Aikobot Maria

Product Name:	Aikobot Maria
Product ID:	3921
Published Artist(s):	Parris
Created By:	N/A
Release Date:	2005-12-16

Product Information

- Required Products: Aiko 3 Base - 3D Anime Girl

She was built to last, that's for sure. Repairing the outside hull in deep space without a suit, she could withstand a meteor shower if necessary. Of course, the Artificial Intelligence would have to be

extremely good. She would have to solve all sorts of problems while the rest of us made the long trip in Cryo. None of us could have anticipated the results though. A robot isn't supposed to evolve, at least not to this degree. Coming out of the deep fog of my chemical slumber, I began to realize she was standing over me. The look in her synthetic eyes was unmistakable: gratitude and relief. But that's not possible…

Aikobot Maria is a complete character and conforming figure set for Aiko 3. This product can be used with many of the DAZ Aiko 3 morphs but it does not require them. Options are included to allow Maria's robot parts to work with other Aiko 3 and V3 textures.

Product Notes

Installation Packages

Below is a list of the installation package types provided by this product. The name of each package contains a Package Qualifier, which is used as a key to indicate something about the contents of that package.

- 1 Core [1)]

[ ] = Optional, depending on target application(s)

Not all installation packages provide files that are displayed to the user within the interface of an application. The packages listed below, do. The application(s), and the location(s) within each application, are shown below.

Aikobot Maria (Core)

- You can find new icons for loading this product in the following Poser Libraries:
    - Figures: "A3 Robot"
    - Pose: "A3 Robot"

Additional Details

- In some versions of Poser, it might be necessary to scale up the helmet slightly for the best fit.
- To pose the feet and toes, you will need to select those props to Twist, Side to Side, Bend and use the Hide morph for the best results
- This product comes with several options for the most variety:
    - All Robot Parts:
        - Meant to be loaded and conformed to Aiko 3 (Aiko Complete). Contains Muscular morph, and Realistic Morph (in bodice only).
- For more variety, you can load each individual Robot part, instead of the All Robot Parts figure.
    - Robot Base:
        - Meant to be loaded and conformed to Aiko LE. Contains no Full Body Morphs.
        - For more variety, you can load each individual Robot part, instead of the All Robot Parts figure.
    - Robot All:

- Loads Aiko LE and all Robot Parts already conformed.
- When using a Full Body Morph such as Muscular or Realistic, it is best to set all other morphs to zero first.
- It is recommended that you load the Robot Morph INJ and texture before the Robot Parts.
- To tweak the morphs on individual parts, you will need to select the prop associated with the part to find the morph dial (not the conforming figure body part).

Below is a list of files provided by the Aikobot Maria product.

Core

Aikobot Maria

- **Content :**
  - /Runtime/Geometries/A3Robot/lRoboCollar.obj
  - /Runtime/Geometries/A3Robot/lRoboFoot.obj
  - /Runtime/Geometries/A3Robot/lRoboForeArm.obj
  - /Runtime/Geometries/A3Robot/lRoboHand.obj
  - /Runtime/Geometries/A3Robot/lRoboHeel.obj
  - /Runtime/Geometries/A3Robot/lRoboHipJoint.obj
  - /Runtime/Geometries/A3Robot/lRoboKnee.obj
  - /Runtime/Geometries/A3Robot/lRoboShin.obj
  - /Runtime/Geometries/A3Robot/lRoboShoulder.obj
  - /Runtime/Geometries/A3Robot/lRoboToe.obj
  - /Runtime/Geometries/A3Robot/RoboBodice.obj
  - /Runtime/Geometries/A3Robot/RoboHelmet.obj
  - /Runtime/Geometries/A3Robot/RoboHip.obj
  - /Runtime/Geometries/A3Robot/RoboNeck.obj
  - /Runtime/Geometries/A3Robot/RoboTorso.obj
  - /Runtime/Geometries/A3Robot/rRoboCollar.obj
  - /Runtime/Geometries/A3Robot/rRoboFoot.obj
  - /Runtime/Geometries/A3Robot/rRoboForeArm.obj
  - /Runtime/Geometries/A3Robot/rRoboHand.obj
  - /Runtime/Geometries/A3Robot/rRoboHeel.obj
  - /Runtime/Geometries/A3Robot/rRoboHipJoint.obj
  - /Runtime/Geometries/A3Robot/rRoboKnee.obj
  - /Runtime/Geometries/A3Robot/rRoboShin.obj
  - /Runtime/Geometries/A3Robot/rRoboShoulder.obj
  - /Runtime/Geometries/A3Robot/rRoboToe.obj
  - /Runtime/Libraries/Character/A3 Robot/All Robot Parts.cr2
  - /Runtime/Libraries/Character/A3 Robot/All Robot Parts.png
  - /Runtime/Libraries/Character/A3 Robot/Left Robot Arm.cr2
  - /Runtime/Libraries/Character/A3 Robot/Left Robot Arm.png
  - /Runtime/Libraries/Character/A3 Robot/Left Robot Leg.cr2
  - /Runtime/Libraries/Character/A3 Robot/Left Robot Leg.png
  - /Runtime/Libraries/Character/A3 Robot/Right Robot Arm.cr2

- /Runtime/Libraries/Character/A3 Robot/Right Robot Arm.png
- /Runtime/Libraries/Character/A3 Robot/Right Robot Leg.cr2
- /Runtime/Libraries/Character/A3 Robot/Right Robot Leg.png
- /Runtime/Libraries/Character/A3 Robot/Robot All.cr2
- /Runtime/Libraries/Character/A3 Robot/Robot All.png
- /Runtime/Libraries/Character/A3 Robot/Robot Base Figure.cr2
- /Runtime/Libraries/Character/A3 Robot/Robot Base Figure.png
- /Runtime/Libraries/Character/A3 Robot/Robot Bodice.cr2
- /Runtime/Libraries/Character/A3 Robot/Robot Bodice.png
- /Runtime/Libraries/Character/A3 Robot/Robot Head.cr2
- /Runtime/Libraries/Character/A3 Robot/Robot Head.png
- /Runtime/Libraries/Pose/A3 Robot/!!BasicBodyMat.png
- /Runtime/Libraries/Pose/A3 Robot/!!BasicBodyMat.pz2
- /Runtime/Libraries/Pose/A3 Robot/!!RobotBodyINJ.png
- /Runtime/Libraries/Pose/A3 Robot/!!RobotBodyINJ.pz2
- /Runtime/Libraries/Pose/A3 Robot/!!RobotBodyREM.png
- /Runtime/Libraries/Pose/A3 Robot/!!RobotBodyREM.pz2
- /Runtime/Libraries/Pose/A3 Robot/!!TransMatALLINJ.png
- /Runtime/Libraries/Pose/A3 Robot/!!TransMatALLINJ.pz2
- /Runtime/Libraries/Pose/A3 Robot/!!TransMatALLREM.png
- /Runtime/Libraries/Pose/A3 Robot/!!TransMatALLREM.pz2
- /Runtime/Libraries/Pose/A3 Robot/!!TransMatBodice.png
- /Runtime/Libraries/Pose/A3 Robot/!!TransMatBodice.pz2
- /Runtime/Libraries/Pose/A3 Robot/!!TransMatBothArms.png
- /Runtime/Libraries/Pose/A3 Robot/!!TransMatBothArms.pz2
- /Runtime/Libraries/Pose/A3 Robot/!!TransMatBothLegs.png
- /Runtime/Libraries/Pose/A3 Robot/!!TransMatBothLegs.pz2
- /Runtime/Libraries/Pose/A3 Robot/!!TransMatLArm.png
- /Runtime/Libraries/Pose/A3 Robot/!!TransMatLArm.pz2
- /Runtime/Libraries/Pose/A3 Robot/!!TransMatLLeg.png
- /Runtime/Libraries/Pose/A3 Robot/!!TransMatLLeg.pz2
- /Runtime/Libraries/Pose/A3 Robot/!!TransMatRArm.png
- /Runtime/Libraries/Pose/A3 Robot/!!TransMatRArm.pz2
- /Runtime/Libraries/Pose/A3 Robot/!!TransMatRLeg.png
- /Runtime/Libraries/Pose/A3 Robot/!!TransMatRLeg.pz2
- /Runtime/Libraries/Pose/A3 Robot/!EyesBasic.png
- /Runtime/Libraries/Pose/A3 Robot/!EyesBasic.pz2
- /Runtime/Libraries/Pose/A3 Robot/!EyesOn.png
- /Runtime/Libraries/Pose/A3 Robot/!EyesOn.pz2
- /Runtime/Libraries/Pose/A3 Robot/!EyesRobo.png
- /Runtime/Libraries/Pose/A3 Robot/!EyesRobo.pz2
- /Runtime/Libraries/Pose/A3 Robot/!EyesRoboOn.png
- /Runtime/Libraries/Pose/A3 Robot/!EyesRoboOn.pz2
- /Runtime/Libraries/Pose/A3 Robot/!GoldBodyMat.png
- /Runtime/Libraries/Pose/A3 Robot/!GoldBodyMat.pz2
- /Runtime/Libraries/Pose/A3 Robot/!GoldPartsMat.png
- /Runtime/Libraries/Pose/A3 Robot/!GoldPartsMat.pz2
- /Runtime/Libraries/Pose/A3 Robot/!OpalBodyMat.png
- /Runtime/Libraries/Pose/A3 Robot/!OpalBodyMat.pz2
- /Runtime/Libraries/Pose/A3 Robot/Action Stance.png

- /Runtime/Libraries/Pose/A3 Robot/Action Stance.pz2
- /Runtime/Libraries/Pose/A3 Robot/Airborn 2.png
- /Runtime/Libraries/Pose/A3 Robot/Airborn 2.pz2
- /Runtime/Libraries/Pose/A3 Robot/Airborn.png
- /Runtime/Libraries/Pose/A3 Robot/Airborn.pz2
- /Runtime/Libraries/Pose/A3 Robot/Arms Folded.png
- /Runtime/Libraries/Pose/A3 Robot/Arms Folded.pz2
- /Runtime/Libraries/Pose/A3 Robot/Beckon.png
- /Runtime/Libraries/Pose/A3 Robot/Beckon.pz2
- /Runtime/Libraries/Pose/A3 Robot/Bikini Pose.png
- /Runtime/Libraries/Pose/A3 Robot/Bikini Pose.pz2
- /Runtime/Libraries/Pose/A3 Robot/Crosslegged.png
- /Runtime/Libraries/Pose/A3 Robot/Crosslegged.pz2
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- /Runtime/Libraries/Pose/A3 Robot/Hands On Hips.pz2
- /Runtime/Libraries/Pose/A3 Robot/Hands on Thighs.png
- /Runtime/Libraries/Pose/A3 Robot/Hands on Thighs.pz2
- /Runtime/Libraries/Pose/A3 Robot/Ladder Pinup.png
- /Runtime/Libraries/Pose/A3 Robot/Ladder Pinup.pz2
- /Runtime/Libraries/Pose/A3 Robot/Ring Perch.png
- /Runtime/Libraries/Pose/A3 Robot/Ring Perch.pz2
- /Runtime/Libraries/Pose/A3 Robot/Stealth.png
- /Runtime/Libraries/Pose/A3 Robot/Stealth.pz2
- /Runtime/Libraries/Pose/A3 Robot/Touch Up.png
- /Runtime/Libraries/Pose/A3 Robot/Touch Up.pz2
- /Runtime/textures/ParrishDesign/lRoboArmTrans.jpg
- /Runtime/textures/ParrishDesign/lRoboEye.jpg
- /Runtime/textures/ParrishDesign/lRoboEye2.jpg
- /Runtime/textures/ParrishDesign/lRoboEye2On.jpg
- /Runtime/textures/ParrishDesign/lRoboEyeOn.jpg
- /Runtime/textures/ParrishDesign/lRoboLegTrans.jpg
- /Runtime/textures/ParrishDesign/RoboArmsTrans.jpg
- /Runtime/textures/ParrishDesign/RoboBodyMap.jpg
- /Runtime/textures/ParrishDesign/RoboBodyMap2.jpg
- /Runtime/textures/ParrishDesign/RoboBodyMap3.jpg
- /Runtime/textures/ParrishDesign/RoboBodyTrans.jpg
- /Runtime/textures/ParrishDesign/RoboForearm.jpg
- /Runtime/textures/ParrishDesign/RoboForearmB.jpg
- /Runtime/textures/ParrishDesign/RoboHeadMap.jpg
- /Runtime/textures/ParrishDesign/RoboHeadMap2.jpg
- /Runtime/textures/ParrishDesign/RoboHeadMap3.jpg
- /Runtime/textures/ParrishDesign/RoboHelmet.jpg
- /Runtime/textures/ParrishDesign/RoboHelmet3.jpg
- /Runtime/textures/ParrishDesign/RoboLashes.jpg
- /Runtime/textures/ParrishDesign/RoboLeg.jpg
- /Runtime/textures/ParrishDesign/RoboLegB.jpg
- /Runtime/textures/ParrishDesign/RoboLegsTrans.jpg
- /Runtime/textures/ParrishDesign/RoboReflect.jpg
- /Runtime/textures/ParrishDesign/RoboTorsoTrans.jpg
- /Runtime/textures/ParrishDesign/rRoboArmTrans.jpg
- /Runtime/textures/ParrishDesign/rRoboEye.jpg

- /Runtime/textures/ParrishDesign/rRoboEye2.jpg
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- /Runtime/textures/ParrishDesign/rRoboEyeOn.jpg
- /Runtime/textures/ParrishDesign/rRoboLegTrans.jpg

Resolved Issues

- 2016-10-16 - Updated Bump Map references. Added Metadata.

Known Issues

- *None*

Support

Visit our site for technical support questions or concerns.

[1)]
The contents of this package are in Poser Native formats

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