials/Iray/Rmill_Moor Sd_Table.duf
- /Environments/Architecture/Rosemill_Moor_II/Materials/Iray/Rmill_Moor Sd_Table.png
- /Environments/Architecture/Rosemill_Moor_II/Materials/Iray/Rmill_Moor Tbl_Lamp.duf
- /Environments/Architecture/Rosemill_Moor_II/Materials/Iray/Rmill_Moor Tbl_Lamp.png
- /Environments/Architecture/Rosemill_Moor_II/Materials/Iray/Rmill_Moor Tbl_Lamp_A.duf
- /Environments/Architecture/Rosemill_Moor_II/Materials/Iray/Rmill_Moor Tbl_Lamp_A.png
- /Environments/Architecture/Rosemill_Moor_II/Scenes/Iray/Rmill_Moor !!Pre_All_Props Day.duf
- /Environments/Architecture/Rosemill_Moor_II/Scenes/Iray/Rmill_Moor !!Pre_All_Props Day.png
- /Environments/Architecture/Rosemill_Moor_II/Scenes/Iray/Rmill_Moor !!Pre_All_Props Night.duf
- /Environments/Architecture/Rosemill_Moor_II/Scenes/Iray/Rmill_Moor !!Pre_All_Props

Night.png

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- /Environments/Architecture/Rosemill_Moor_II/Scenes/Iray/Rmill_Moor Bd_Curtains.duf
- /Environments/Architecture/Rosemill_Moor_II/Scenes/Iray/Rmill_Moor Bd_Curtains.png
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- /Environments/Architecture/Rosemill_Moor_II/Scenes/Iray/Rmill_Moor Bed_Fr.png
- /Environments/Architecture/Rosemill_Moor_II/Scenes/Iray/Rmill_Moor Ch_Cush_1.duf
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- /Environments/Architecture/Rosemill_Moor_II/Scenes/Iray/Rmill_Moor Ch_Cush_2.duf
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- /Environments/Architecture/Rosemill_Moor_II/Scenes/Iray/Rmill_Moor Rug.png
- /Environments/Architecture/Rosemill_Moor_II/Scenes/Iray/Rmill_Moor Sd_Table.duf
- /Environments/Architecture/Rosemill_Moor_II/Scenes/Iray/Rmill_Moor Sd_Table.png
- /Environments/Architecture/Rosemill_Moor_II/Scenes/Iray/Rmill_Moor Tbl_Lamp.duf
- /Environments/Architecture/Rosemill_Moor_II/Scenes/Iray/Rmill_Moor Tbl_Lamp.png
- /Environments/Architecture/Rosemill_Moor_II/Scenes/Iray/Rmill_Moor Tbl_Lamp_A.duf
- /Environments/Architecture/Rosemill_Moor_II/Scenes/Iray/Rmill_Moor Tbl_Lamp_A.png
- /Runtime/Support/DAZ_3D_22459_Rosemill_Moor_Iray.dsa
- /Runtime/Support/DAZ_3D_22459_Rosemill_Moor_Iray.dsx
- /Runtime/Support/DAZ_3D_22459_Rosemill_Moor_Iray.png
- /Runtime/Textures/Rosemill_Moor/rmill_fire_log_A.jpg
- /Runtime/Textures/Rosemill_Moor/rmill_fire_log_N.jpg
- /Runtime/Textures/Rosemill_Moor/rmill_wall_bk_Gloss.jpg
- /Runtime/Textures/Rosemill_Moor/rmill_wall_sd_Gloss.jpg
- /Runtime/Textures/Rosemill_Moor/rmill_win_T Reflect.jpg
- /Runtime/Textures/Rosemill_Moor/rmill_win_T Refract.jpg
- /Runtime/Textures/Rosemill_Moor/rmill_win_T.jpg
- /Runtime/Textures/Rosemill_Moor_II/rmill_tbl_lamp_2_Refract.jpg
- /Runtime/Textures/Rosemill_Moor_II/rmill_tbl_lamp_2_T.jpg

Resolved Issues

- 2015-08-15 - Updated Preloads for texture call.

Known Issues

- *None*

Support

Visit our site for [technical support](#) questions or concerns.

1)

The contents of this package are in DAZ Studio Native formats

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Permanent link:

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Last update: **2016/11/08 03:29**

