Marrakesh Souks
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This is a re-release of the original Marrakesh Souks from 2009. This new version includes a new texture pack and full DS 3 support
(both scene and material files). The original obj files haven't been altered and will still reside in Runtime\Geometries\RHS
\Mar_Souks. This is so backwards compatibility with the other texture addon packs is maintained.

Should you have the original installed, you may install this version alongside it as it will not overwrite the original Poser and DS
files.

Quickstart:

In the Runtime/Figures/Mar_Souks_v2 folder load one !Pre_All cr2 files to preload the complete Souk. Any additional elements can be
added by loading their respective cr2 file.

The files are situated in the Mar_Souks folder of each respective Poser Runtime/D|S Content areas.

Detailed Instructions:

The Marrakesh Souk is made up of separate sections, which when loaded up will create an enclosed street made up of 2 wall sections, an
arch, ground, 8 doorways wall lights and 2 sun screens.

Breakdown and explanation of preload cr2's:

!Pre_All

This loads up the complete street section. You can then extend the street by loading up another and placing it behind the archway.
Alternatively, this can be done in postwork.

!Pre_Wall_1

This loads in the complete left hand wall section.

!Pre_Wall_2

As above, but the right hand wall section. Note how the door ways are in different locations, these can be customized further if
required using the separate wall, and gate presets below.

S_Arch

This loads the arch section only.

S_Arch_Tile

This loads in the tiled roof section for the arch.

S_Awning_1

This loads in the first awning style for the shop front.

S_Awning_2

As above, but the second awning style.

S_Awning_3

As above, but the third awning style.

S_Gate_1

This loads in the first gate style for the shop front, with the doors preload and parented to it. Each gate style has its own texture
map too, as well as matching textures for the door.

S_Gate_2

As above, but the second gate style.

S_Gate_3

As above, but the third gate style.

S_Gate_4

As above, but the fourth gate style.

S_Gate_Doors

This loads the doors only with a default texture. Additional textures can be applied for each gate style by using either the P6 or D|S
MAT's located in Runtime/Libraries/Materials/Mar_Souks or Content/Environments/Architecture/Mar_Souks

S_Ground

This loads in the ground section.

S_Int

This loads in the low resolution interior sections for both the lower and upper shop interior.

S_Screen

This loads the sun screen.

S_Upper_Win

This loads one of the individual upper windows for the wall section.

S_Wall

This loads a single wall section.

S_Wall_Light

This loads a single wall light.

Light Presets:

Included in this set is the D|S wall light preset (saved as a scene file) located in Content/Environments/Architecture/Mar_Souks_v2/Scenes.

Materials:

Included are Poser and D|S specific MAT files for both styles of textures. For Poser, they are located in the Runtime/Materials/Mar_Souks_v2 folder. For D|S, they are located in the Content/Environments/Architecture/Mar_Souks_v2/Materials
folder.

Notes:

The promos were created in D|S 3.1 using UberEnvironment and a single distant light. The product was tested in Poser 6, DS 3.1 and DS
4.5

Thanks:

My thanks and gratitude go out to everyone who supports my work - thanks and enjoy!