

How to use your Carrara portion of Kelly Lodge.

Kelly Lodge comes with a Carrara installer. This installer gets installed to your base Carrara install folder. (If you don't install there, they must be installed together to the same Presets folder and no promises that you won't have to hunt textures anyway. :))

Once you have the Carrara installer set up, open Carrara.

In the Browser go to the Object tab, and use the black icon on the far right to add the folder.



Browse to the folder in Presets:Objects named Faveral and hit OK.



Choose Objects and hit OK again. Do the same thing in the shader tab except the folder is in Presets:Shaders.

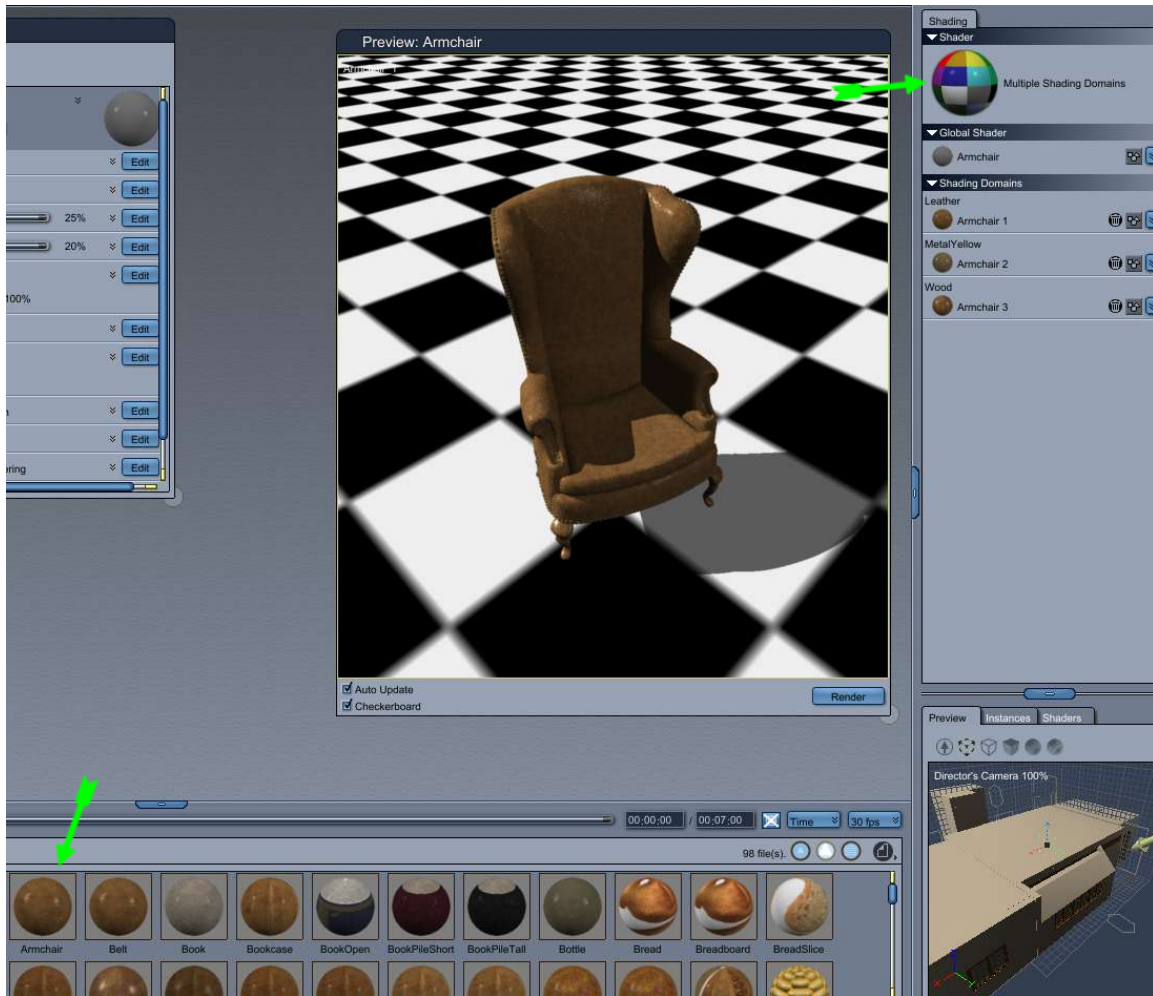
Now you can load the props, presets or figures right from the Object tab. It is best to start with a medium scene.

The easiest way to load this into Carrara is to drag and drop the objects from the browser to the Instance Tab. Either to the word Scene or to a blank space. (It will turn Green.)

You can then move things around to where you want them. The Align tool and collisions are both very useful for this.

You can also set your scene up in DAZ Studio or Poser. If you do that you will want to use the included shaders. (With the Poser Native Import, Master shaders are not guaranteed to work with Transposer imported scenes as the order of the material zones gets scrambled depending on parenting, figures in the scene, etc.)

For figures select the Model line in the instance tab and go to the shader room. For Props, chose the name of the prop. The shaders have the same name as the item they are designed to work with. Drag the shader to the big multi-colored ball at the top of the shader tree, or if there is only one material zone to the big ball in the shader tree.



Note the first preset object does include some lighting. :)

Add/adjust lighting, adjust render settings and enjoy. :)