Surge: Technomancer Product ReadMe

Material Presets:

Each set of props has 3 (or more) material presets. Brightness presets, Color presets and Opacity presets. If the prop has more than one surface assigned to it, each surface will have its own Brightness, Color and Opacity presets. In this way you can mix and match opacity, colors and brightness to create your own unique look.

Brightness:

The smaller the prop the brighter it will look. Use low/very low for small props, high/very high for large props. If you find that the included brightness presets do not work for you it can be easily adjusted by selecting the prop and adjusting luminosity and/or luminous efficacy in the surface settings.

Hierarchical poses:

Each pose is created to also pose the associated props. (It will work without them as well). To be certain which props are associated with each pose, hover over the thumbnail. A list of associated props will be listed in the tip image. To properly pose the props the wearable preset(s) needs to be added BEFORE applying the pose. If you forget it is simply a matter of adding the prop(s) and reapplying the appropriate pose.

Bloom (under Render Settings):

I have included several bloom settings that I used to create the product promos. Bloom is very dependent on luminosity and luminous efficacy as well as lighting in the seen and can sometimes be unpredictable. Use with caution. Bloom will effect all lit surfaces in the image. For this reason I have also included a preset to turn Bloom off entirely.

Tone Mapping (under Render Settings):

I have included several tone mapping settings that I used to create the product promos. Just like Bloom, adding tone mapping presets to your scene can be unpredictable. For this reason, I have included a preset to reset tone mapping to default.