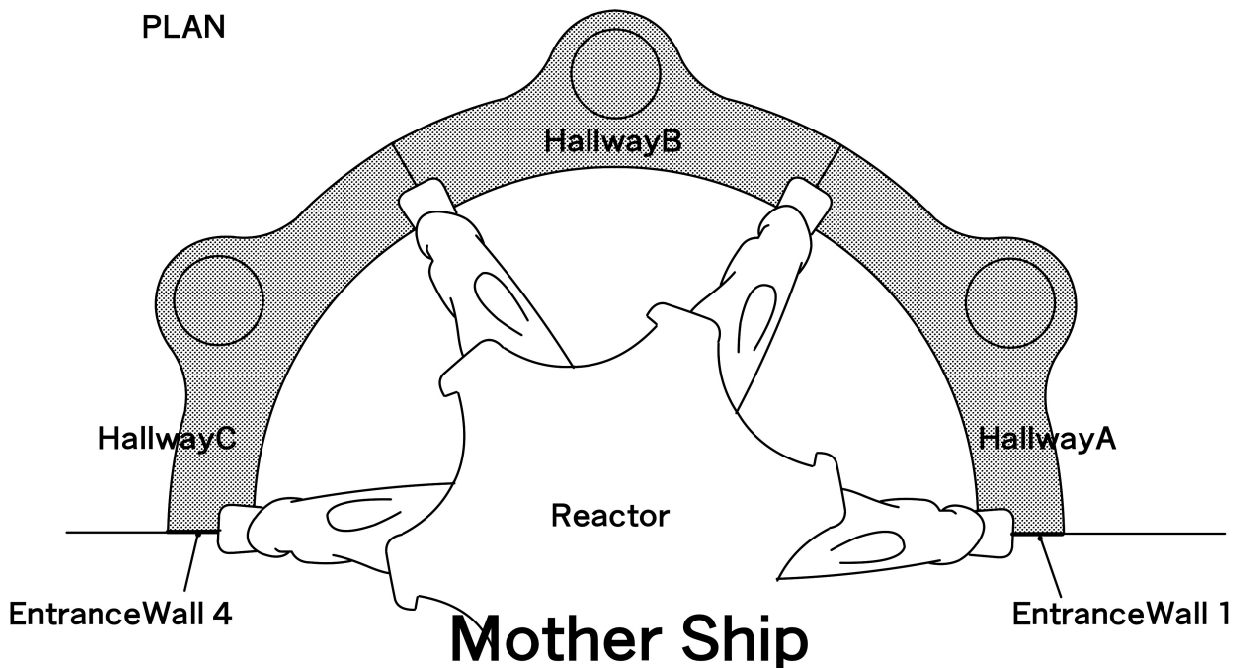


Welcome aboard !

Thank you for boarding the ARIANRHOD, an interstellar communication ship!
She is an advanced ship built on a hybrid system of Earth and alien civilizations.
Please enjoy the exotic atmosphere that cannot be experienced on other ships.

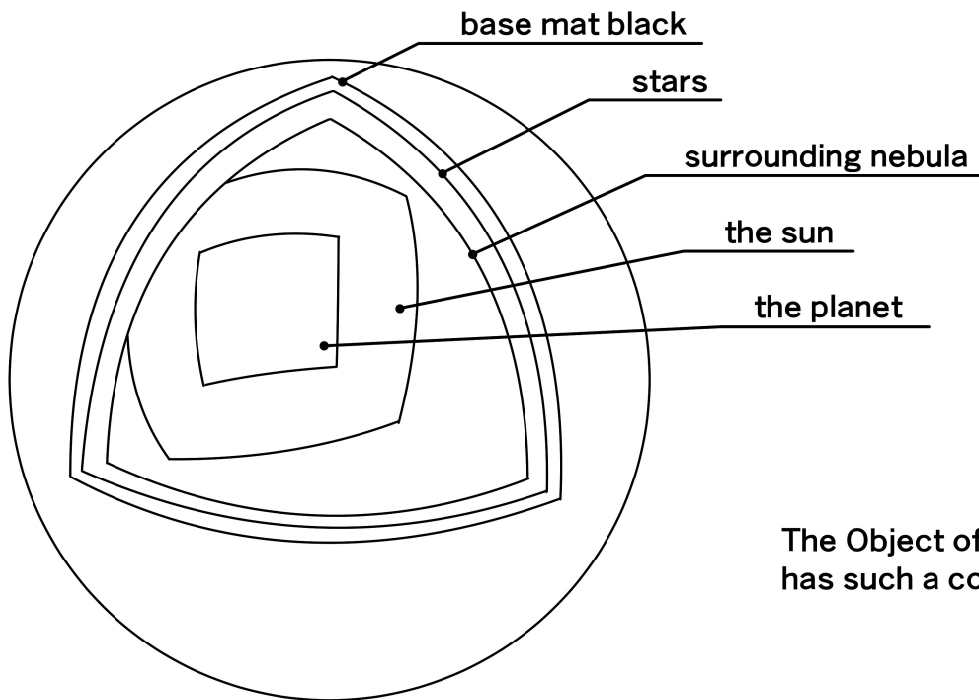
May your cruise be comfortable and better!

<<The usable areas>>

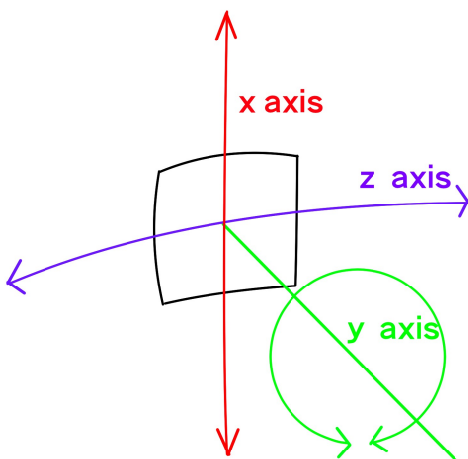


Having human-scale details where you can place characters
There are 3 areas, HallwayA, HallwayB and HallwayC.
For the mother ship body and reactor, there is no internal space.

<<The object of the background universe>>



The Object of the background universe has such a configuration.



The object is rigged. So by selecting the element and rotating it
You can adjust the position of the element on the celestial sphere.

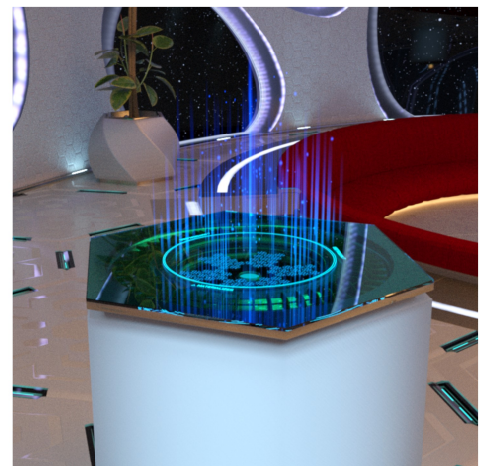
Y-axis operation rotates the element on the spot.
For example, in the case of the planet, the direction of the phases can be set.

You can make each unnecessary element invisible in the scene tab.

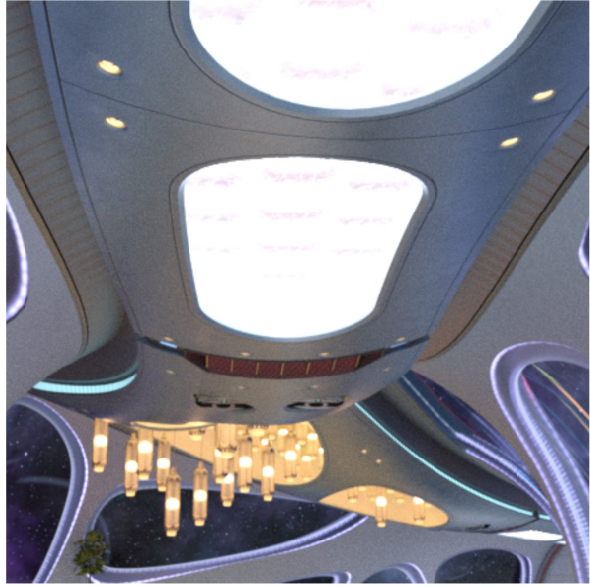
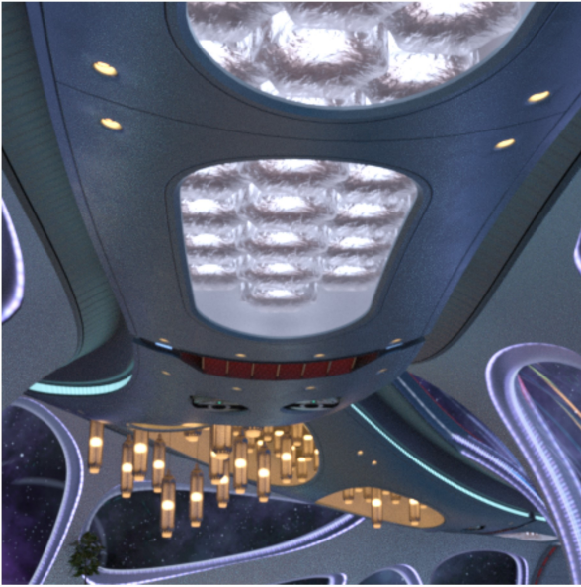
Also, You can save a position setting as a "Pose file".

<<Materialize effect>>

The table materializer is inspired by the Star Trek series food dispensers.
Beverages and light meals can be materialized at this table.
Select "(Toll)Table Materializer" and apply ON / OFF.



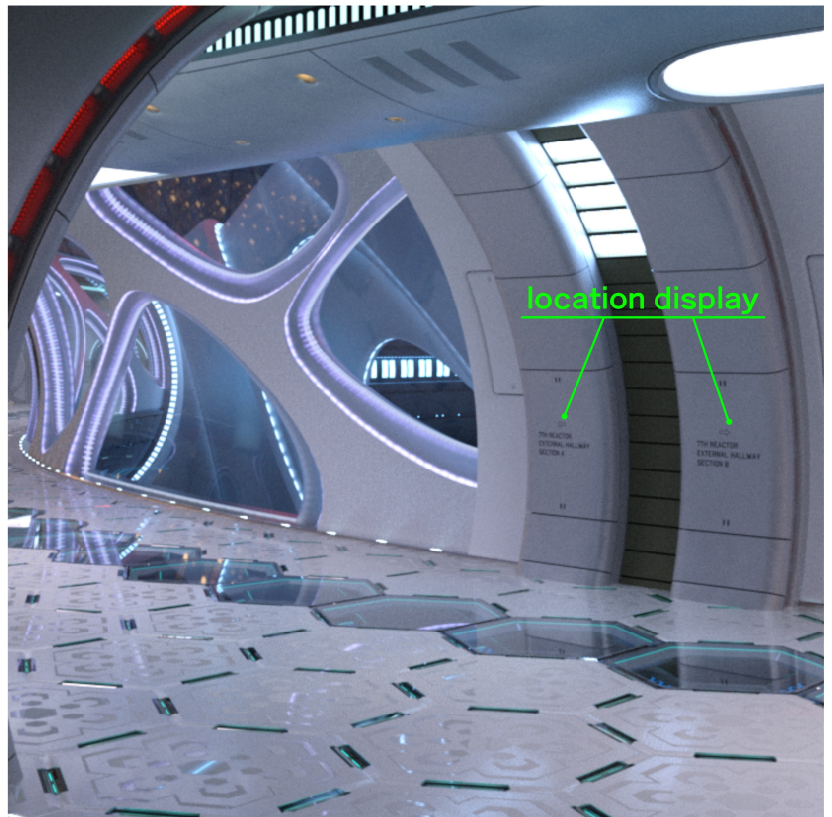
<<Day - Night change>>



The change between day and night is done by the brightness of the material light.
The intensity of the spotlights is equivalent day and night.

To change day to night (or night to day), in the scene tab, in the group "Hallway A, B, C"
Select "System Ceiling" and apply the day or night material.

<<Entrance Wall>>



The "Entrance Wall" between Hallway A and B, and between Hallway B and C will not cause a sculptural failure even if it is hidden, and you can use it according to your preference, such as whether or not to partition the space. When the Entrance Wall is displayed, turn off the "location display" on the "Joint" part. The display overlaps the wall.