

The Monastery



Product Name:	The Monastery
Product ID:	12481
Published Artist(s):	Predatron
Created By:	N/A
Release Date:	2011-04-26

Product Information

- Required Products: *None*

You can almost hear the sound of sparrows moving through the cloisters as they offer a gentle distraction from this otherwise quiet and serene Monastery scene.

This is a highly detailed scene that has been carefully produced to offer versatility when it comes to rendering. Built as a modular system based on a hexagon layout many parts can be hidden or deleted. The scene includes plants, a detailed tree and benches. The external walls also have geometry and a porch can offer extra options. There is a separate tower which can also be duplicated if it is required. The internal doors all open and closed.

One Poser light set is included and two camera files also.

This scene can be heavy when using the plants and trees, it is recommended you have plenty of RAM and a decent processor.

Product Notes

Installation Packages

Below is a list of the installation package types provided by this product. The name of each package contains a [Package Qualifier](#), which is used as a key to indicate something about the contents of that package.

- 1 Core ¹⁾
- [1 PoserCF]
- [1 Ps]

[] = *Optional, depending on target application(s)*

Not all installation packages provide files that are displayed to the user within the interface of an application. The packages listed below, do. The application(s), and the location(s) within each application, are shown below.

The Monastery (Core)

- You can find new icons for loading this product in the following DAZ Studio Folders:
 - "Architecture:Predatron:Monastery"
 - "Architecture:Predatron:Monastery:Cameras"
 - "Architecture:Predatron:Monastery:Lights"
 - "Architecture:Predatron:Monastery:Props"
- You can find new icons for this product in the following DAZ Studio Categories:
 - "Cameras"
 - "Environments:Architecture:Exterior"
 - "Lights:Exterior"
 - "Props:Architecture"

The Monastery PoserCF

- You can find new icons for loading this product in the following Poser Libraries:
 - Camera: "P3DA_Monastery"
 - Figures: "P3DA_Monastery"

- Figures: "P3DA_Monastery:Props"
- Light: "P3DA_Monastery"

Additional Details

- This scene is very detailed, especially when using the tree and plants. It is recommended that you have plenty of RAM and a decent processor.
- It's also recommended that you try and hide or delete any part of the scene that you don't actually see in the camera. Many parts of this scene can be easily hidden for this reason.
- When using the Shutter props or the Plants Null Prop, if you need more in the scene you can move them around the scene if you use the yTrans dial and move them at increment of 60 degrees, so 60, 120, 180 or -60, -120.

Below is a list of files provided by the [The Monastery](#) product.

Core

The Monastery

- **Content :**
 - /Architecture/Predatron/Monastery/Cameras/Camera1.duf
 - /Architecture/Predatron/Monastery/Cameras/Camera1.png
 - /Architecture/Predatron/Monastery/Cameras/Camera2.duf
 - /Architecture/Predatron/Monastery/Cameras/Camera2.png
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 - /Architecture/Predatron/Monastery/Props/Bench.png
 - /Architecture/Predatron/Monastery/Props/Benches.duf
 - /Architecture/Predatron/Monastery/Props/Benches.png
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 - /Architecture/Predatron/Monastery/Props/Monastery2.png
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 - /Architecture/Predatron/Monastery/Props/Monastery5.duf

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- /Architecture/Predatron/Monastery/Props/Monastery6.png
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- /Architecture/Predatron/Monastery/Props/Plants.png
- /Architecture/Predatron/Monastery/Props/Porch.duf
- /Architecture/Predatron/Monastery/Props/Porch.png
- /Architecture/Predatron/Monastery/Props/Pot1BushLeaves.duf
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- /Architecture/Predatron/Monastery/Props/Pot2_Bush.png
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- /Architecture/Predatron/Monastery/Props/Pot3_Plant.png
- /Architecture/Predatron/Monastery/Props/Pot4_Ivy.duf
- /Architecture/Predatron/Monastery/Props/Pot4_Ivy.png
- /Architecture/Predatron/Monastery/Props/Pot5_Bush.duf
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PoserCF

The Monastery PoserCF

• Content :

- /Runtime/Libraries/Camera/P3DA_Monastery/Camera1.cm2
- /Runtime/Libraries/Camera/P3DA_Monastery/Camera1.duf
- /Runtime/Libraries/Camera/P3DA_Monastery/Camera1.png
- /Runtime/Libraries/Camera/P3DA_Monastery/Camera1.py
- /Runtime/Libraries/Camera/P3DA_Monastery/Camera2.cm2
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Ps

The Monastery Ps

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- /Runtime/Textures/P3DA/TX_Lib/P3DA_TX_WoodPanel_R_01.jpg
- /Runtime/Textures/P3DA/TX_Lib/P3DA_TX_WoodPanel_R_01_B.jpg
- /Runtime/Textures/P3DA/TX_Lib/P3DA_TX_WoodPanel_R_02.jpg

Resolved Issues

- 2015-01-22 - Restored Original Poser Native files.
- 2014-11-07 - Updated files to DSON Core and PoserCF

Known Issues

- *None*

Support

Visit our site for [technical support](#) questions or concerns.

1)

The contents of this package are in DAZ Studio Native formats

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