The Lost World is a complex environment specifically designed for DAZ Studio 4.6+, which through object instancing allows to deal with a large number of items.
Along the development course I have been asked to make it compliant with Poser as well and so I did: however, since Poser doesn't support object instancing, longer load/render times and a 64bit system are required to handle such a complex environment.

The Lost World relies on several props: cliffs, uplands, hills are covered with flourishing vegetation made of palm trees, bushes and reeds; there are two large beaches and low hills, a high peak with a gigantic cave, and a tunnel on the east upland that connects to the outside world. All the props have been disposed to form a ring, but each ecosystem can be arranged to create a completely different layout.
As you can see from the image gallery below, each ecosystem is an independent prop and can be used in a thousand ways.

East Cliff

West Cliff

North and south beaches and hills

The Peak with his gigantic cave

East Upland

West Upland

The vegetation models have been produced with speed in mind, thus with a low polygon count and no alpha mapping.
Regarding water, there are three different shaders that can be used: a fully reflective one, a dark green murky and a complex water shader (accounting for both reflation and refraction). Each shader can be easily tweaked to change diffuse/reflection/refraction color, bump intensity, opacity and achieve the desired result.
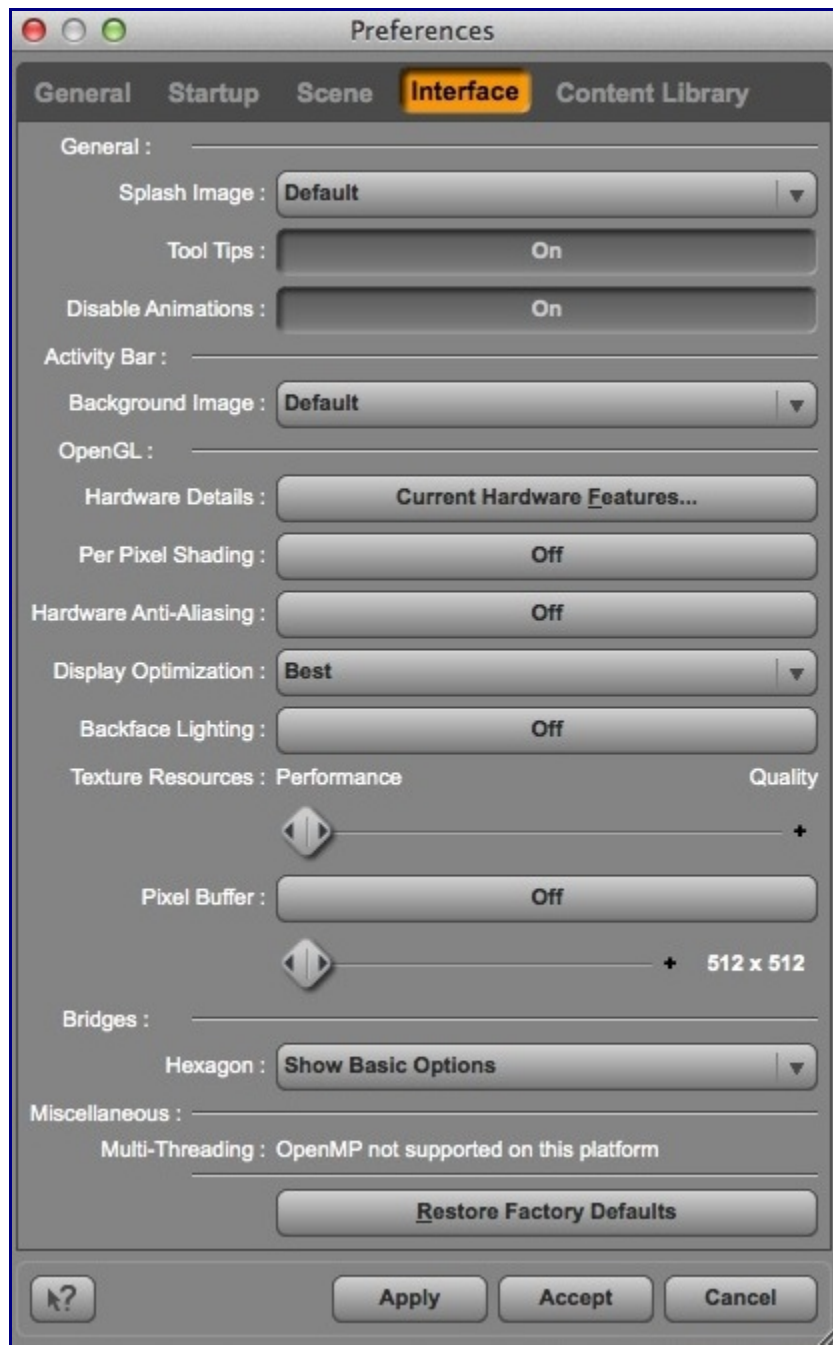
With the coming Expansion Pack, you will get high detail plants (to be used for close shots), several extra props, sky atmospheres and lighting presets!
Now, what else you need to take the journey at **The Lost World**?

DAZ Studio tips
Before starting, you might want to review the Studio interface preferences and tune them to improve viewport

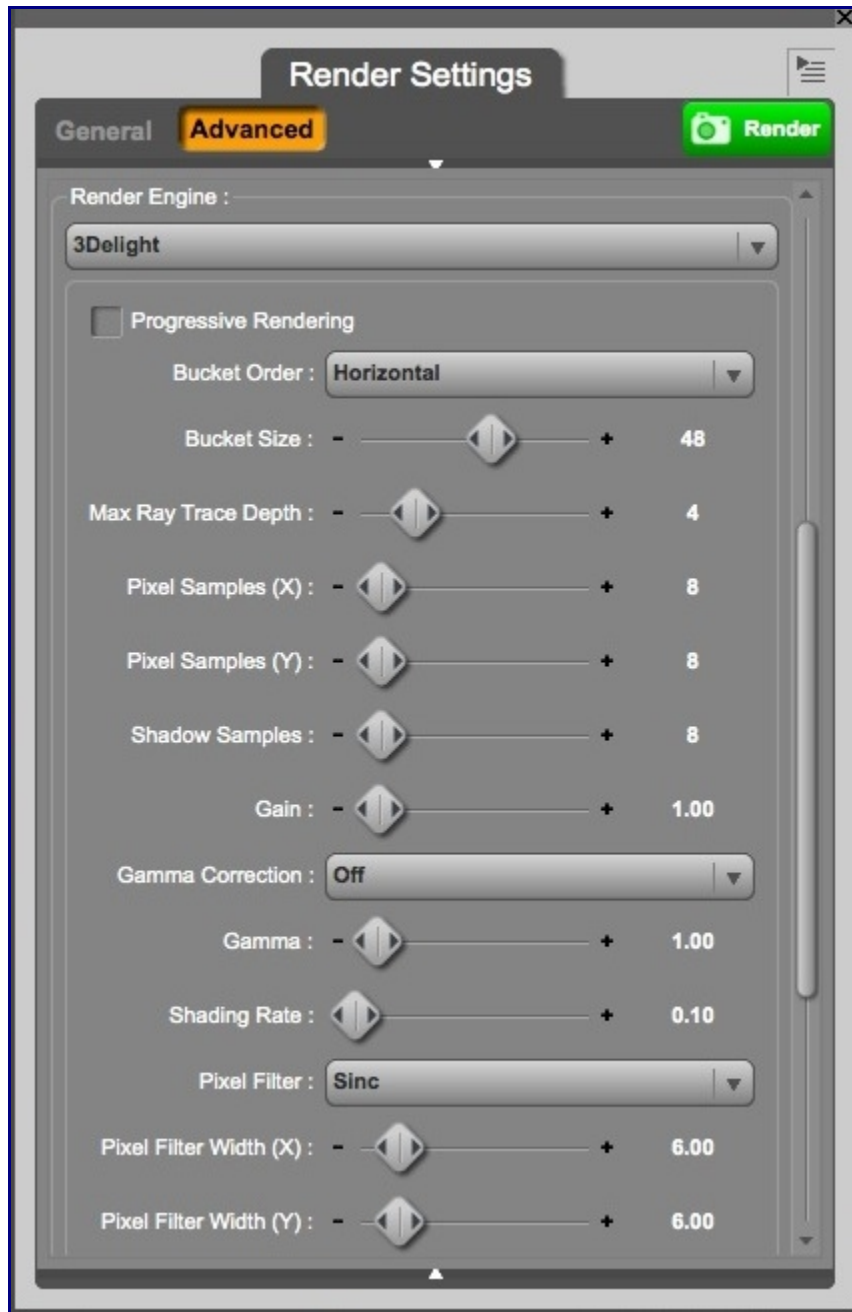performances. The screenshot below shows the settings that I usually have when I deal with complex scenes:

To load **The Lost World** simply double-click the **Runtime:Libraries:Scene:AM:LostWorld:create Lost World** icon. In a few seconds all the ecosystems will be generated and you'll find yourself sitting at the south beach! Vegetation is initially hidden in order to speed up the interface during posing. You may toggle its visibility anytime using the **Runtime:Libraries:Scene:AM:LostWorld:toggle vegetation** command.

My suggestion is that you do all the posing and scene configuration with the vegetation hidden, and make it visible only upon rendering or if you need to fiddle with specific areas. That will allow to have a responsive interface.

Check out also the camera presets that I have place in strategic points, and make sure to try the 3 different water shaders (found in **Runtime:Libraries:Pose:AM:LostWorld**).

The reflective shader (which is the default one) is great to create a fast, completely reflective water surface. The murky green water is dark, with mild reflections and it's great to simulate a pond or lagoon like water. The complex water shader mixes both reflection and refraction to produce a water that is particularly suitable if you have objects partially or completely underwater. All water shader parameters, such as diffuse, opacity, reflection, refraction and

bump can be easily changed through the Surface Pane or the Shader Mixer.

The lights provided with the set use Global Illumination in order to provide the best output. Here below a screenshot showing the recommended settings in order to produce a result similar to the promo images:

Poser tips
As mentioned above, unfortunately Poser doesn't offer a way to instance geometry. This means that instead of being efficiently instantiated, each identical prop has to be loaded from disk every time. The result is a higher memory usage, longer load times (on my Win64 PC, 16GB RAM it takes about 28 minutes), and longer render times.
To load **The Lost World** full scene simply double-click the **Runtime:Libraries:Scene:AM:LostWorld:create Lost World** icon.
Vegetation is initially hidden in order to speed up the interface during posing. You may toggle its visibility anytime using the **Runtime:Libraries:Scene:AM:LostWorld:toggle vegetation** command.
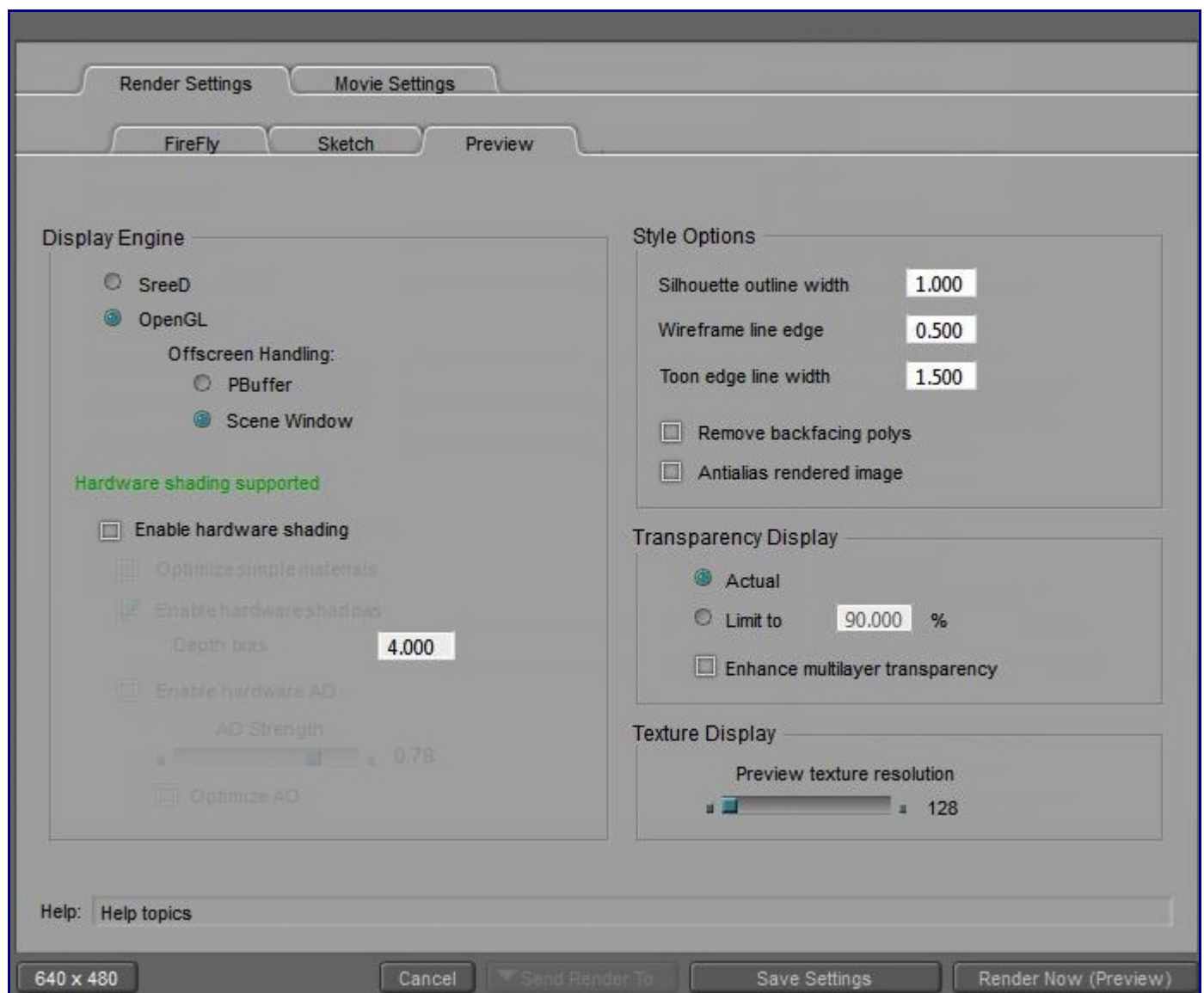
My suggestion is that you do all the posing and scene configuration with the vegetation hidden, and make it visible only upon rendering or if you need to fiddle with specific areas. That will allow to have a responsive interface. Check out also the camera presets that I have place in strategic points, and make sure to try the 3 different water shaders(found in **Runtime:Libraries:Materials:AM:LostWorld**).

The reflective shader (which is the default one) is great to create a fast, completely reflective water surface. The murky green water is dark, with mild reflections and it's great to simulate a pond or lagoon like water. The complex water shader mixes both reflection and refraction to produce a water that is particularly suitable if you have objects partially or completely underwater. All water shader parameters, such as diffuse, opacity, reflection, refraction and bump can be easily changed through the Poser Material Room.
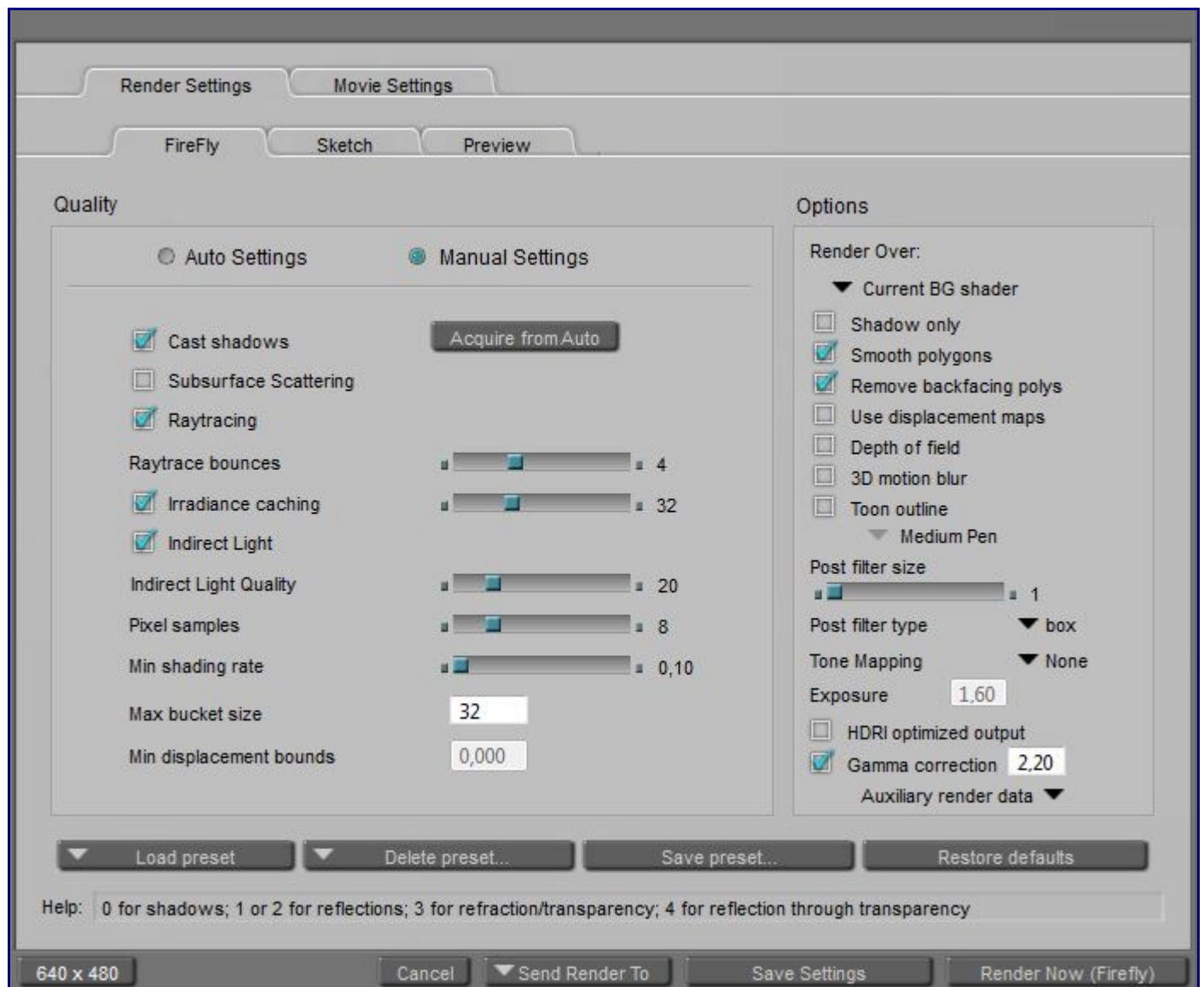
While the full scene takes its toll in terms of time and resources, it's of course possible to carefully plan the scene you want to create, and load only the individual ecosystems that are needed and viewable from camera. For example, you might create a scene that includes only the east and west cliffs, the north hill and beach: this way you'll reduce lot of computer time and resources.

To create a custom **Lost World** scene, you may easily load individual ecosystems from **Runtime:Libraries:Props:AM:LostWorld:ecosystems (Poser)**. Props that do not have ecosystems, such as sky, sea, beaches, and ocean bottom are in **Runtime:Libraries:Props:AM:LostWorld:sea** and **Runtime:Libraries:Props:AM:LostWorld:gaia.**

The screenshot below shows the settings that I usually have when I deal with complex scenes in Poser:

And here below are the recommended render settings to be used:

LuxRender tips
The Lost World is compliant with LuxRender. One of the promo images shows a LuxRender+Luxus (which supports object instances) render.
Just remove the Lost World sky and water, and have Luxus handle the sky light and texture; also, create a glass2 plane to be used as water.

ContactsIf you need support or clarifications you may email me directly anytime at:
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