

Mercury, the planet

DAZ Studio version

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This package includes three Mercury planet props in three resolutions: Low, Medium and High, also a probe prop (stylized version of NASA's Messenger), and a Scene with Mercury and the probe.

The Medium and High resolution Mercury props have mesh geometry for details, besides bump maps, whereas Low resolution prop uses only bump maps on a sphere primitive.

The Medium resolution Mercury prop consumes about 95 MB of RAM in scene, whereas the High resolution one, needs about 265 MB. The low resolution prop uses less than 2 MB in scene.

The Mercury prop included in the Scene contains a Medium resolution Mercury prop.

The props, by default, are optimized for Iray rendering, but there are included materials for 3Delight. The scene, instead, comes in two versions, Iray and 3Delight.

The color in Mercury materials could be in two versions: pseudocolor (enhanced color) or less color (look like to the human eye).

There are included shader utilities to increase the colorful of the Mercury props.

The solar panels of the probe can rotate around its axis. Select the panels node from the probe group and rotate around Z (Z Rotate property).

References of the maps:

Mercury MESSENGER Global DEM 665m v2

USGS Astrogeology Science Center

http://planetarymaps.usgs.gov/mosaic/Mercury_Messenger_USGS_DEM_Global_665m_v2.tif

Mercury MESSENGER MDIS Basemap MD3 Color Global Mosaic 665m (64ppd)

Applied Coherent Technology Corporation

https://planetarymaps.usgs.gov/mosaic//Mercury_MESSENGER_MDIS_Basemap_MD3Color_Mosaic_Global_665m.tif