

Nerd3D Cave System

Description:

The Nerd3D Cave System is a collection of Figures and props that can be used as set pieces in Poser and Studio to create an underground cave.

Usage:

The Cave System contains 6 cave props that can be used to create a unique cave system for your scenes. There are three types of components. Branch, Passage and End pieces. Each of these are split into east and west halves. (East and West are STAGE directions. That means East is the left side as you look at the monitor.) There are also 10 speleothems (cave formations) these can be placed anywhere in the cave system.

There are also 2 pre built sets. These sets consist of several speleothems parented to a pair of cave sections. Use these as is or as a starting point for your own scenes.

The halves are built with exactly the same figure setup. If you apply the same pose to an East and West section they will fit together seamlessly. The morphs are also seamless. Apply the full body morphs (Full cave morphs?) to both halves and the morph will be exactly the same at the seam between the two halves.

Here's a quick and easy way to copy a pose from one figure to another in Poser. Load an pose your first half of the cave. Switch your Memory Dots to "Pose" and click a blank dot. Load the second half of the cave make sure it's selected and click the Memory Dot you just set. That copies the pose but not the FBM's. Now select the BODY of the first piece. Press [ctrl]+C or select Edit > Copy. Now select the BODY as the second piece. Press [ctrl]+V or Edit > Paste. There you go. Both halves should line up perfectly. You can clear the Memory dot by [Alt]+Clicking the dot.

You can do the same thing in DAZ Studio but you will need to actually save the pose to the library then apply it to the other second figure.

All the pieces also have a flange around the edge this is to make cross section scenes easier. There is a morph in each section to expand the flange so it can fill the screen. If you don't want a flange use the Invisible material to hide it.

Keep in mind that the morphs that expand the caves also limit the flexibility. If you a tight turn in a passage then dial in some "Wide" morph you may cause the cave to poke through it's self. The Joints in the cave are built without limits to give you the ultimate freedom in posing your cave. This also means you will need to be careful not to fold the cave over on it's self so far that it pokes though.

The Cave System includes Magnets and/or D-forms for each of the cave types. Select the body of the cave section and load the appropriate deformer. Place the zone where you want the stalactite (those hang from the ceiling) to appear. If you want to create a stalagmite (stick up from the ground) move the zone so it centers on the floor and change the Y translation of the magnet to be positive.

The magnets will effect the entirety of one section. If you need a cave formation to span two figures you can add the effected parts to the deform. In Poser select the magnet. Then on the properties tab click [Add Element to Deform] and select the parts you want to add. In studio select the parts you want to add then click the [Add Nodes ...] button on the D-form tab. Then select the D-form you wish to add parts to.

The cave formations can be a lot of fun to place. Look at pictures of real caves to get ideas. The flowstone

props are generally for the floor. Place them under the dip stone formations. The stalagmites (Those are the ones on the floor) can be placed separately or in the middle of a flowstone. Place the straws, stalactites and bacon above the flowstones. All the forms have morphs to help fit them in the cave and change their shape. The 4 texture sets for the speleothems represent 4 states of a cave. The light texture is a wet, growing formation. The medium texture is formation that is still growing, but is dry at the moment. The dark texture is for dead formations. The dry texture is a cave that you might find on a Hollywood movie set.

FAQ:

How can I make a pit? Bottomless or otherwise, the cave pieces are extremely flexible. If you want to go vertical just bend the pieces that way. You can create a hole in the floor or ceiling by twisting one of the branch pieces so the branch is up and down. You can also use one of the magnets to create a small hole. Just position the zone where you want the hole and move the Y-trans of the magnet to achieve the desired depth.

How Long are the pieces? The cave sections are 74.44 Poser "Feet" or 2111.74 DAZ Studio Units long when meshed together. This comes in handy when placing the sections. Just add or subtract those from the trans dial.

How do I line the pieces up end to end? *In Poser:* The cave sections are 74.44 Poser "Feet" long when meshed together. This comes in handy when placing the sections. With your units set to feet, just add (or subtract) 74.44 to the trans dial. *In DAZ Studio:* In the scene tab, multi-select the cave components along one side of the cave in the order you wish to line them up then using Align Ace. For sections moving "away" from you set the Z Axis button as "Stack Behind" and then hit "Apply." For sections that go side to side like the branch pieces use the X Axis and choose "Stack to Left" or "Stack to Right". Repeat for the other side of the cave.

It's a pain to line up the sections after they are posed. Is there an easier way? Parent the tubes before you pose them. If you are going to hook two Passages together parent the body of the second to the last piece (Passage9 or Branch4) of the first section. Now when you pose the first section the second will always follow.

How can I tell which ends fit together? It doesn't really matter in this set, but the first section is the root of the figure and it will be easier to pose of that is mated up to the 9 or end section.

East, West, I didn't know poser had a compass? These are stage directions. Imagine that Poser Dork is facing North when he loads. East will be to his right, stage right.

The whole scene renders black! The caves do cast shadows. You will need to put some spot or point lights inside the caves to get light in there. You may also want to add an infinite light set to not cast shadows. If you make it a dark blue you can get the Hollywood style blue for darkness effect.

I see gaps and holes in the cave! Smooth polygons may need to be turned off. Sometimes smoothing helps sometimes it doesn't.