

HD COLUMN SET 1

EROC 3D STUDIO

Included:

- 34 CR2 figures
- 18 PZ2 Mat pose texture sets including bump map info (works with all HD column CR2's)
- 1 PP2 prop
- 35 Objects (geometry)
- 19 Templates- 18 (2048x2048) 1 (1024x1024) - jpgs
- 21 Textures- 2 bump maps and 19 texture maps - all (2048x2048)

Bump information

Bump information is included with the texture sets, is adjusted for Poser, and can be easily changed to your preference. To do this, go to the Materials room in Poser and select the part of the object that you would like to adjust and you will see the bump information for that part. For Carrara click on the part and go to the texture room and click on the texture surface (there are up to 5 surface names for each column figure) that you would like to change and move the bump slider to your desired bump height. (Try 100% for starters). For DAZ, add the CR2 to your scene and select 'Surfaces'. Scroll down to bump and you will see 3 sliders, (Strength, Negative and Positive). Adjust as you prefer. Increase/decrease the negative and positive sliders for the strength to work properly.

Note: You will need to render to see the effects of your bump adjustments.

34 CR2 Figures:

These are found under – 'Runtime:Libraries:Character:EROC:COL1'

All of the HD Column figures work with the included (18) PZ2 Mat/Pose texture sets.

Pre-assembled multipart figures have functionality at the joints and when you select one of the 18 mat/pose textures it will modify the entire figure that you have selected in one click.

Single parts if used to manually assemble columns enables you to select a different mat/pose texture set for each part giving you freedom of variety (nearly 144 texture combinations for a tall 8 piece column just using the Mat/Pose sets).



APedestal

Use as a base for busts, plants and sculptures, or as a column base. Add to your scene, then select pose, and apply any of the 18 Mat/Pose texture sets.



Columnfull - Standard height column

Columnhalf - For use against walls (doorways)

Columnfull - Some times you just need it taller

Apply any of the 18 Mat/Pose texture sets.



GreekA02 - GreekA06

These are pre-assembled fluted columns that have moving parts. Rotation on the column sections is handy

when posing, as it allows you to adjust the texture and if you want your sections slightly off to add reality, this works nicely. The smoothing angle for the flutes in Poser are set at 30 degrees in Poser and work without adjustment in Carrara, however in DAZ studio you will need to make an adjustment for these. Add your column to the scene, click on it anywhere on the column to select it, open 'Surfaces.' Each column contains 5 surface names.

- Column_base
- Column_top
- Column_center_top_trim
- Column_center_bot_trim
- Column_center

Select The **column_center** and scroll to the very bottom of the basic tab to 'Smoothing'. Set the angle to 30 degrees. That's it.

When you select a pre-assembled column, The 18 Mat/Pose textures will work on the entire column with one click. If you want more variety, if you want to use different textures for different parts...you can select the individual parts and manually assemble a column and assign different textures to each part, see below at the 'Greekcol' parts.



GreekB02 -GreekB06

These are pre-assembled smooth columns that have moving parts. Rotation on the column sections is handy

when posing, as it allows you to adjust the texture to randomize any repeat and you can cause them to look like they have some irregularity for realistic scenes by adjusting the column sections.

When you select a pre-assembled column, The 18 Mat/Pose textures will work on the entire column with one click. If you want more variety, if you want to use different textures for different parts...you can select the individual parts and manually assemble a column and assign different textures to each part, see below at the 'Greekcol' parts.



Greekbase02

Greekbase

Greekcol01

To manually create columns you will start with a base. Choose Greekbase02 for an assembled base. If you do

not wish to have the square base you can choose the Greekcol01. Do not move these until you have fully assembled your column as the coordinates are aligned with the sections and tops. Wait til you are finished and move as a group. If you wish to apply a different Mat/Pose texture to each part, then select both 'Greekbase' and 'Greekcol01' otherwise the Greekbase02 will work with any of the 18 Mat/Pose texture sets with one click.



GreekcolA02 - GreekcolA06

These are sections that enable you to easily assemble a column in seconds, with up to five

sections. Start with A02 for one section, A03 for two, etc. up to A06. When the column is at the desired height, click on the 'GreekA02top' for the A02 section and the top will appear. By assembling the columns in this manner...manually, you are able to apply a separate Pose/Edit set for each part, up to eight parts per column(including the base parts and top).

The smoothing angle for the flutes in Poser are set at 30 degrees in Poser and work without adjustment in Carrara, however in DAZ studio you will need to make an adjustment for these. Add your column to the scene, click on it anywhere on the column to select it, open 'Surfaces.' Each column contains 5 surface names.

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Select The **column_center** and scroll to the very bottom of the basic tab to 'Smoothing'. Set the angle to 30 degrees. That's it.

These parts can be used to create an ancient ruins scene, you can pose the individual parts however you wish...be creative.

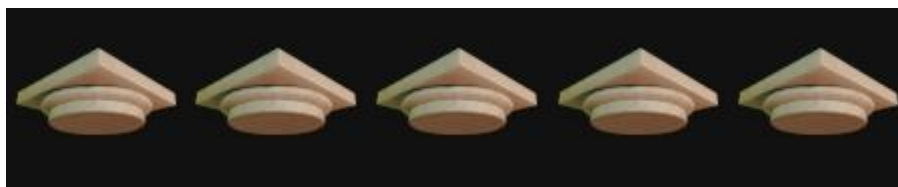


GreekcolB02 - GreekcolB06

These are sections that enable you to easily assemble a column in seconds, with up to five

sections. Start with B02 for one section, B03 for two, etc. up to B06. When the column is at the desired height, click on the 'GreekA02top' for the B02 section and the top will appear. By assembling the columns in this manner...manually, you are able to apply a separate Pose/Edit set for each part, up to eight parts per column(including the base parts and top).

These parts can be used to create an ancient ruins scene, you can pose the individual parts however you wish...be creative.



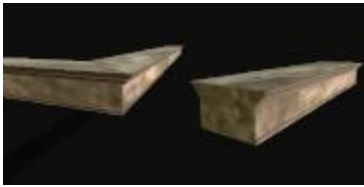
GreekcolA02top

Through

GreekcolA06top

These tops correspond with the sections of the

columns and work with both the "A" (fluted) and the "B" (rounded) sections. The numbers 2 through 6 will tell you which top goes with which section of column. Apply any of the 18 Mat/Pose texture sets to these tops.



Topcornerbeam Topbeam

The 'Topcornerbeam' has 5 sections and is in the shape of an 'L'. bring one into your scene and if it is too big, simply hide the sections that you do wish to see. You can bring four of these corner sections in and hide or expose the sections for each corner, position the corners to align in the shape that you desire, (it works for both inside and outside corners) and you can position them to meet in the shape of a square, or what ever you wish. By hiding or exposing sections, you are able to create a wide variety of building sizes and combinations. The 'Topbeam,' is for use if additional members are needed between the corners or if you just need a single linear section.

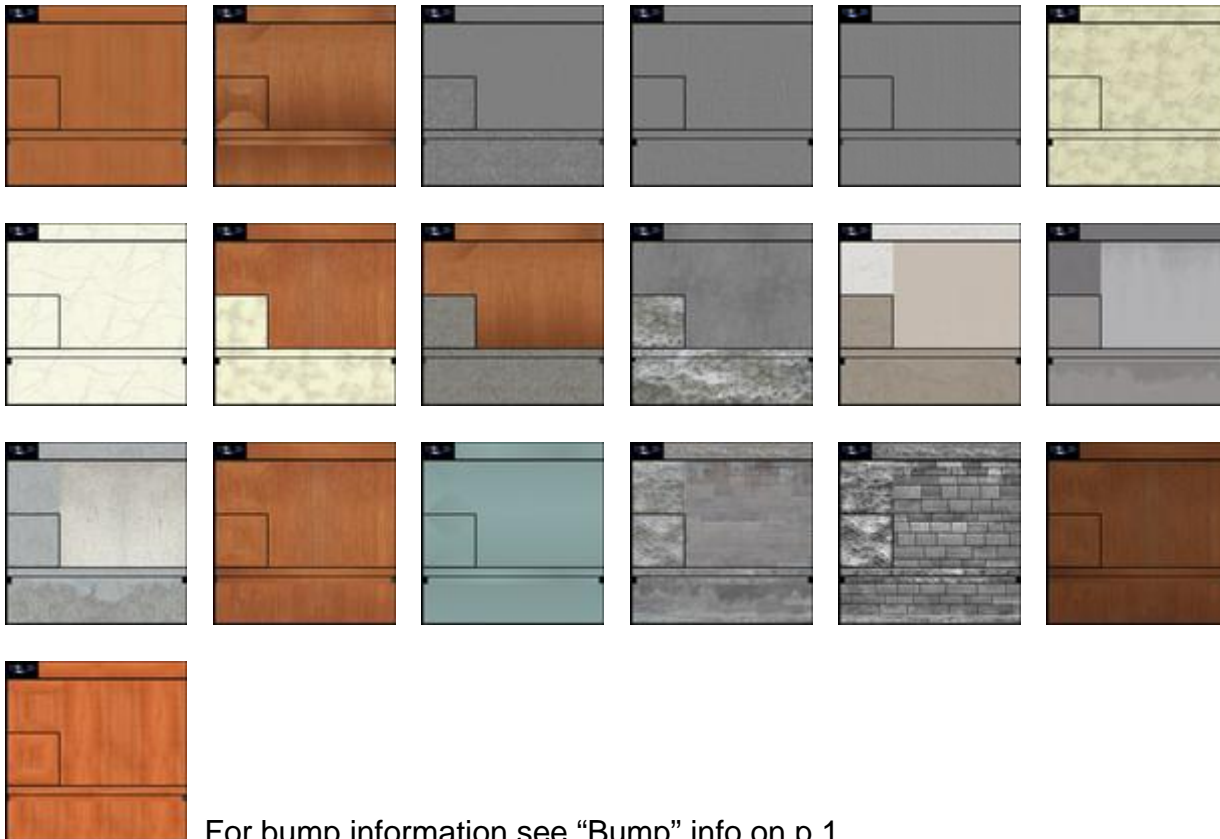
Apply any of the 18 Mat/Pose texture sets to the beams.

18 PZ2 Mat/Pose texture sets:

Each texture map has 5 surface designations:

- Column_base
- Column_top
- Column_center_top_trim
- Column_center_bot_trim
- Column_center

These are identified with the names, 'HDcolumn01' through 'HDcolumn18' and are found in the Pose folder under Runtime:Libraries:Pose:EROCCOL1



For bump information see "Bump" info on p.1

1 PP2 prop – Stone Pedestal

This is a realistic pedestal prop that can be used for busts, sculptures, vases, column bases, etc. There is a texture map and a bump map provided for this prop. Adjust the bump settings to your preference. This Prop is found under Runtime:Libraries:Props:EROC:COL1



StonePedestal

19 Templates- 18 (2048x2048) 1 (1024x1024) –jpgs

Use these templates to make your own texture sets. Open one of the 19 textures and use as a back drop with the template to see where to place your textures. The following picture is an example of the 'columnfull' template overlaying the 'HDcolumn13' texture. Do this in a photo editing program like Photoshop or Paintshop.

Templates are found under Runtime:Templates:EROC:COL1 and StonePedestal.



21 Textures- 2 bump maps and 19 texture maps – all (2048x2048)

These are found under Runtime:Textures:EROC: COL1 and StonePedestal.