

File List

Below is a list of files provided by the [Along The Quiet Path](#) product.

Core

Along The Quiet Path

• Content :

- /data/FirstBastion/1stBastion_Wilderness/16th_Desiduous_Leaves/16th-leaves-1stB.dsf
- /data/FirstBastion/1stBastion_Wilderness/16th_Desiduous_Leaves/UV Sets/FirstBastion/Base/default.dsf
- /data/FirstBastion/1stBastion_Wilderness/16th_Desiduous_Trunk/16th-desiduous-trunk.dsf
- /data/FirstBastion/1stBastion_Wilderness/16th_Desiduous_Trunk/UV Sets/FirstBastion/Base/default.dsf
- /data/FirstBastion/1stBastion_Wilderness/1stB_MossGranite/fb_stonecliff690.dsf
- /data/FirstBastion/1stBastion_Wilderness/1stB_MossGranite/UV Sets/FirstBastion/Base/default.dsf
- /data/FirstBastion/1stBastionSkys/Bastion_Skydome/1stBastionSkydome.dsf
- /data/FirstBastion/1stBastionSkys/Bastion_Skydome/UV Sets/FirstBastion/Base/default.dsf
- /data/FirstBastion/1stWilderness/Grass5Clump/fb_grass5clump.dsf
- /data/FirstBastion/1stWilderness/Grass5Clump/UV Sets/FirstBastion/Base/default.dsf
- /data/FirstBastion/DesolateArches/clusterrocks/fb_clusterrocks.dsf
- /data/FirstBastion/DesolateArches/clusterrocks/UV Sets/FirstBastion/Base/default.dsf
- /data/FirstBastion/DesolateDesertArches/1stB_ArchRocks/fb_arch-rocks.dsf
- /data/FirstBastion/DesolateDesertArches/1stB_ArchRocks/UV Sets/FirstBastion/Base/default.dsf
- /data/FirstBastion/ecludedSliver/SliverSurround/fb-sliver-surround.dsf
- /data/FirstBastion/ecludedSliver/SliverSurround/UV Sets/FirstBastion/Base/default.dsf
- /data/FirstBastion/ForestPath/denseforestfern/fb_densefern.dsf
- /data/FirstBastion/ForestPath/denseforestfern/UV Sets/FirstBastion/Base/default.dsf
- /data/FirstBastion/ForestPath/ForestFern/fb_forestfernplant.dsf
- /data/FirstBastion/ForestPath/ForestFern/UV Sets/FirstBastion/Base/default.dsf
- /data/FirstBastion/ForestPath/ForestLog/fb_FP_ForestLog.dsf
- /data/FirstBastion/ForestPath/ForestLog/UV Sets/FirstBastion/Base/default.dsf
- /data/FirstBastion/ForestPath/NiceForestTree/maplesapling.dsf
- /data/FirstBastion/ForestPath/NiceForestTree/UV Sets/FirstBastion/Base/default.dsf
- /data/FirstBastion/ForestPath/SmallerForestTree/smallermaple.dsf
- /data/FirstBastion/ForestPath/SmallerForestTree/UV Sets/FirstBastion/Base/default.dsf
- /data/FirstBastion/Gentlepath/Gentlepathterrain/fb_gentlepath.dsf
- /data/FirstBastion/Gentlepath/Gentlepathterrain/UV Sets/FirstBastion/Base/default.dsf
- /data/FirstBastion/Gentlepath/tallbounding/tallbound.dsf
- /data/FirstBastion/Gentlepath/tallbounding/UV Sets/FirstBastion/Base/default.dsf
- /data/FirstBastion/Gentlepath/tallpathgrass/fb_tallpathgrass.dsf
- /data/FirstBastion/Gentlepath/tallpathgrass/UV Sets/FirstBastion/Base/default.dsf

- /data/FirstBastion/QuietPath/FillHill/fb_QP_fillhill.dsf
- /data/FirstBastion/QuietPath/FillHill/UV Sets/FirstBastion/Base/default.dsf
- /data/FirstBastion/QuietPath/HillySurround/fb_hilly_surround.dsf
- /data/FirstBastion/QuietPath/HillySurround/Morphs/FirstBastion/Base/Deep.dsf
- /data/FirstBastion/QuietPath/HillySurround/Morphs/FirstBastion/Base/Dip.dsf
- /data/FirstBastion/QuietPath/HillySurround/Morphs/FirstBastion/Base/Foothills.dsf
- /data/FirstBastion/QuietPath/HillySurround/Morphs/FirstBastion/Base/Frontage.dsf
- /data/FirstBastion/QuietPath/HillySurround/Morphs/FirstBastion/Base/Hills-Left.dsf
- /data/FirstBastion/QuietPath/HillySurround/Morphs/FirstBastion/Base/Hills-Right.dsf
- /data/FirstBastion/QuietPath/HillySurround/Morphs/FirstBastion/Base/mid-L.dsf
- /data/FirstBastion/QuietPath/HillySurround/Morphs/FirstBastion/Base/Mid-Right.dsf
- /data/FirstBastion/QuietPath/HillySurround/Morphs/FirstBastion/Base/Split.dsf
- /data/FirstBastion/QuietPath/HillySurround/Morphs/FirstBastion/Base/Steep.dsf
- /data/FirstBastion/QuietPath/HillySurround/Morphs/FirstBastion/Base/Valley.dsf
- /data/FirstBastion/QuietPath/HillySurround/UV Sets/FirstBastion/Base/default.dsf
- /data/FirstBastion/QuietPath/treebounding/fb_treebounds.dsf
- /data/FirstBastion/QuietPath/treebounding/UV Sets/FirstBastion/Base/default.dsf
- /data/FirstBastion/Wilderness-2Creeks/2Creeks-Slope/fb-creekslope.dsf
- /data/FirstBastion/Wilderness-2Creeks/2Creeks-Slope/UV Sets/FirstBastion/Base/default.dsf
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- /data/FirstBastion/Wilderness-2Creeks/FillStone/UV Sets/FirstBastion/Base/default.dsf
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- /data/FirstBastion/Wilderness-2Creeks/fivePebbles/fb_fiveapebbles.dsf
- /data/FirstBastion/Wilderness-2Creeks/fivePebbles/UV Sets/FirstBastion/Base/default.dsf
- /data/FirstBastion/Wilderness-2Creeks/Grass5Clump/fb_grass5clump.dsf
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- /data/FirstBastion/Wilderness-2Creeks/LowPoly/fb_lowrppolyrock.dsf
- /data/FirstBastion/Wilderness-2Creeks/LowPoly/UV Sets/FirstBastion/Base/default.dsf
- /data/FirstBastion/Wilderness-2Creeks/Weeds/fb_twoalternateweeds.dsf
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- /data/FirstBastion/Wilderness-Creek/LowPoly/fb_lowrppolyrock.dsf
- /data/FirstBastion/Wilderness-Creek/LowPoly/UV Sets/FirstBastion/Base/default.dsf
- /data/FirstBastion/Wilderness-Creek/Weeds/fb_twoalternateweeds.dsf
- /data/FirstBastion/Wilderness-Creek/Weeds/UV Sets/FirstBastion/Base/default.dsf
- /Environments/First_Bastion/1st_AloneTheQuietPath/Along-the-Quiet-Path-iray-ss.duf
- /Environments/First_Bastion/1st_AloneTheQuietPath/Along-the-Quiet-Path-iray-ss.duf.png
- /Environments/First_Bastion/1st_AloneTheQuietPath/Along-the-Quiet-Path-ss-3DL.duf
- /Environments/First_Bastion/1st_AloneTheQuietPath/Along-the-Quiet-Path-ss-3DL.duf.png
- /Environments/First_Bastion/1st_AloneTheQuietPath/Full Scene/Along-the-Quiet-Path-3DL.duf
- /Environments/First_Bastion/1st_AloneTheQuietPath/Full Scene/Along-the-Quiet-

- Path-3DL.duf.png
- /Environments/First_Bastion/1st_AlongTheQuietPath/Full Scene/Along-the-Quiet-Path-iray-sc.duf
- /Environments/First_Bastion/1st_AlongTheQuietPath/Full Scene/Along-the-Quiet-Path-iray-sc.duf.png
- /Runtime/Support/DAZ_3D_33809_Along_The_Quiet_Path.dsa
- /Runtime/Support/DAZ_3D_33809_Along_The_Quiet_Path.dsx
- /Runtime/Support/DAZ_3D_33809_Along_The_Quiet_Path.jpg
- /Runtime/Textures/FirstBastion/1stBastion_Wilderness/1-Wilderness_CGTextures-Readme.txt
- /Runtime/Textures/FirstBastion/1stBastion_Wilderness/400BLACK.jpg
- /Runtime/Textures/FirstBastion/1stBastion_Wilderness/400WHITE.jpg
- /Runtime/Textures/FirstBastion/1stBastion_Wilderness/Creek/1-Wilderness_CGTextures-Readme.txt
- /Runtime/Textures/FirstBastion/1stBastion_Wilderness/Creek/fb-fivepebbles1024.jpg
- /Runtime/Textures/FirstBastion/1stBastion_Wilderness/Creek/fb_cgt_lowpolyrock.png
- /Runtime/Textures/FirstBastion/1stBastion_Wilderness/Creek/fb_cgt_waterGravel-displace50.jpg
- /Runtime/Textures/FirstBastion/1stBastion_Wilderness/fb-rolling-sandgrass.jpg
- /Runtime/Textures/FirstBastion/1stBastion_Wilderness/fb-rolling-sandgrassD1.jpg
- /Runtime/Textures/FirstBastion/1stBastion_Wilderness/fb-rolling-sandgrassD2.jpg
- /Runtime/Textures/FirstBastion/1stBastion_Wilderness/fb_cgt_Bark-Pinetree-bump.jpg
- /Runtime/Textures/FirstBastion/1stBastion_Wilderness/fb_cgt_Bark-Pinetree.jpg
- /Runtime/Textures/FirstBastion/1stBastion_Wilderness/fb_cgt_Decidiousbark.jpg
- /Runtime/Textures/FirstBastion/1stBastion_Wilderness/fb_cgt_forestfern-T.jpg
- /Runtime/Textures/FirstBastion/1stBastion_Wilderness/fb_cgt_forestfern.jpg
- /Runtime/Textures/FirstBastion/1stBastion_Wilderness/fb_cgt_greyrock.jpg
- /Runtime/Textures/FirstBastion/1stBastion_Wilderness/fb_cgt_logends.jpg
- /Runtime/Textures/FirstBastion/1stBastion_Wilderness/fb_cgt_Rockcliff2-bump.jpg
- /Runtime/Textures/FirstBastion/1stBastion_Wilderness/fb_cgt_Rockcliff2-displace.jpg
- /Runtime/Textures/FirstBastion/1stBastion_Wilderness/fb_cgt_Rockcliff2.jpg
- /Runtime/Textures/FirstBastion/1stBastion_Wilderness/fb_cgt_stone-mossy1.jpg
- /Runtime/Textures/FirstBastion/1stBastion_Wilderness/fb_grass1024-spb.jpg
- /Runtime/Textures/FirstBastion/1stBastion_Wilderness/fb_grass1024.jpg
- /Runtime/Textures/FirstBastion/1stBastion_Wilderness/fb_Grasscluster - h.jpg
- /Runtime/Textures/FirstBastion/1stBastion_Wilderness/fb_Grasscluster.jpg
- /Runtime/Textures/FirstBastion/1stBastion_Wilderness/fb_oneleaf-difus.jpg
- /Runtime/Textures/FirstBastion/1stBastion_Wilderness/fb_oneleaf-trans.jpg
- /Runtime/Textures/FirstBastion/1stBastion_Wilderness/fb_oneleaf-yello-difus.jpg
- /Runtime/Textures/FirstBastion/1stBastion_Wilderness/fb_RW_lpr-3.jpg
- /Runtime/Textures/FirstBastion/1stBastion_Wilderness/mapleleaf copy.jpg
- /Runtime/Textures/FirstBastion/1stBastion_Wilderness/mapleleaf-trans.jpg
- /Runtime/Textures/FirstBastion/1stBastion_Wilderness/Plants/fb_weedleaf-bs.jpg
- /Runtime/Textures/FirstBastion/1stBastion_Wilderness/Plants/fb_weedleaf-dif.jpg
- /Runtime/Textures/FirstBastion/1stBastion_Wilderness/Plants/fb_weedleaf-tr.jpg
- /Runtime/Textures/FirstBastion/1stBastion_Wilderness/Readme-textures.txt
- /Runtime/Textures/FirstBastion/1stBastion_Wilderness/stonecliff-textv-displcementssharp.jpg
- /Runtime/Textures/FirstBastion/1stBastion_Wilderness/stonecliff-textv4-2048.jpg
- /Runtime/Textures/FirstBastion/1stBastion_Wilderness/stonecliff-textv4-bump.jpg
- /Runtime/Textures/FirstBastion/1stBastion_Wilderness/stonecliff-textv4.jpg

- /Runtime/Textures/FirstBastion/Backgrounds Backdrops/1-Sky_CGTextures-Readme.txt
- /Runtime/Textures/FirstBastion/Backgrounds Backdrops/1-Skydome_CGTextures-Readme.txt
- /Runtime/Textures/FirstBastion/Backgrounds Backdrops/fb_cgt_icecoldsunsky-flip.jpg
- /Runtime/Textures/FirstBastion/Backgrounds Backdrops/fb_cgt_icecoldsunsky.jpg
- /Runtime/Textures/FirstBastion/DesolateArches/fb_cgt_lowpolyrock.png
- /Runtime/Textures/FirstBastion/DesolateArches/fb_RW_lpr-2.jpg
- /Runtime/Textures/FirstBastion/ForestPath/1-ForestPath_CGTextures-Readme.txt
- /Runtime/Textures/FirstBastion/ForestPath/400BLACK.jpg
- /Runtime/Textures/FirstBastion/ForestPath/400WHITE.jpg
- /Runtime/Textures/FirstBastion/ForestPath/fb_bg-bushleaf-d.jpg
- /Runtime/Textures/FirstBastion/ForestPath/fb_bg-bushleaf-t.jpg
- /Runtime/Textures/FirstBastion/ForestPath/fb_cgt_Decidiousbark.jpg
- /Runtime/Textures/FirstBastion/ForestPath/fb_cgt_forestfern-bump.jpg
- /Runtime/Textures/FirstBastion/ForestPath/fb_cgt_forestfern-T.jpg
- /Runtime/Textures/FirstBastion/ForestPath/fb_cgt_forestfern.jpg
- /Runtime/Textures/FirstBastion/ForestPath/fb_Grasscluster - h.jpg
- /Runtime/Textures/FirstBastion/ForestPath/fb_Grasscluster.jpg
- /Runtime/Textures/FirstBastion/ForestPath/fb_oneleaf-difus.jpg
- /Runtime/Textures/FirstBastion/ForestPath/fb_oneleaf-trans.jpg
- /Runtime/Textures/FirstBastion/ForestPath/fb_oneleaf-yello-difus.jpg
- /Runtime/Textures/FirstBastion/ForestPath/mapleleaf copy.jpg
- /Runtime/Textures/FirstBastion/ForestPath/mapleleaf-trans.jpg
- /Runtime/Textures/FirstBastion/GentlePath/fb_AQP_forestquietLog-bp.jpg
- /Runtime/Textures/FirstBastion/GentlePath/fb_AQP_forestquietLog.jpg
- /Runtime/Textures/FirstBastion/GentlePath/fb_cgt_desolatehills-b.jpg
- /Runtime/Textures/FirstBastion/GentlePath/fb_cgt_desolatehills.jpg
- /Runtime/Textures/FirstBastion/GentlePath/fb_cgt_lowpolyrock.png
- /Runtime/Textures/FirstBastion/GentlePath/fb_cgt_waterGravel-disp75.jpg
- /Runtime/Textures/FirstBastion/GentlePath/fb_sharppath-diff.jpg
- /Runtime/Textures/FirstBastion/GentlePath/fb_sharppath-spec.jpg

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