

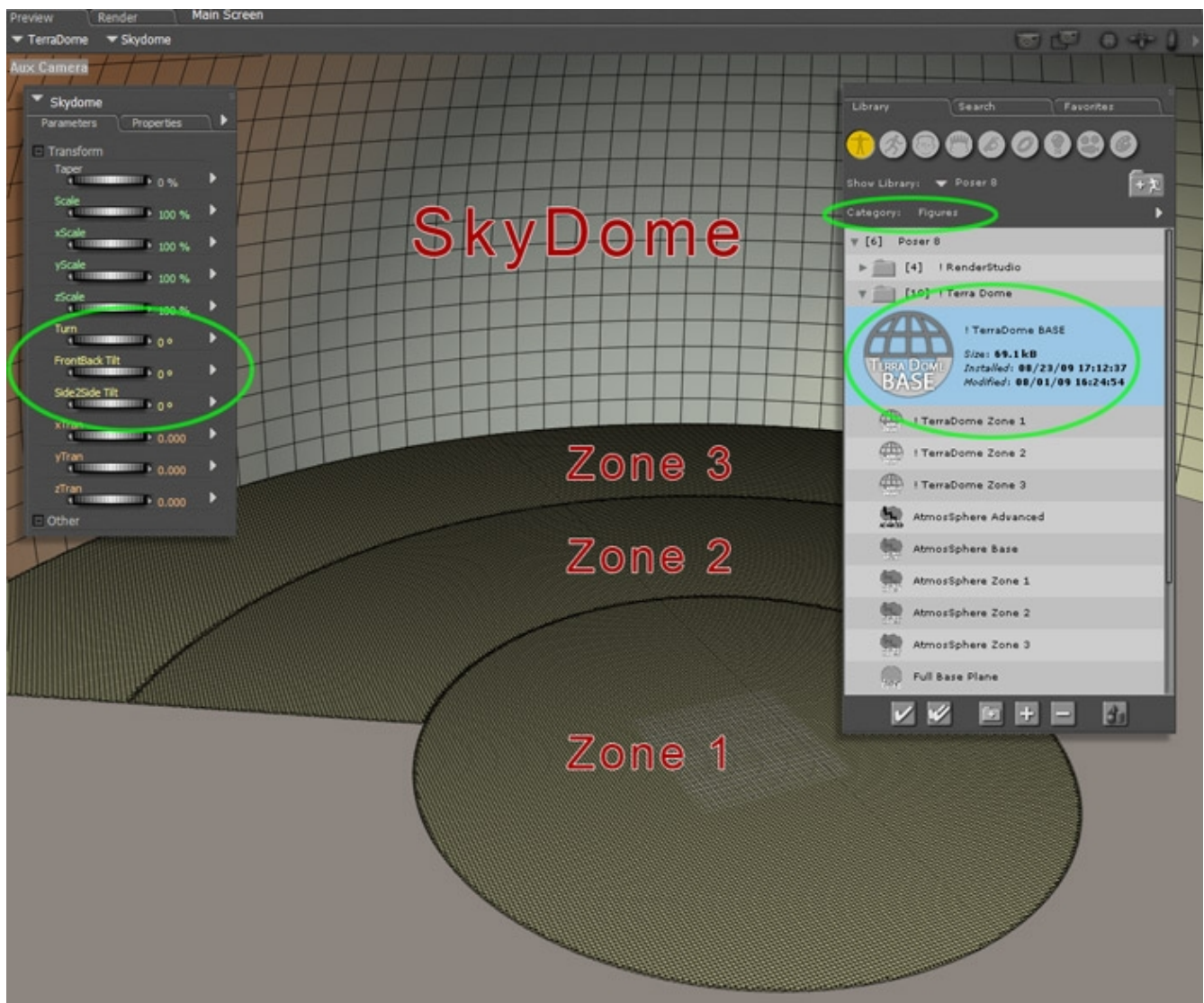
RUNTIME DNA's 'TERRADOME' USER GUIDE.

TERRADOME is a revolutionary atmospheric landscape generator and Daylight rendering system for Poser. In this user guide we will show you how to set up a simple scene.

To install TERRADOME into your version of Poser please copy the Runtime folders from each zip file that you have downloaded directly into you 'Poser 7, Poser Pro or Poser 8' directory.

Once installed please start Poser and navigate to your 'Figures>! Terra Dome' library. Here you will find all the base TERRADOME figure files.

Start by loading the '! TerraDome Base' figure. This will load the skydome and the three terrain zones that make up the base TERRADAME world set.



Switch to your 'Auxiliary Camera' and pull the camera back to see the entire set.

In the above image we can see the 360 degree skydome and all three terrain zones. The skydome can be rotated 360 degrees and tilted on all axis as can all the terrain zones.

Notice also in the figures library that there are other files for loading extra zones into the scene. If you wish to you can load enough zones to create a full 360 degree environment. Bear in mind that this will use a lot of resources. This is the main reason that TERRADOME is split into separate zones and modular. So you only need to use what your scene requires.



This image shows a wireframe image of TERRADOME with a skydome texture loaded onto the skydome and morph targets loaded onto the different zones.

Loading the light sets and Skydomes.

One of many fantastic things about TERRADOME is that when you load a TERRADOME light set from the 'Lights>! TerraDome' library it not only loads the light set but also the the corresponding skydome texture. This is essential as the lights are set so that the sunlight is projected from the correct place in the scene and each light set has a matching IBL image probe light to give excellent diffuse lighting.

Another great feature of the TERRADOME lighting system is that the sunlight is parented to the skydome. What this means is that as you rotate the skydome throughout 360 degrees the sunlight rotates with it projecting from the correct place in the scene and casting corresponding shadows.

Notice that there two versions of each light set. The Light sets that have 'Hi' tagged to the end are recommended for close up portraits as they have higher quality shadow settings. These take a little while longer to render.

Loading Morph Targets onto the Terrain Zones.

One you have loaded a skydome and light set you are going to want to load some morph targets onto the terrain zones.

Making sure that you have 'Zone 1' selected navigate in your Pose library to Poses>! Terradome>Morphs.

All the morph targets are listed by zone. It is very important that you select the correct morph target for each zone. It is not a good idea to load all the morph targets for each zone at any one time as this will use a lot of your resources. Just load what you think you will need using the 'INJ' files and remove the the one that you don't using the 'REM' files.

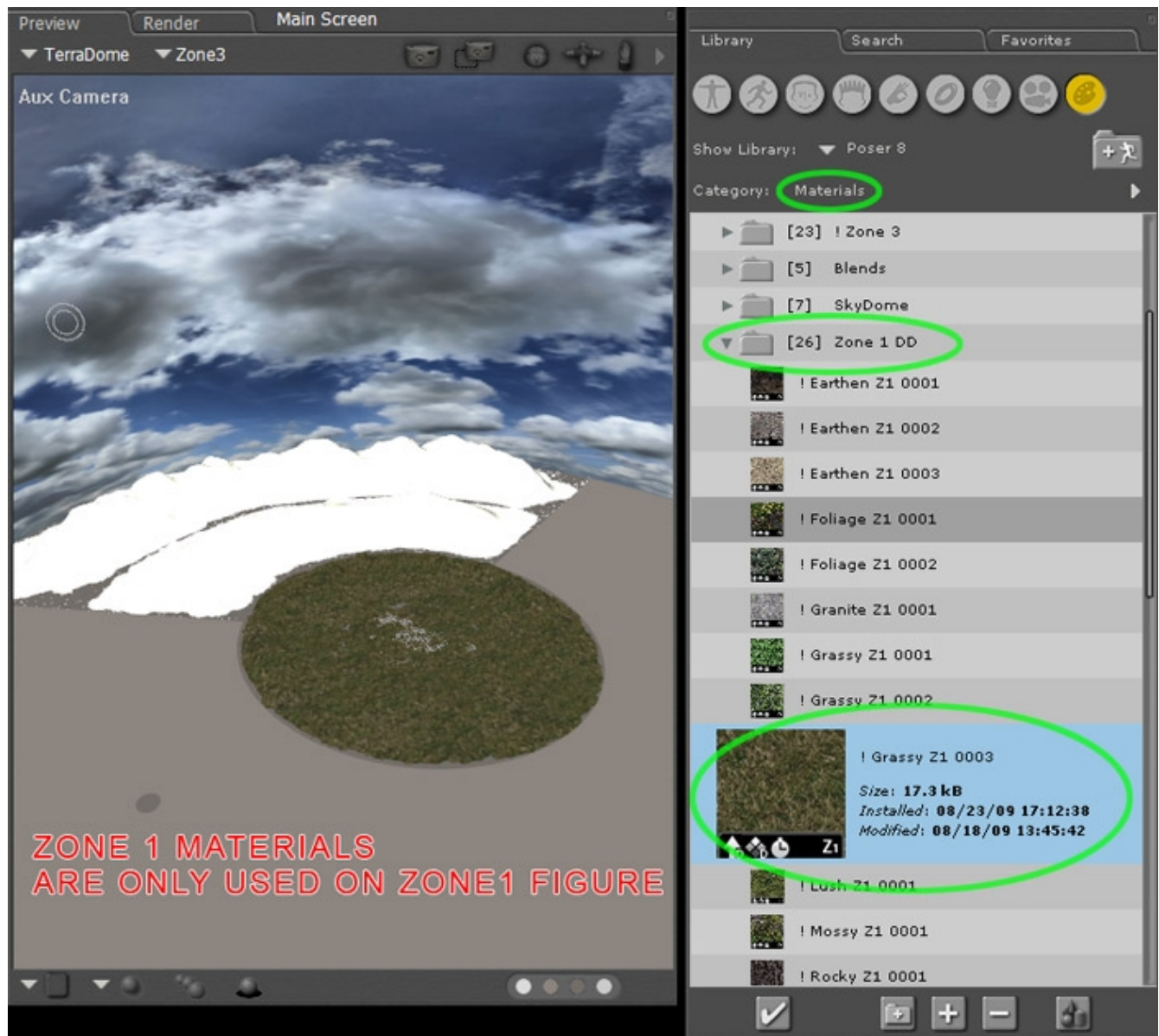
For this tutorial load the morph targets 'HalfRingOfHills' and 'RoughTerrain' onto 'Zone 1' and set them both to 1.000.

On 'Zone 2' load the 'SoftHills' morph target and on 'Zone 3' load the DistantPeaks' morph target and set them both to 1.000.

MAKE SURE TO SELECT THE CORRECT ZONE WHEN LOADING THE MORPH TARGETS.

In the next part of this tutorial we will delve into loading the terrain materials.

Loading the Terrain Materials.



Loading the materials onto the terrain zones is as simple as loading the morph targets.

To do this you will have to enter the Poser 'Material Room'. You will want to switch to the 'Advanced' tab.

In your material library navigate to Materials>! TerraDome>Zone 1 DD'.

At this point I will tell you that the material libraries that end in 'DD' are mostly the libraries that you will want to use when rendering human figures or architecture sets. These are specifically designed to use what we call a 'Displacement Damper' material. This makes a circular area in 'Zone 1' that does not render displacement effects. This is essential if you do not want the terrain rendering through your human figures feet or through the bottom of buildings.

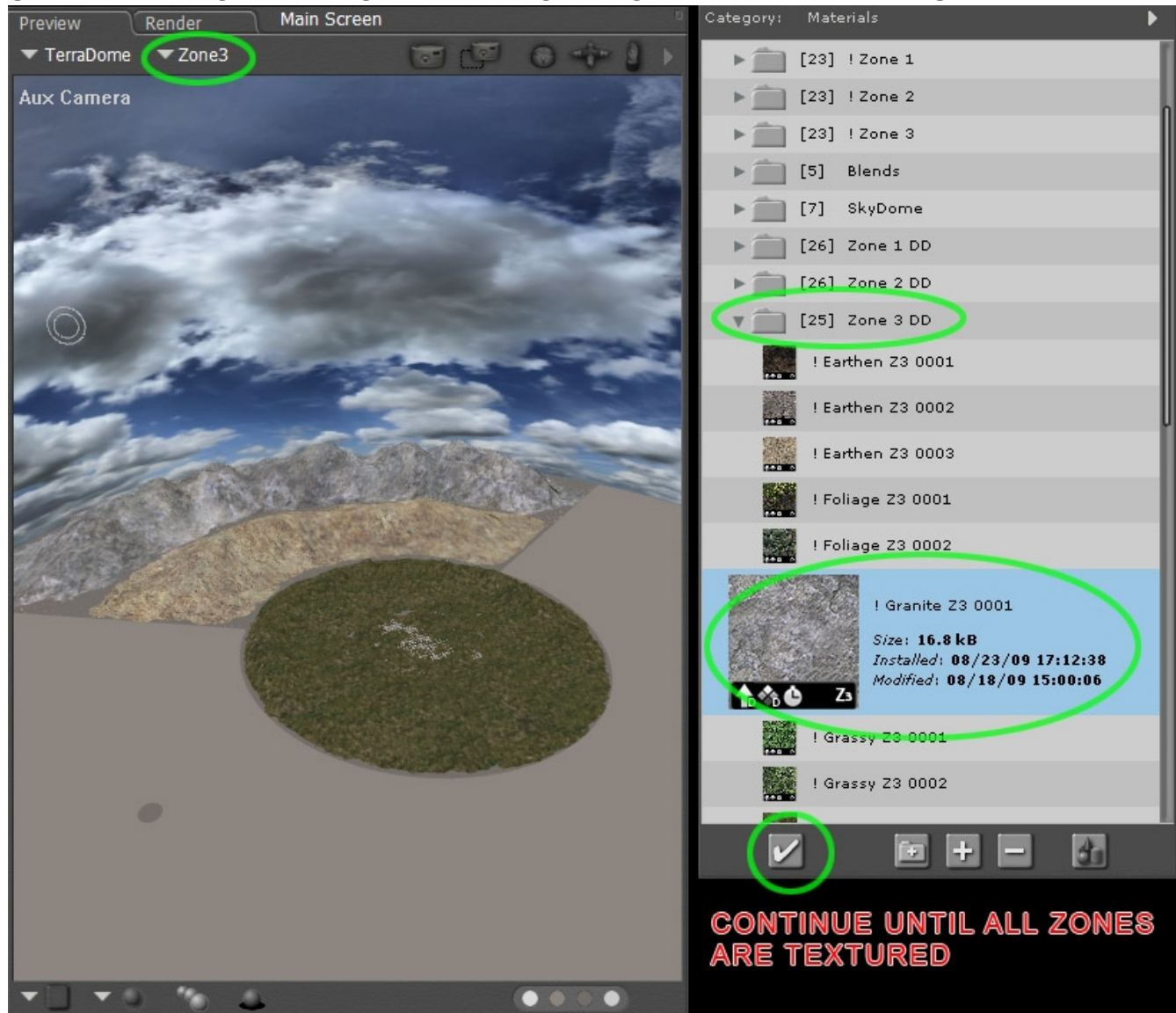
The 'Displacement Dampers' on 'Zone2 and Zone 3' are primarily to aid in blending the edges of each zone.

The other material libraries such as '! Zone 1', '! Zone2' and '! Zone 3' are the same as the 'DD' libraries except that they do not use the displacement dampers.

In each library you will find a set of special blended materials. These use two texture maps and with the application of special shaders both texture maps blend together. These work with the height of the morph targets. The higher the morph target the more the effect is seen.

So make sure that you have 'Zone 1' selected. Open the 'Zone 1 DD' material folder and select '! Grassy Z1 0003'. This will now be applied to zone one. Don't worry about how it looks in the preview display. This is not how it will render. The textures are tiled many times in order to save on resources and to look far more realistic. On 'Zone 2' apply the '! Earthen 0003' material from the 'Zone 2 DD' library and load the '! Granite 0001' to 'Zone 3' from the 'Zone 3 DD' library.

SELECT THE CORRECT ZONE WHEN LOADING THE MATERIAL FILES.



CONTINUE UNTIL ALL ZONES ARE TEXTURED

FINALIZING THE SCENE.

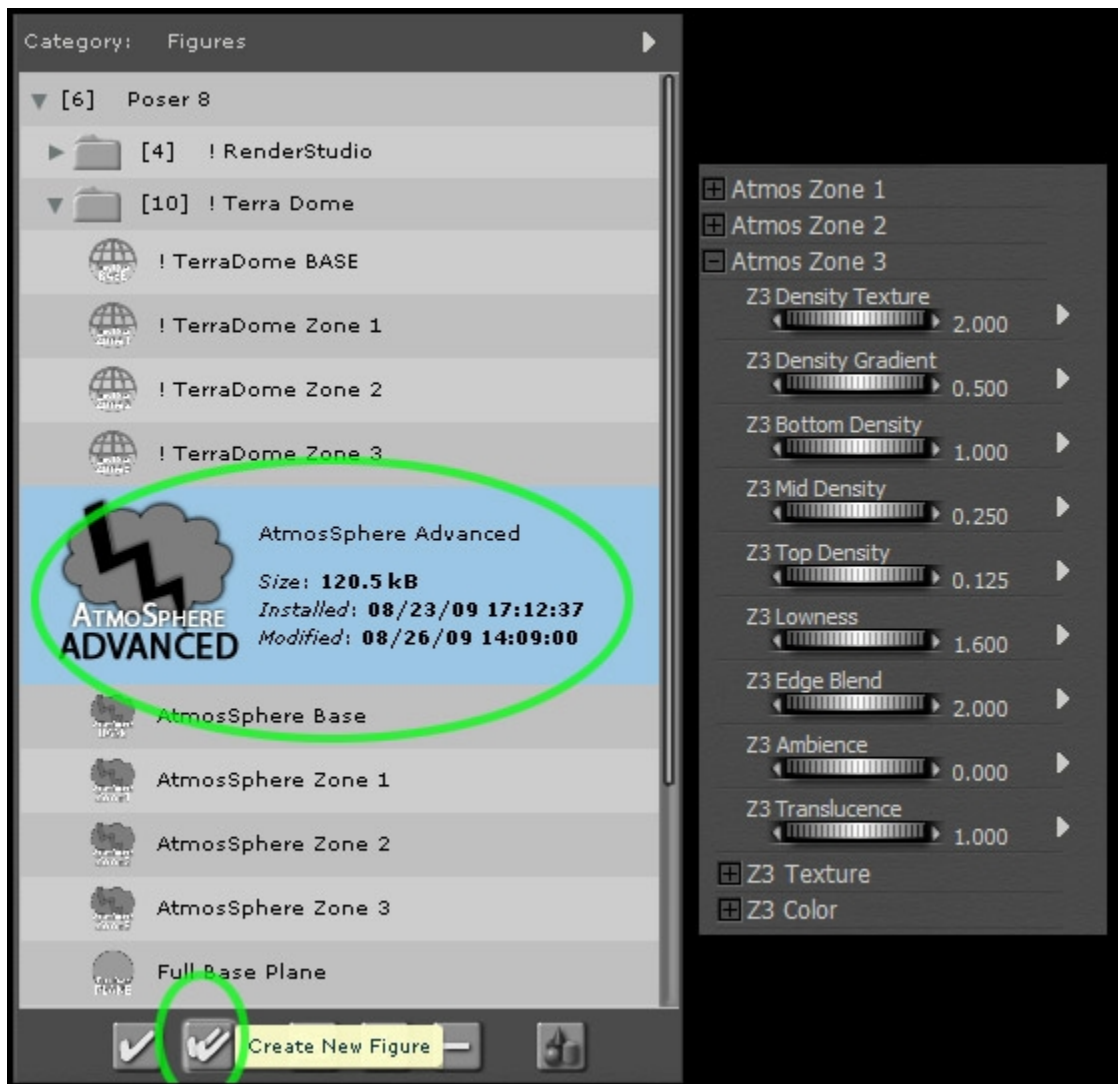
Now add something into the scene. For this I am using V4 with some clothing and hair.



TERRADOME ATMOSPHERE.

One of the major issues with rendering this kind of scene is Poser in the past has been it's atmosphere system. Limited at best, the Poser atmosphere system takes an excruciatingly long time to Render.

The system that we have implemented in TERRADOME renders much faster and creates the effect of distance haze and low cloud.

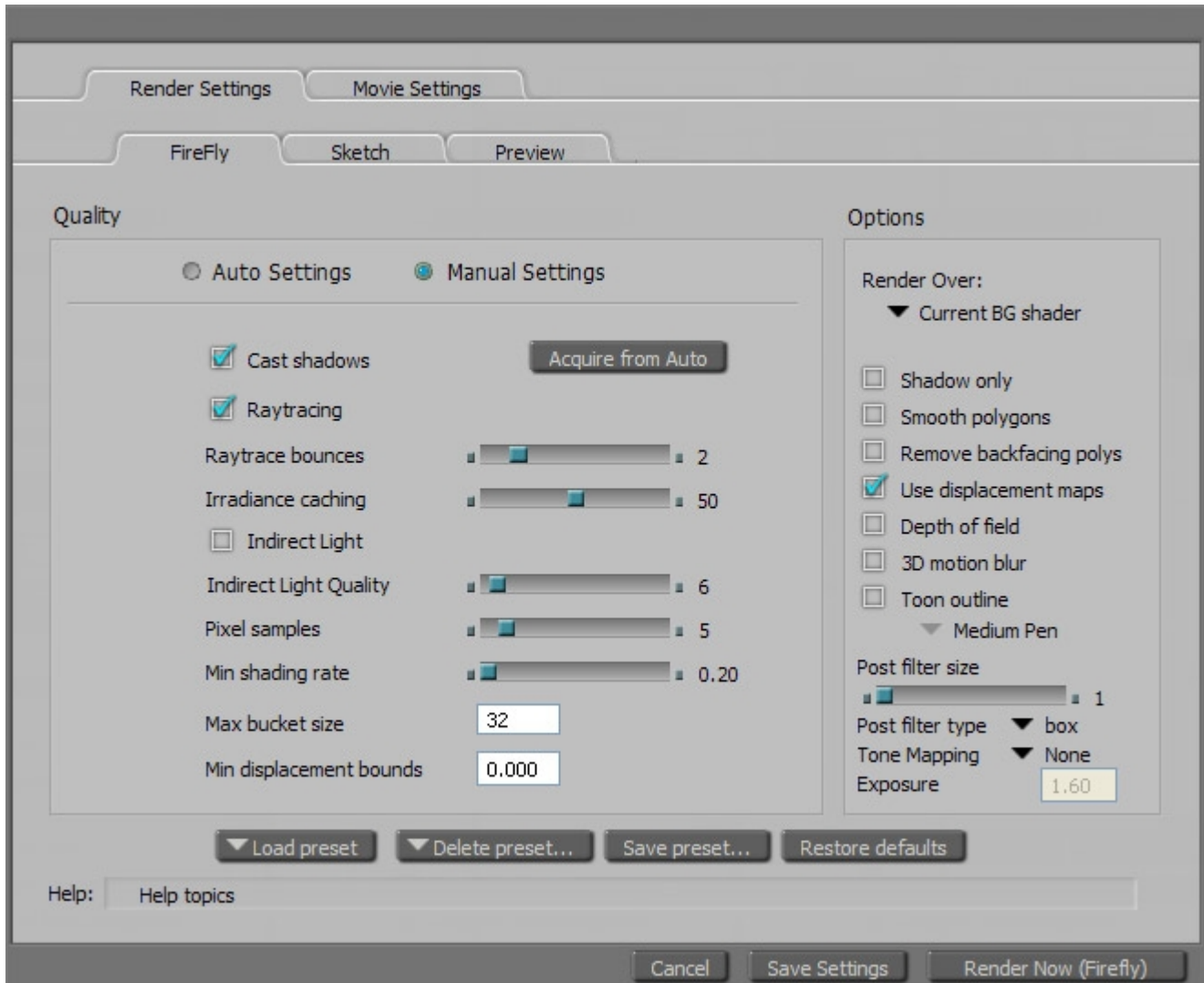


Load the 'Atmosphere Advanced' system into your scene from the figures library and in the 'Body' actor set the 'Atmos Zone 3' to the settings above.

You won't see much in the preview window so don't worry.

RENDER SETTINGS.

Your render settings when using TERRADOME are very important. This is a screen shot from the Poser 8 'Render Settings' dialog window. It can easily be translated to Poser 7. These are the minimum recommended settings and all the renders you see promoting this product used the same settings. Make sure not to use 'Gamma Correction' in 'Poser Pro' as this will do odd things with the shader system.



YOU MUST USE RAYTRACING, SHADOWS AND DISPLACEMENT.

Click the render button.

Go to the next page to see the render.

Here is the final render. Bear in mind that this is as basic as it can be. The possibilities are endless.



The TerraForming Of Poser has begun...!!!

Many thanks to Semidieu of RDNA for the python scripts allowing the lights and skydome to be loaded at the same time.

Colm and Traveler...:)

Go to next page for a closeup render.



This is the same lighting setup but using the light set tagged with 'Hi'. I changed the color of the dress and hair and added reflection nodes to the eyes.

Have fun.:)