**TECHNOPHILIA:** THE LOVE OF TECHNOLOGY 'Tek'no'feel'ya

VOLUME 1 : TECHNO TENTACLES

**Welcome to the world of Technophilia…. The Realm of Technology. Within this dark world, metal and monsters rule, and humanity is nothing but a supplicated race. Robots, Cyborgs, and Dark Tech are the rulers of the new universe. If you are to survive you must love technology… love the metal.**

## Installation:
Unzip the files to your Poser directory (c:/Program Files/Smith Micro/Poser7/..) using the folders option of your unzipping program. We have set up the zip so that the files are placed where they need to be.

### File Locations:
**Figures:** Runtime/Libraries/Characters/Technophilia/Tentacles 1
**Textures:** Runtime/Textures/Traveler/Technophilia/Tentacles 1
**Geometries:** Runtime/Geometries/Traveler/Technophilia/Tentacles 1
**Materials:**  Runtime/Libraries/Materials /Technophilia/Tentacles 1


**This set was designed for use in Poser 6+**

## Index:

# 1 – Using the Tentacles

This set has been designed in a modular fashion. That means that you can use any of the bases with any of the bodies, and any of the heads with the bodies and bases. There are 6 Bodies, 6 Bases, and 6 Heads for a total of 216 combinations with this package alone!

To create a tentacle, simply bring one of the bodies into the scene, then choose the head you wish to use, and bring that into the scene. Make sure that the head is selected and then conform it to the tentacle! If you wish to use one of the bases, you can do the same, bring it into the scene and then conform it to the body of the tentacle.

## 2 – Materials

Included with the package is a set of Material files for the default (Pre-Loaded) texture settings. Also included are some extra procedural textures that add some extra material options to the package. There are two folders for these materials. Procedurals – These are preset Mc6 files for the Bodies and Bases. (The Bodies and Bases share the same material names, and can use these general materials interchangeably. The second folder is one called procedural singles – these are single material files (Mc5) that you can use to material the heads (Because they each use a different set of material names) to match what you would like on them to the procedural mats for the bodies and bases.

## 3 – Product Notes

-All of the Bodies have a standard and Easy Pose version. The EP ones are marked with an EP on their poser Icon, and in their name.

-The Following heads have ERC motions built in: **Grip Head:** (Open Close for all 4 Teeth, and Open close for the RL and FB teeth. **Eye:** (Open Close Eye Lids) – in both cases, the controls are in the "Head" body part of the figure

-The Following heads have Morph Targets: **Implanter:** (Wide range of shape and "Adult" morphs – found in the Implanter body part. **Suction:** (Suction cup shape morphs in the cup, and a raiser low bottles morph in the head) **Needle:** (Fluid Level Morph in Needle/Vial body part) **Eye:** (Close Iris – In eye)

## 4 – Easy Pose Technology

Easy Pose is an Advanced Posing Tool for Things like chains, braids, etc.
It is the creation of Ajax:
http://www.geocities.com/ajaxsoyyo/

For More Information on using Easy Pose Please Visit Ajax's Tutorial Page:
http://www.geocities.com/ajaxsoyyo/eptutedex.html

The Easy Pose System in this product was created using Easy Pose Underground, a program created by Ajax, which can be found at renderosity.

## 5 - General Poser 6/7 Rendering Tips

Because of the complexity of Poser 6, I cannot list every single tip here, but I can list 2 of my favorites for increasing render quality while increasing the speed:

**Optimal Render Settings:** For a final render, I use the following settings (Manual): Cast Shadows On, Texture Filtering Off, Raytracing On, Raytracebounces: 4 (You can turn this down if you like), Min Shading Rate: 0.50, Pixel Samples 3, Max Texture Size: 3584 (Turn this up for larger renders) Max Bucket Size: 64. Use Displacement Maps Checked.

**IBL AO and Hair:** Because of the added render time with AO and transparent type objects (Like hair and plants) you can speed up your render by unchecking the "Visible in Raytracing" box in the object's properties. As long as you are using Depth mapped shadows (Like the included lights) your item will still cast a shadow, it will just be ignored in the AO calculations

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