Palace of the Sun
NOTE **Daz Studio with Iray** is recommended.

Palace of the Sun [Plus Full Sky-Ray World Kit]
A fantastic and elaborate Palace located in a exotic land, surrounded by trees and exotic plants.
There is a path leading to the Palace that is lined with many flower bushes that passes through dual lakes surrounded by many palm trees and decorated with rocks and vines.
The Sky above has many moods, from clear blue to golden sunlight to multiple feathered cloud layers and much more.
The incredible architecture on the Palace shows great attention to style and detail, and with its natural surroundings it appears as its self illuminating, the "Palace of the Sun"

You can load a variety of fully setup 3D Scenes complete with the Palace, Trees, Plants, Lakes, Gardens, Grass etc in a 360% environment and complete with multiple styles and cameras.
Plus it comes with a very powerful **World "Sky-Ray" System** that harnesses the power of Iray like never before.
It's unique because it allows the inbuilt **Nvidia Iray Sun** to shine thru detailed 360 skies and clouds that are mapped on a semi transparent sphere and an illuminated skylight sphere to illuminate the sky and create stunningly realistic skies and environmental lighting with shadows. (See Images)
Users have a selection of **skies and skylights** and they can easily position the sun via the **Sundial** or a **Real World times and locations** presets (See Images)
It is a highly realistic and versatile environment that is completely hand built, including most of the main textures which are highly detailed and fine tuned for perfect results.
Plus there are several popular Social Media Ratios so you can conveniently post your image or video creations on Instagram, TikTok, YouTube etc…easily.

Included are:
10 Scenes (A variety of fully setup Scenes)
4 Essential Sets (Palace, World Set, Sundials etc)
20 Assets (Plants, Trees, Flowers, Vines, rocks) + 1 Magix Store Link
6 Camera Presets (Incl Multiple Cameras in Preset 1)
12 Sky Presets
12 Sundial Positions
8 World Environment Sun Positions
12 Mat Files
6 Render Ratios for all main Social Media Platforms

9 Camera Views included in Scenes
353 textures up to 13664 x 3630 size

In the folders
1 Scenes [10 Total]
10 Finely tuned Full Scenes with complete environments, incl the Palace, Lakes, Entrance, Path, 360 Skies, Sun Positions, Trees, Bushes, Vines, Flowers, and Scene Cameras.

2 Assets [4 Main Muti Assets (Positioned)]
4 Assets, these are the main 4 items used in your scenes,
1 A complete World Setup with Sky Dome, Sky Light and Full Terrain.
2 The Palace plus Entrance, Paths and Outer Section, and all the Tree, Plants, Rocks, Vines and Water etc..
3 The Sundial to operate the Position of the Sun, this is a Scene, so if you wish to add it to a Scene, use "Merge into Scene"
4 Environment Sun, this is to use the Time and Place Iray Sun (this does not work properly if the Sundial is in the Scene, so it needs to be removed to use this feature.

3 Assets [20 Total]
! Magix-101 Store Link
20 Assets to position and use in your scenes, all main Assets are at Ground Zero Position , so will need to move them to where you wish them to be.

4 Cameras [6 Total]
These are 6 Camera Setups you can use in your Scene, the First one is a Multi Camera Setup with 9 Cameras, the other 5 are single Camera positions and setups.
The main 10 Scenes already have 9 Cameras per Scene for your use.

4 Sky Presets [12 Total]
Select the **"MGX SkyDome"** in your scene with the **"Surface Selection Tool",** and Apply any one of the 12 Sky Presets which will also affect the Sun light.
TIP…To get different Sky Views (and this will also affect the lighting from the sun) make sure the MGX SkyDome is selected and then go to **Parameters/Rotation/Y Rotate**, tol rotate the Skies.

5 Sundial Positions [12 Total]
There are 2 methods of lighting the world, by the Sundial, or by the environmental Sun, times of the day,year etc (No Sundial)
First you have to make sure the Sundial is in the Scene, **if not add it by right clicking and select "Merge Into Scene"**, then make sure the Sundial is selected and use the presets to move the Sun to a position you like.
TIP…It is best to use the **NVIDIA Iray** in the **Display Options Menu** so you can see where the Shadows and Light are coming from in your scene.

6 Sun World Position [8 Total]
This does not work properly if the Sundial is in the scene, if it is you need to remove it for the Sun World Position to work.
Simply double click on any of the Presets and the entire Sun position and color will change.
TIP…If you wish to do it manually, go to the tab "**Render Settings then Environment** and scroll down to the 4 main parameters to change this.
They are **SS Latitude-SS Longitude-SS Day-SS Time**, you can also change **SS Sun Disk Intensity** and **SS Blue-Red Tint** for even more control.

7 Mat Files [12 Total]
Select the **"MGX Azalea Flowers"** or the "MGX Palace Main" in your scene with the **"Surface Selection Tool"** and apply any one of the 12 Mat files to change the textures.

8 Render Ratios [6 Total]
These are for various Social Media platforms, you can create either images or animations in your preferred ratio from here.

IMPORTANT NOTES
DISPLAY OPTIONS
1. Set the Viewport Display Options to **Filament (PBR)** if you need to move things around a lot**,**
then switch back to **NVIDIA Iray** to check the look of the scene.

2. Set the Render Settings / Optimization / Instancing Optimization to Auto or Memory.
These settings works much better for large Scenes.

CAMERA SETTINGS
3. By Default in the **Main Scenes**" you will notice there is no camera headlamp on when you view it through the Cameras.
Generally if you render a scene with any kind of camera close up, its best to turn off the Cameras Headlamp because it can sometimes look blown out.
Thats it
Happy Rendering
Magix-101