SCAVENGED

"When you don't have one…
Steal One…
If you can't steal one…
Make one…"
         Humonugus Orungus – Master Pit Fighter

Installation:

Unzip the files to your Poser directory (c:/Program Files/e frontier/Poser6/..)
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:
Props: Runtime/Libraries/Props/Scavenged/JunkYard Weapons
Figures: Runtime/Libraries/Characters/Scavenged/JunkYard Weapons
Textures: Runtime/textures/Traveler/Scavenged
Geometries: Runtime/Geometries/Traveler/Scavenged

This set was designed for use in Poser 6+

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1 – Using the Weapons

Because this is a generic props set, there was no main figure to choose to smart
prop to, so I have lessened the price and not included Smart Prop Versions.

You will need to position the weapons, Parent the weapon to the figure's hand, and
then apply a grip of your choice.

2 – Using the Poseable Weapons

The Poseable (Figure) Weapons in the set are:

-Bike Chains – These come in three lengths, 40, 60 and 80 Link lengths
-Bike Piston Flail
-Sawed Off Shotgun

3 – Easy Pose

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.

4 - 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

Contact Information:

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