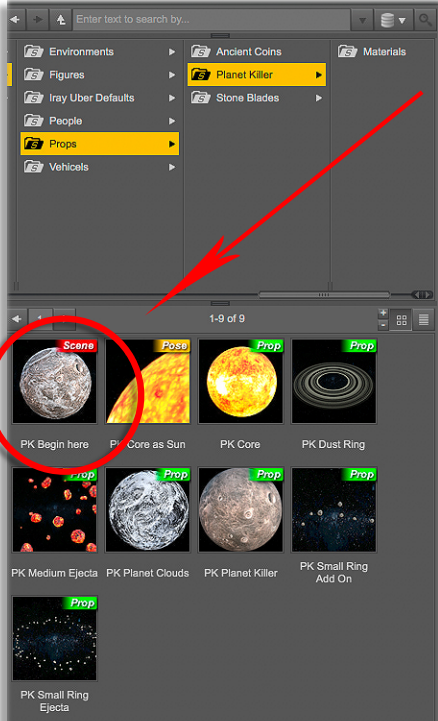


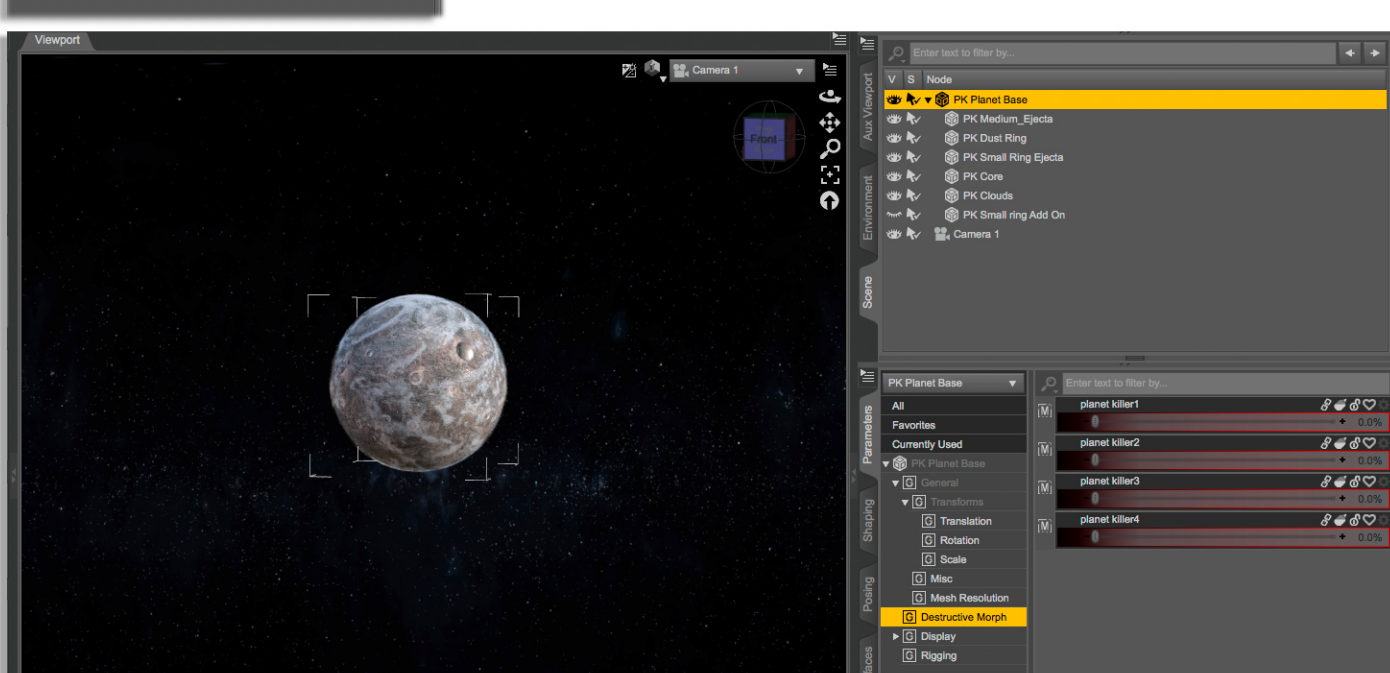
PLANET KILLER

Any time you want to blow stuff up it pays to read the instructions. There are a few helpful points I will make here that will speed up your process and get you going in no time.

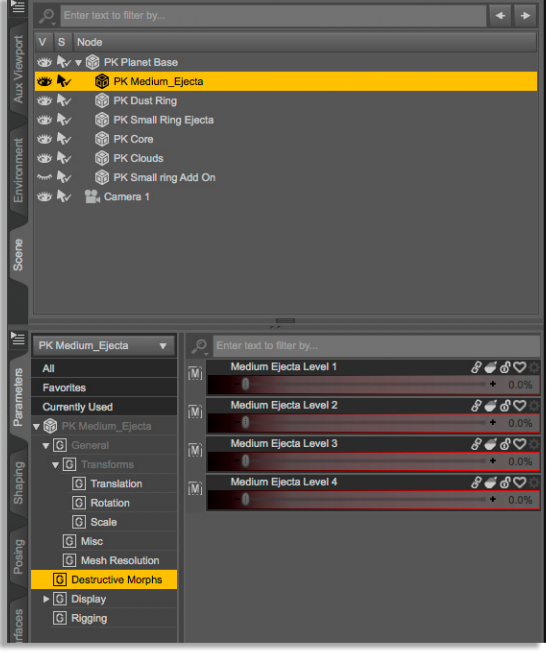


When you open the folder "Planet Killer" You will see a Scene Option "PK Begin Here". This will load everything in the set including the star field background and a default camera.

The materials are Iray materials, they have been used because they offer an internal glowing effect needed for the inner core effect. But are only needed for the final render and the "Smooth Shader" is recommended as a faster way to set up the scene.



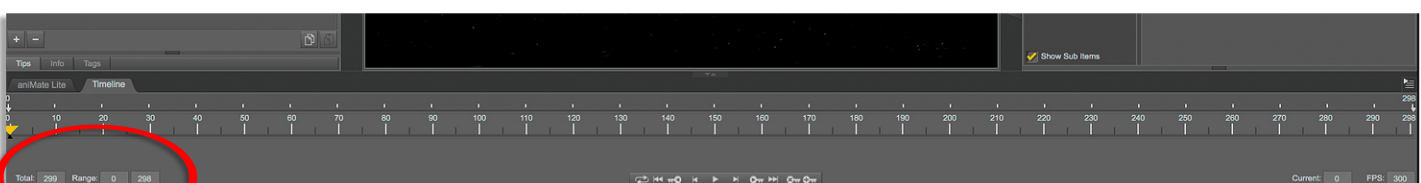
Once the scene is loaded you will see the new items in the Scene window. All prop items are parented to the main planet "PK Planet Base" and can be seen by clicking the arrow next to the title to the downward position. Select a prop, here the "PK Planet Base" is selected, and "Destructive Morphs" will become selectable in the Parameters pane.



Some dials have numbered Morphs 1-4 this means that if you dial the PK Planet Base to 100% of the number "Planet Killer 1" morph, it will match other props dialed to the same level.

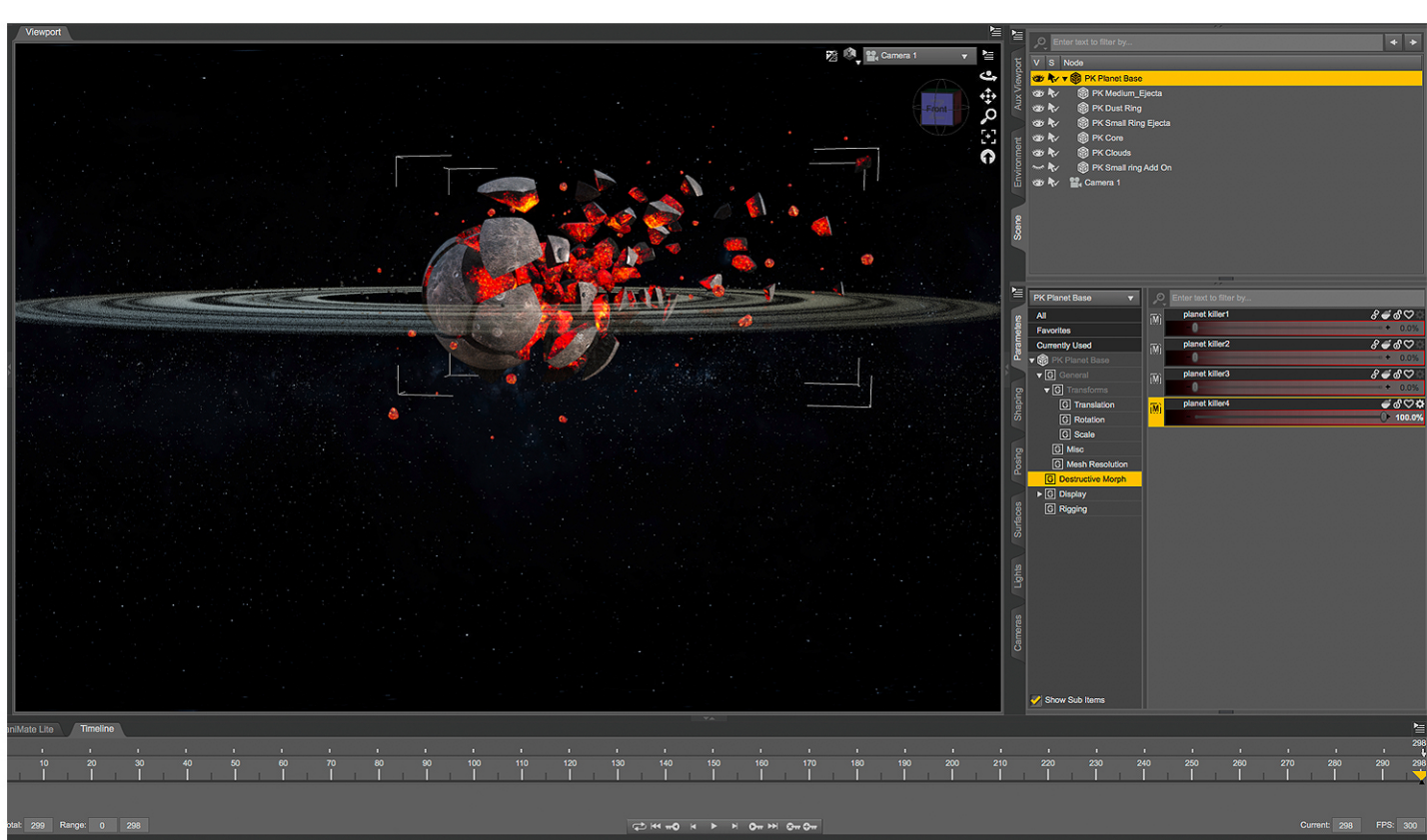
The "PK Core", "PK Clouds" and "PK small ring add on" have no destructive morphs but can be expanded or contracted using the "Scale" Dial.

The "PK Core" has a pose option that will scale it to a planet size to use as a sun prop.

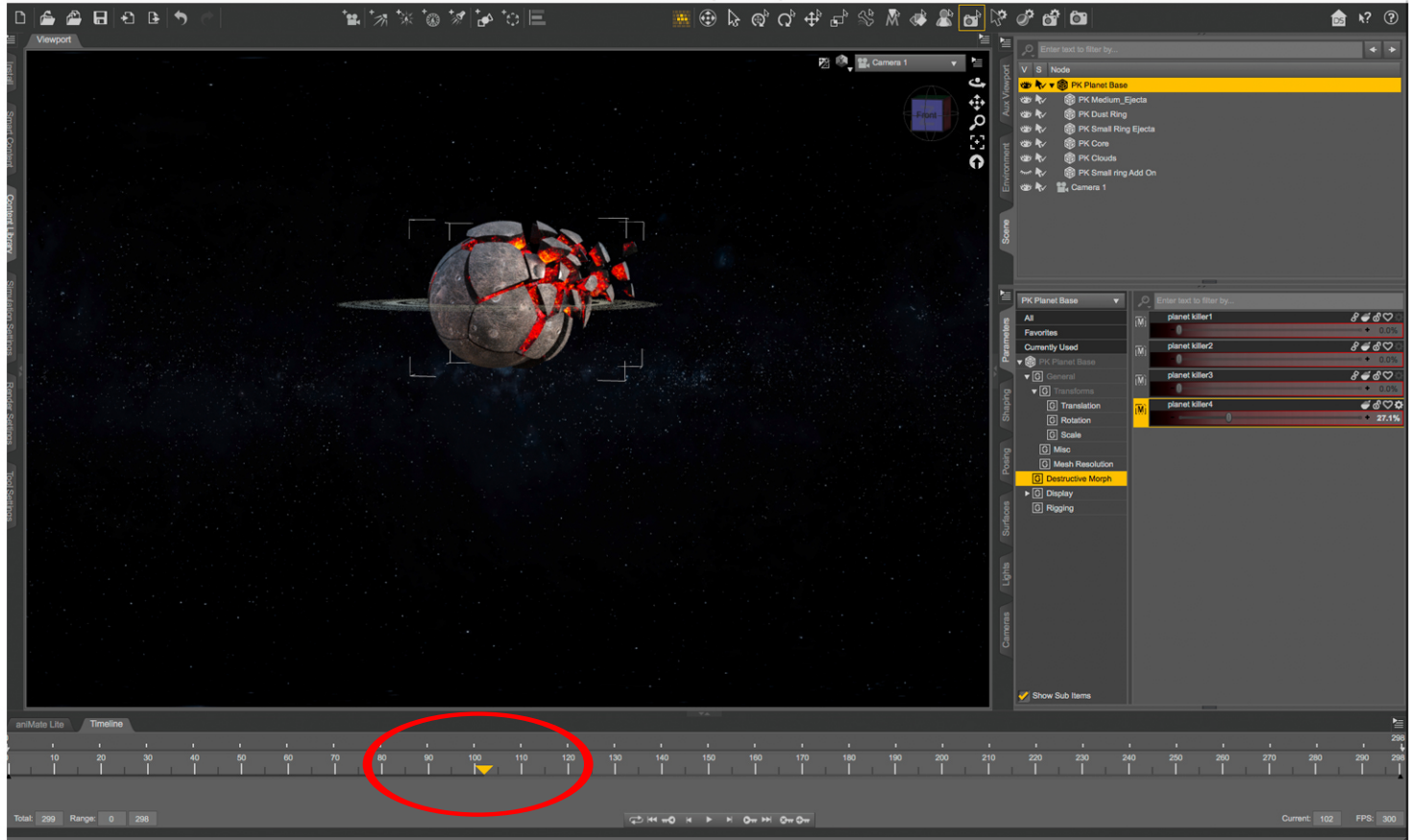


So lets blow stuff up! A nice way to control the destructive process is to use the animation time line. Don't worry this is easy to do. After you have loaded the scene simply set the number to say 300, shown in the red circle.

Drag the time marker all the way to the right. This represents the end of the action/explosion.

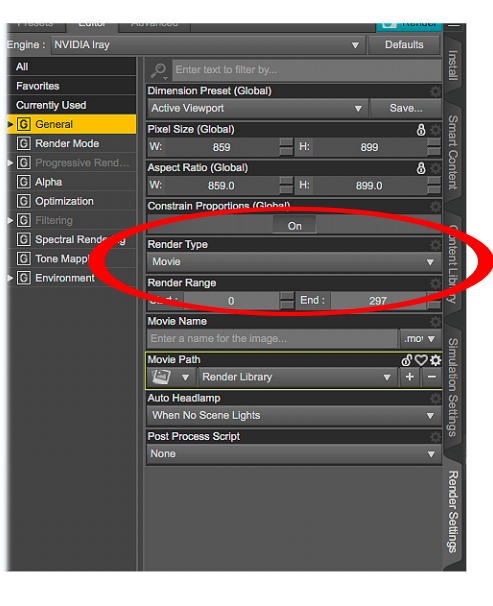


Set the results you want from each prop. You may want to combine two or more morphs on a single item to increase the damage. Above I have scaled the "PK clouds" down, I could have scaled them up and changed the transparency, or nothing at all. When you have the look you want you're ready to use the timeline.



Now the timeline slider acts like a master morph dial to control all the morphs at once. Render the scene you want or create an animation by selecting "Movie" in the render settings.

You can adjust the camera at any point, but this will be added as part of the event on the timeline, and animation. There is a sub-folder "Camera" that has a Default Camera, which will return your camera to the default view.



The material folder contains alternative looks for the planet's surface.

