Climb High Granite Rock

2019

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Thank you for purchasing Climb High Granite Rock!

The Granite Rock contains a climbing rock in semi cylindrical shape and the valley beneath it. The dimensions of the rock are around 75m in height and the diameter is around 50m. The valley has dimensions 400mx400m approximately. The rock comes as a single item or you can use any of its 15 faces as a standalone item. The valley is around m long and m width. The main scene set contains a combination of 16 different props. You can use any of these props to your own scenes, as they have their own file in the 'Props' folder. Although the scene has more than 5.500 fir trees and many thousands of vegetation the usage of instances does not make the scene heavy in polygons. The product includes a Render Settings and Optimization file to adjust the render with the right settings.

The Rock has 1024x1024 maps when it is initially loaded to the scene. A script will help you to apply 4K maps to the selected face of the rock (for example the one that is near to the camera for any closeup scene), or you can use the corresponding material preset. There is also, a Granite Rock shader for Iray, so you can apply the rock texture to your own surfaces.

The product includes an atmosphere control prop that lay on the valley. This prop controls the haze of the atmosphere (must have for making any God rays in the scene). There are three levels of haze to choose from, or you may not use the prop at all if you don't want any haze in the scene. An HDRi map of the sky and the clouds also include in the product.

The rock has a lot of climbing safety bolts on it. If you use the rock for any climbing scene, you may bring any Genesis 3 or Genesis 8 Females or Males to the bolt's position by just choosing this option in the pop-up menu that opens by right clicking on the bolt.

I hope you enjoy the Granite Climbing Rock product. Have fun!

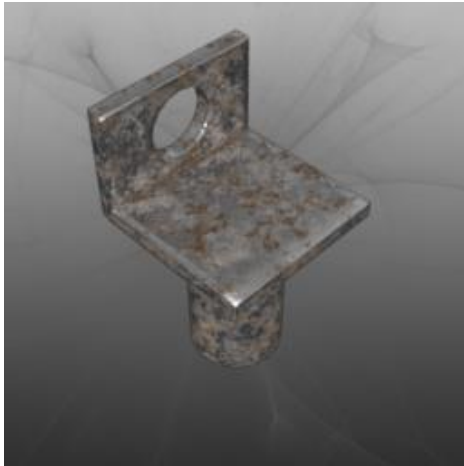# Files specifications:

1) Granite Rock Set – Scene Subset:

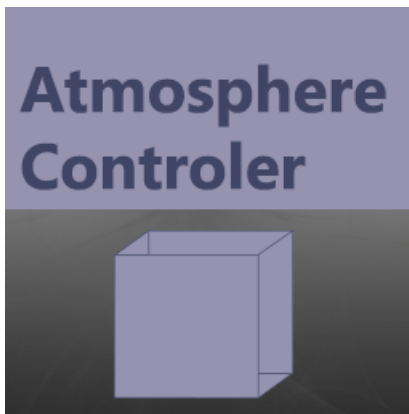**2) Render Environment and Optimization:**

3) Helper Plane:
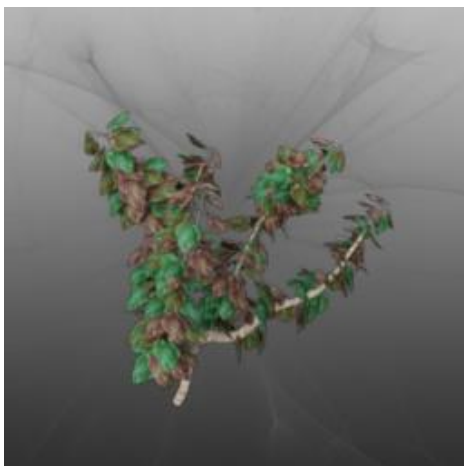
4) Rock Safety Bolt:
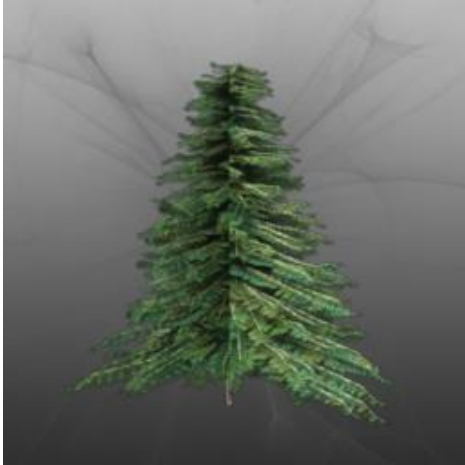

5) Atmosphere Controler:

The atmosphere control has 3 level of hazes, loaded as material presets. Light, Medium and Heavy Haze.
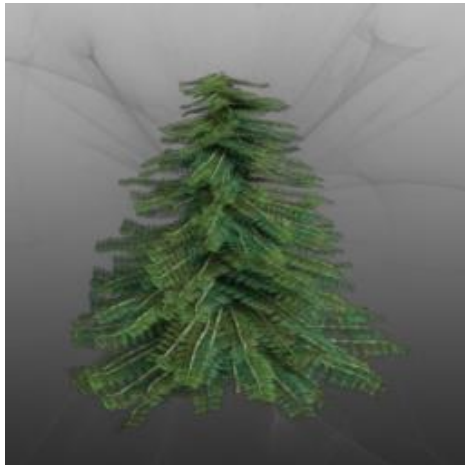
6) Bush 01:

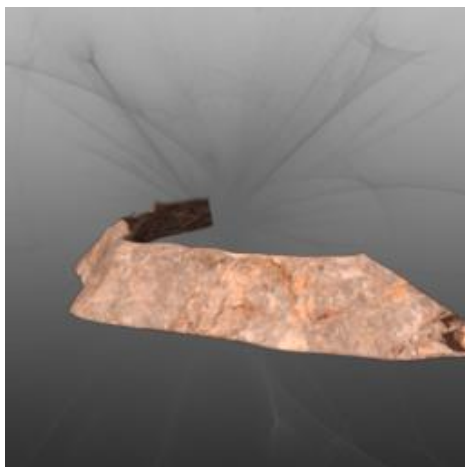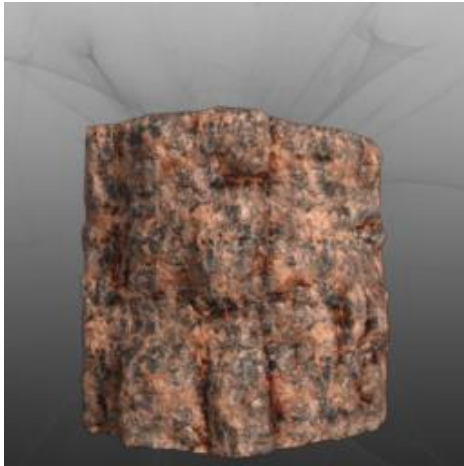### 7) Fir Tree Planes:

8) Fir Tree (full mesh):
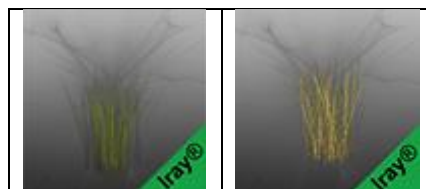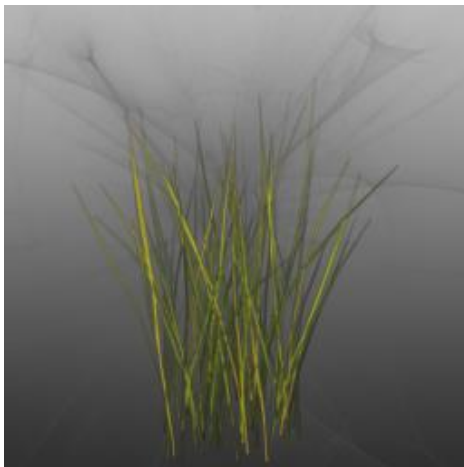

9) Granite Floor Rock:
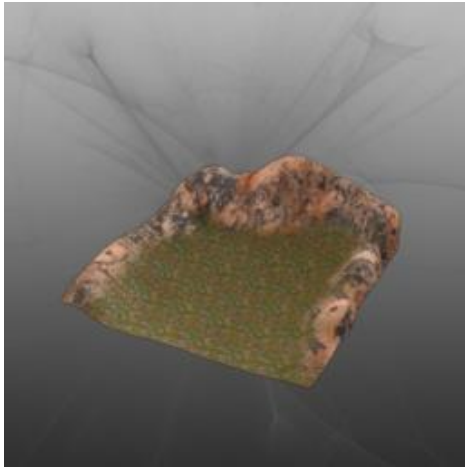
10)   Granite Rock:

The Granite Rock is loaded as one piece with 1024px maps to lower the load of GPU. There are also all the faces (15 total) as separated surfaces, and 2K and 4K maps for each face.

You can also use the "Apply 4K maps to the selected Rock surface" script to change the resolution of a selected face only to 2k or 4K.

11)   Grass:

12) **Ground:**

13) **Plant 01:**

14) **Purple Flower:**

15)   Rock Tree A:

16)   Rock Tree B:
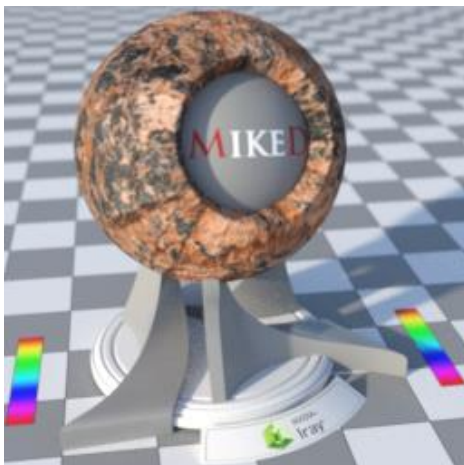

17)   Rock Tree C:

18)   Rock Tree D:

Shader:
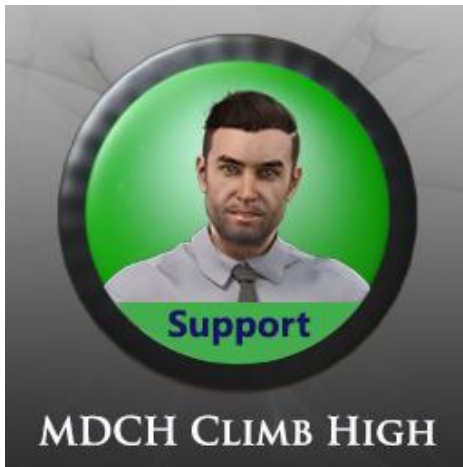
1) Granite Rock Shader Iray:

The shader comes with tilling options from 01x01 up to 10x10, 15x15 and 20x20

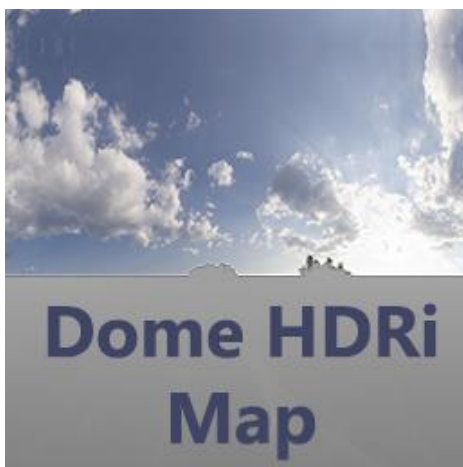## Scripts:

1) Climbing Guide - Scene Setup:

2) Support:

HDRi:

1) HDRI Dome Map:

The following DAZ sample scripts, have been partially used for the product:

"**Element Post-Load Create Callbacks**":

http://docs.daz3d.com/doku.php/public/software/dazstudio/4/referenceguide/scripting/api_reference/samples/elements/callbacks_element_post_load_create/start

and

"Callback - Element Destroyed":

http://docs.daz3d.com/doku.php/public/software/dazstudio/4/referenceguide/scripting/api_reference/samples/elements/callback_element_destroyed_cleanup/start

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