

Platea : LR Addon
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Important:

This set requires Platea to work.

Poser Quickstart:

In the Runtime\Figures\Platea_LR folder load one of the !Pre cr2 files to preload the section of choice.

Any additional elements can be added by loading their respective cr2 file with the 'PLTLR_' prefix.

DS Quickstart:

In the Content\Environment\Architecture\Platea_LR\Scenes folder load the !Preload .daz/.duf file to preload the section of choice. Any additional elements can be added by loading their respective .daz/.duf file with the 'PLTLR_' prefix.

Detailed Instructions:

Platea : LR (low-resolution) replaces certain elements from the original pack to offer a less resource-intensive option. This can be mixed and matched, for maximum flexibility. For ease of use, the part names contained in this pack are the same as in the original. Where LR items are contained in the preload presets, new versions have also been included.

Breakdown and explanation of preload cr2's:

!Pre_Cap_A:

Loads the custom wall sections which corresponded to the !Pre_Wall_A preload. Replaces the doors and shutters with the LR versions.

!Pre_Cap_B:

Loads the custom wall sections which corresponded to the !Pre_Wall_B preload. Replaces the doors and shutters with the LR versions.

!Pre_F_Gr

Loads the Fontis Ground, two sets of rails (both corner and side) and 16 urns. Replaces the urns with the LR versions.

!Pre_Flags

Loads 8 flags (made up from the 5 individual flag parts) in situ around the outer edge of the walls. Replaces all flags with the LR versions.

!Pre_Rf_Tiles

Loads 12 roof pieces (made up from the individual roof tiles part) in situ around the top of the walls. Replaces all roof tiles with the LR versions.

!Pre_Wall_A.

Loads up 2 sets of back and side walls, 2 sets of back and side round columns (inner) and 2 sets of back and side square columns (outer). Replaces all round columns with the LR versions

!Pre_Wall_B.

Loads up 2 sets of back and side walls, 2 sets of back and side square columns (inner), 2 sets of back and side square columns (outer), 2 sets of back and side column rails. Also has some additional wall cap parts made visible in the back and side wall sections. Replaces all column rails with the LR versions.

!Pre_Win_Lrg

Loads up a large wall window section and large shutter, both in the default position. Replaces large shutter the LR version.

!Pre_Win_Sml

Loads up a small wall window section and small shutter, both in the default position. Replaces large shutter the LR version.

Materials:

In addition to the Poser specific materials (.mc6 and .pz2) there are DS 3+ and DS4 specific materials (.dsa and .duf) files included. Poser 6 materials reside in the Runtime\Libraries\Materials\Platea_LR folder, P5 in the Runtime\Libraries\Pose\Platea_LR folder and DS materials in the Content\Environment\Architecture\Platea_LR\Materials folder.

Notes:

All promos were created in DS 4.5 using uberEnvironment and a single distant light. Postwork was added using Adobe Photoshop CS6.

If you have any questions or for more information please feel free to email me or visit www.jacktomalin.com/forum

Thanks to everyone who supports my products..enjoy!