

APPLYING AND USING "Watersong Isle"

DAZ Studio Users please note that the DUF files can be found in the Poser Runtime Libraries next to the Poser Files!

Its best if you add in the included WB-Skydome in your scene first, or WorldBase-XT Lushlands, if you have it, then add the rest of the scene.

To Do this:

In your Poser Runtime folder:

Watersong Isle Only Installed:

Libraries / Figures / Magix-101 / WB-Skydome - Add in the included Skydome

WorldBase-XT Lushlands installed:

Libraries / Figures / Magix-101 / WorldBase - Add in the WorldBase-XT environment.

Next you would go to:

Libraries / Props / Magix-101/ Watersong - Add in the 7 Props one by one (or however many you want to)

Libraries / Light / Magix-101/ Watersong-Lights - Add in the Scene-Lights

Libraries / Camera / Magix-101/ Watersong-Cams - Add in one of the 5 Camera setups

Libraries / Pose / Magix-101/ Watersong-MATS - To change the roof color or change the grass look

Watersong Isle can be also used with no architecture or less architecture in order to create different looking scenes in Poser and DAZ Studio.

I really hope you like using Watersong Isle, and I hope you will find it useful in your Poser and DAZ Studio creations.

Best Wishes
MAGIX-101