PORTALS OF POWER
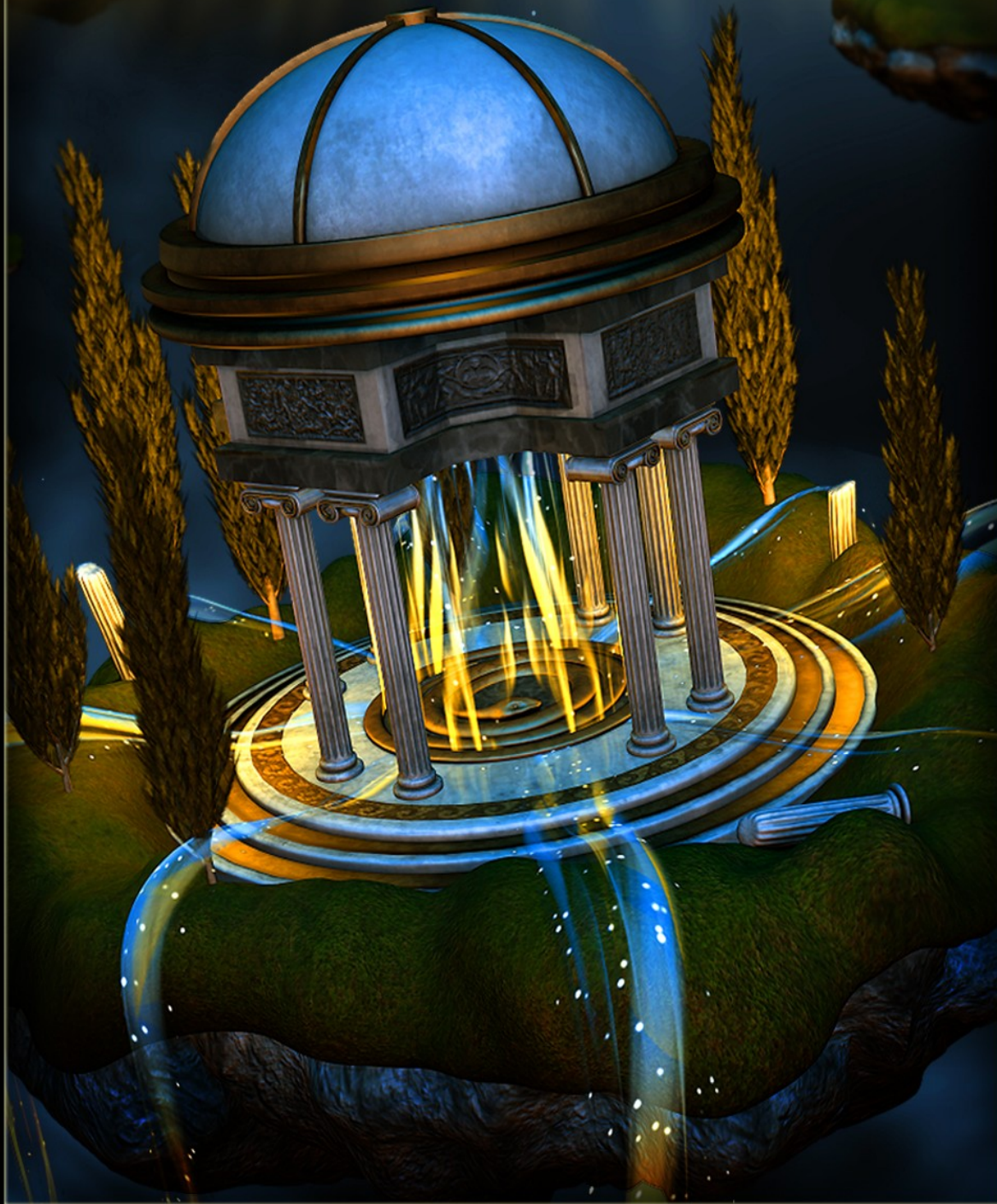## SERPENT OF THE GATE

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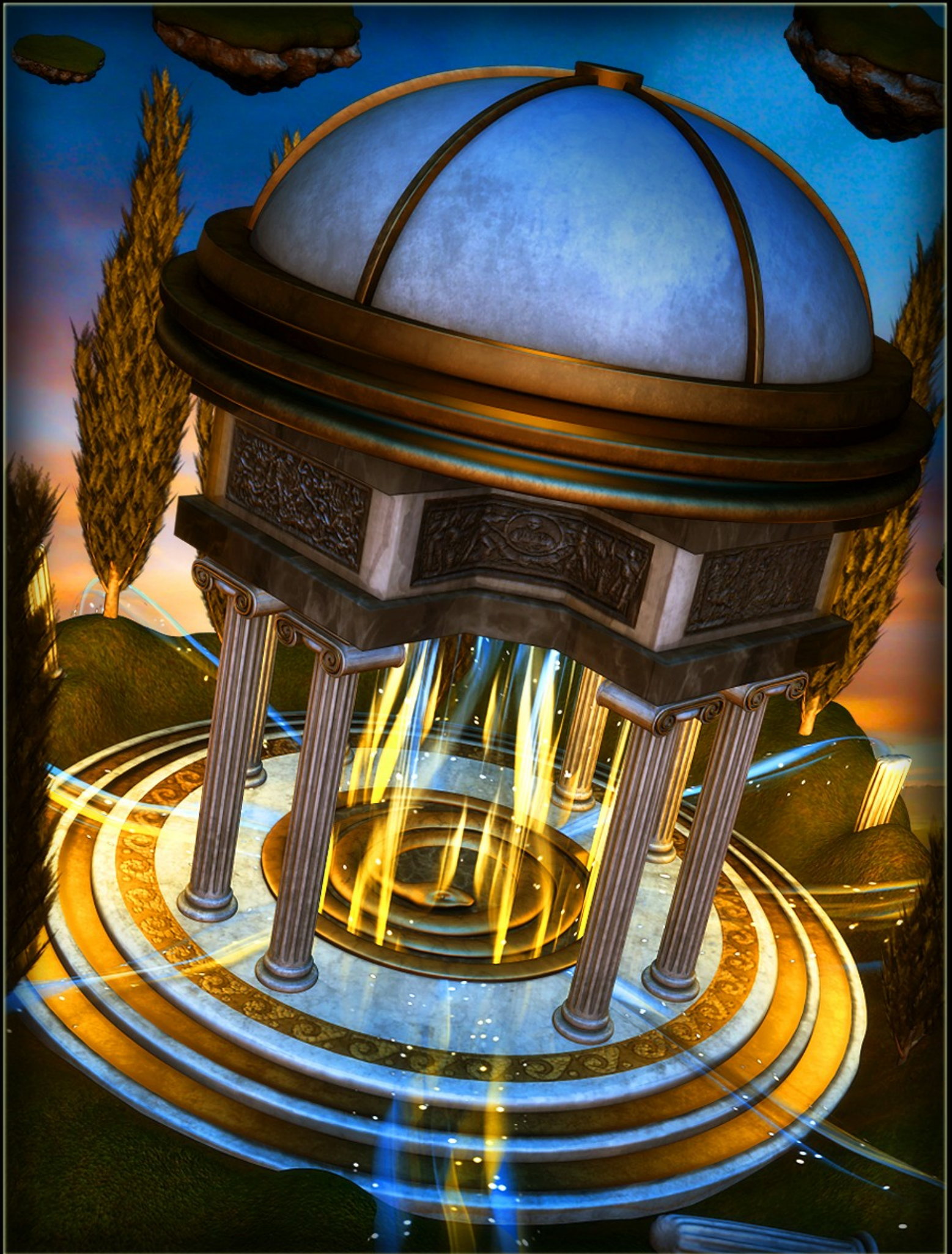
INSTRUCTIONS

:: Portal Models ::

The set includes full subsets and instances, for building your own scene. In poser, these will be located in props/Portals of Power/Serpentem Portae --- in DS, Props/Damage Inc/Portals of Power/Serpentem Portae.

If you want to use the subsets, these will load all the props in a pre-assembled file (excluding lights) all at once. This is for the user who wants to load everything in one fell swoop and render something pretty.

If you're the kitbashing type, and prefer to build your scene, you can use the single instances and load whatever you wish. The instances also come in handy, if you're looking to omit the many instances of lotus flowers and lily pads with the egyptian portal.

There is a DAZ Studio native side included, as well as poser.... so if you're strictly a poser user, feel free to delete these libraries. They will be the two outside of the native runtime folder in the zip (light presets and props)

DAZ STUDIO NOTES:

The DAZ Studio side contains native files, but note, these run off of Poser geometries folder, as well as textures (to save your hardrive some unnecessary space hogging) Do not delete these two folders, as you will need them to work the daz studio side... but you can feel free to delete the rest of the folders corresponding to poser., if you're strictly a Daz studio user. These will be in the runtime folder-- in the light, props and materials folders

SUB Division Surfaces

The Greek portal is a fairly high poly model, due to its nature.... and for this reason, certain things are kept at a lower poly count (namely, in this instance, the floors) This, however, is a bit of a tradeoff in how smooth it renders (as is, the floors will render with a little bit of a blocky look) You can, however, add subd in daz studio or poser 10.... and this will make the floors render more smoothly. But also keep in mind, adding subd will make the scene a bit laggier... and for people with slower machines, it could be too much.

Poser:

The props are not saved with subd on, so should you choose to want it on, you will need to add it. Simply select the portal itself (not the roof, mind you, as that is its own part) and go to the parameters, and at the bottom, you will see subdivision levels. You can set it to 1 to smooth the floors to a suitable roundness (there are two options... scene will show it in the scene, but it can make your scene lag a bit.... and render will make it render that way. Even if you don't opt to view it at 1 in your scene, be sure to turn the render one to 1, or it wont render that subd level) Also note, subd is only available in poser 10/pro 2014.

DAZ Studio:

The Greek Wind Portal already has subD added to it and is saved with it on, to smooth the floors. If you should find your system lags with it on, you can select the "Greek Wind Portal" prop in your scene tab, and under parameters, click general, and turn off the subd at the bottom (just slide the dial to 0 instead of 1)

Please note: my promos contain other things shown in them that do not come with the set (such as the egyptian pyramid/obelisk, which cannot be purchased as of yet, as I have not finished that set) as well as vegetation. The only vegetation shown in the promos included are the Celtic vines. See my promo credits at the end of the pdf for where to get the other plants.

MORPHS:
There are also morphs included on certain portals.

The greek Temple has an Island which has grass morphs, and the FX prop has morphs to match (so you get no pokethru) So if you use the grass, keep in mind you must dial in the same morph on the fx as well. Also, the FX has additional morphs to change how it looks.

The Egyptian temple has wave and ripple morphs for the water plane. This will create the effect that the water is being disturbed by the magic, in an epic way. Keep in mind, when using these morphs and the lotus flowers/lily pad (like in the case of the subset, which loads many of both) you may have to make adjustments to the flowers, so they dont collide with the water. If you are planning to use the wave morphs, you may be well suited to load the instances, so you can control everything more easily.

In addition, the Lotus itself also has morphs to change how the flower itself looks. There are 2 different close morphs, so you can create a bud, or a slightly open flower. There are also 5 stamen morphs, to make the center of the flower do different tricks, to change up how it looks as well. The lotus morphs can be mixed up in some cases, but do be careful as over-extension can occur.

:: Materials ::
There are lots of mats included. First, lets cover requirements....

Poser:
Some of the materials have subsurface scattering and the special effects can emit light. You will need to enable subsurface scattering and indirect light on your render settings to get those effects. Should you wish not to use SSS, just simply turn it off on your render settings, and it will not render. Same for the light emission using idl.

DAZ Studio:
The DAZ Studio side requires the Subsurface shader by Age of Armor on DAZ. Keep in mind, the SSS can be a little render intensive (though, not too horrible at all) so if you wish to turn it off, just simply select the entire greek temple/Egyptian Lotus and Lily Pad, and slide the Subsurface Scattering on/Off dial to off.

Most of the materials are just DS/Poser Materials, without extra options to change up different things (which are just there only for convenience reasons... like, in case you clear the texture or whatnot) there is an exception... the lotus has many different colored mats, to give you some different options there. There are also off mats included to turn off the special fx on each prop (except the greek temple, as it has its own geometry, so you just would naturally opt not to load it)

The greek floating isle will load naturally with AO baked in, to give you natural shadows out of the box (without having to use lights that make for large render times) There is an AO Off MAT for the greek isle, as well as a mat to turn off the ruinous columns. This is so you can make extra floating islands in the sky, without the portal itself being situated atop, and without it looking exactly the same with the ruined columns showing.

The aztec Portal has a plane on it, which is basically a background that creates the illusion of being another place that portal leads to. You can actually load your own backgrounds into it (though you will have to tweak its scale settings, so it will fit properly on the plane) or you can just add it to the map itself, save them out and create many of your own backgrounds that will load via mat file. You probably want to stick with tall backgrounds for this, as short ones being stretched vertically will cause stretch in the image.

Materials are located in:
Poser: Materials library, in portals of power/Serpentem Portae
DAZ Studio: Props/Damage Inc/Portals of Power/Serpentem Portae/materials

:: Lights ::

The set also contains 4 lights – one for each portal. This is to help set off the special fx, and also help to give it ambient light, as would naturally occur in a real world setting. So if you're using a background, or some different skydome from another set, you can match the lighting to it.

To explain, there is one infinite light (typically colored blue for the sky, or orange, in the case of the egyptian portal) that you will change to match your sky. The rest of the lights are special effect lights, that match the effects on the portal itself, or the firepits on the aztec portal. These sfx lights sit much lower than the infinite light... so you will know what to change and what not to.

All lights have raytraced soft shadows, and keep in mind, may make your render times a little longer.

In daz studio, you will find the lights under light presets/damage inc/Portals of Power/serpentem portae.

In poser, they will be located in your light library in the portals of power/serpentem portae folder.

:: OTHER NOTES & REQUIREMENTS ::

this set includes templates for every model in it, should you wish to make your own textures and add-ons. they are color coded for easier use.

TEXTURE RESOLUTIONS:
All textures are 4000x4000. If you find these to be too big, you can scale them down, but keep in mind... they will lose quality if you do.

PROMOTIONAL CREDITS:

- Lisa B Palm Trees & Cherry Trees
- Predatron's Mediterranean Cypress trees @ DAZ
- Miscellaneous palms from xfrog plants: Tropical
- Backgrounds mostly by didi_mc on renderosity (multiple packs)

:: KNOWN ISSUES AND TROUBLESHOOTING ::

There are no known issues beyond what you'd normally experience.

see the sections covered in the tutorial for more information on the contents of the set. each section covers using the set in full instruction, as well as troubleshooting known issues.

if you find you ever have a question or need further technical support, feel free to contact me. i am usually always around (but just in case, allow 24-48 hours for a reply)

you can contact me directly by email : *IGNISSERPENTUS@DAMAGEINC3D.NET*