From Team-Dystopia:

Dystopian Worker Drone

aka DWD, aka Dweed

The purpose of this ReadMe is to provide inside information to the organization of the character and the support files included so that merging it with your pipeline is seamless. If you are used to working with 3D figures in any of the many apps available then your workflow probably already has a comfortable routine.

Go ahead, grab a character, throw it in a scene, add poses, have fun.
The following topics will try to cover any questions that might come up during the fun.

There's an awful lot of folders to go through and I don't like switching back and forth.

Why is the Dweed divided into parts?

Poses don't load onto the DWD correctly.

Is there any difference between the Mat poses and the Material room files?

What is the purpose for the Utility Files?

There's an awful lot of folders to go through and I don't like switching back and forth all the time.

The premiere of this character brings with it versatility and the promise of future accessories. It is for this reason that the body has a modular nature that will lend itself to interchangeable parts as we develop them. As an added bonus a unified DWD was added for times when you want to grab the original character as a whole and get to work. This option, referred to as DWD_Unity comes with and without Hand figures attached.

As a new robot on the block, its versatility and considerable options make a great opportunity to get swamped by choices. It is for this reason that they have been divided systematically for your initial clarity. Whenever you feel comfortable Character folders can be merged. Poses can be unified without fear of writing over other .pz2 files.

!!!WARNING!!!
DO NOT MOVE GEOMETRY OR TEXTURE FILES!!!
If you're used to Poser or DIS you know the reason why. It will break any of the Dweed files in the Library.

Why is the Dweed divided into parts?
Character
What may seem redundant is really the start of a particular work path.
If you wanted to build from scratch, load the Biped.cr2 (two legs, two feet) first.
Load the Torso.cr2 of your choice and conform to Biped.
Load each hand figure and conform to Torso. There it is, the whole Dweed.

or

Load DWD_Unity.cr2 Boom! You're done!

The opportunity is to create your own robot factory where parts travel down an assembly line (factory and assembly line not included) or a mining disaster where robot parts lay scattered deep within the rubble. (mining disaster and rubble not included) .

A, B, and C

No doubt you've seen the three different heads featured in the ads. These can be switched by choosing Head and setting the Switch-Head dial to 0, 1, or 2. The A, B, and C character cr2's have been pre-dialed for your convenience but you can always switch back as they're each preloaded with the base metal texture.

IK
If you hate IK and you're only making a still image, turn it off.
If you're animating IK seems pretty essential for keeping the feet from floating around.
That said, being a robot, the Dweed is not flexible like a human and the most important part in regard to IK is the feet.
Where the human characters will have an ankle-foot-toe arrangement that bends, the DWD has separate parts that rotate.
It is for this reason that the ankle is the goal and the foot joins the toe in a "bend only" supporting role in walking.

Poses don't load onto the DWD correctly.
Poses
There are poses that address only the Biped or the Torso and can be applied only to that body part.
There are the same poses in unified form that can be applied to DWD_Unity in a single stroke.
The Biped and Torso poses can be used on DWD_Unity and therefore make combinations that are not available in the Unity Pose folder.
Poses in the Arms folder can be applied to the solo Torso or DWD_Unity and will change only the arms. Mixing and matching all of these starts

to add up to a whole lotta poses.

If the character goes into an unexpected position after loading a pose from the library check to see if any of these conditions exist in your scene:

1. Make sure that the character has been conformed in the correct order. Load Biped, Load Torso and conform to Biped, Load Hands and conform each to the Torso.

2. Make sure that you have chosen the Figure that you intend to pose. When loading the DWD_Unity with Hands pre-conformed the selected figure will be the Right Hand as it was the last figure loaded. If you were to load a running pose immediately after loading it would try to load body information into the hand geometry.

3. Make sure you have chosen the correct folder of poses. For example if you chose the Biped Figure make sure you are loading the Biped poses. Sounds over simplistic but many folders contain what look like the same poses. Check the label in the corner of the thumbnail that will alert you if that pose is for the Biped, Torso, or Unity. This method also applies to the left and right hands.

Is there any difference between the Mat poses and the Material room files?

Mats and Materials

Not everyone feels Material files are needed. I work in the materials room quite a bit and have included the mc6 files for others that like to tweak settings. One good opportunity is to change or animate the eye settings on any of the characters so that their lights glow, pulse or suddenly go out.

The Mat Pose files are essentially the mc6 files converted for easy posing access.

What is the purpose for the Utility Files?

Utility Files

Among the materials and Mat Poses there are choices named Blank_White and Blank_Grey. The former is just as it implies a blank slate material setting if you just wanted to start over. Blank_Grey could be considered the same but also has a practical application in that it could be used in scenes where there are multiple Dweeds in the distance. As it contains no textures but has been toned to mimic the default metal texture it would be easier on system recources. It also could be considered an option during pre-build until final color choices have been made. I do not recommend this for close up renders as the name implies it is quite blank.