

# African Village Toolkit by AM - Instructions Manual



This short instructions manual will show you how to get the most out of the "**African Village Toolkit by AM**" model.

## General Notes

The "**African Village Toolkit by AM**" is a Poser/Daz compliant prop library that you can use to create a large, complex, diversified african village typical of the Namibian, Botswana, Zimbabwe and South African area through the use of various props and objects included in the package.

# Features

- all **props are organized in categories**, so that you can easily find and load objects.
- two types of hut geometries available: **low-poly** and **high-poly huts**. Each hut (both low and high poly) has 5 different base texture schemes that you can choose from, and 4 morphs to squeeze, round, enlarge or shorten the roof. All these variations allow to create different huts and have a diversified and not-uniform village. Each hut has 1 or 2 windows (depending on the base chosen) and a door with joints, that can be opened or closed. **Each hut part is parented to the hut base, so that moving or rotating will affect the whole hut.**
- the toolkit provides a **procedural script** (both Poser and Daz) that allows to automatically deploy the terrain and create a village of 60 low-poly huts all different from each other, that can be used as a "startup-platform" and completed adding more objects.
- 5 **procedural scripts** (both Poser and Daz) that will automatically build a full-3D hut in a breeze.
- **6 skydomes and 6 light presets** providing afternoon, midday, two sunsets, stormy and bright night atmospheres.
- **Dry bush** and **Umbrella Acacia** props with morphs to allow the creation of diversified vegetation.
- See the complete list of props available in the toolkit: you will see how you can easily combine and mix basic props to create customized huts and a variety of object, shapes and sizes.

# Props preview

## Full 3D huts

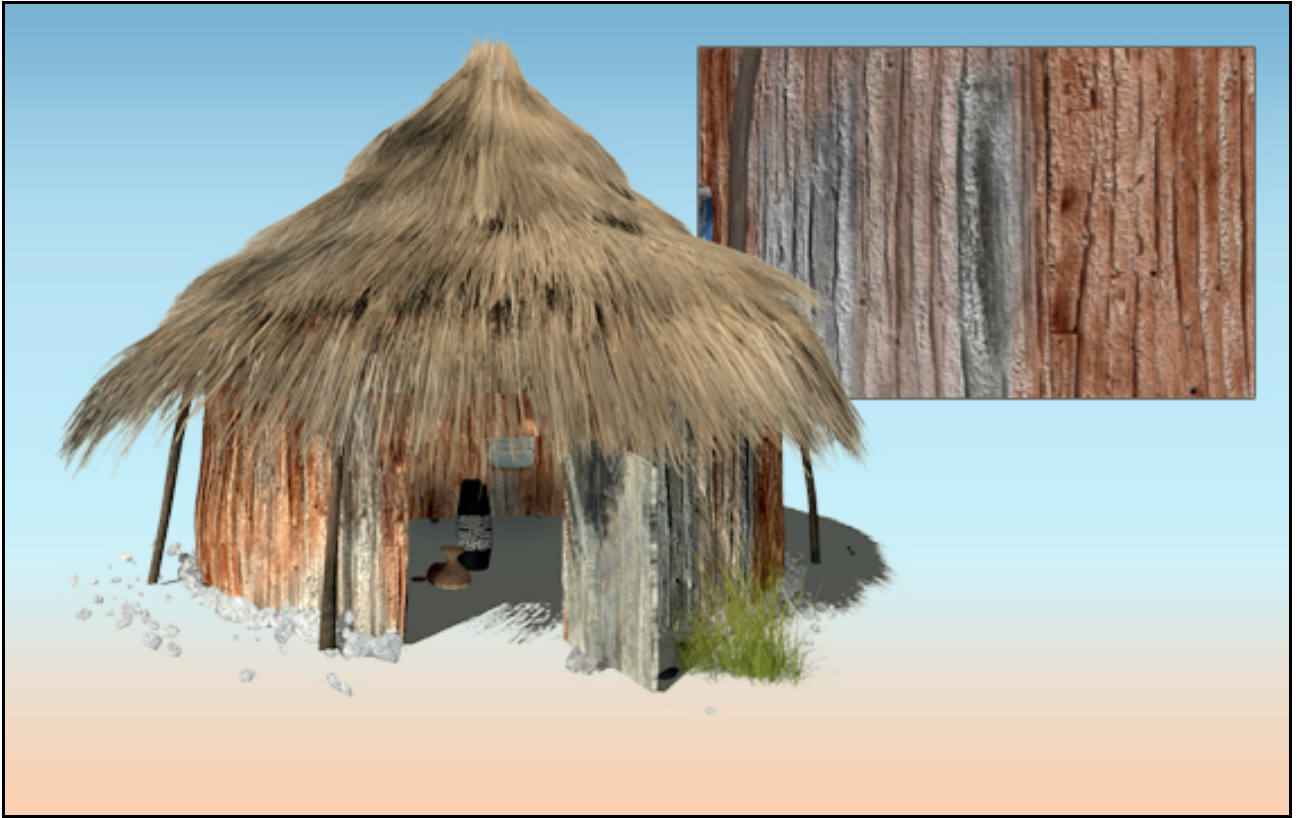
Full 3D huts can be assembled using one of the 5 hut bases available and the high poly roof prop. You can also use the “base rocks”, the wooden “hut supports” and the “chimney” prop to add more details to your full 3D hut. To notice that wooden doors and windows are properly jointed and can be opened or closed.

Also, the hut roof has 4 morphs that will allow to squeeze, enlarge, shorten or round the geometry: you can even mix the 4 morphs to create dozen of shape variations (see the gallery below).

These huts are particularly suitable for close-to-camera renders.





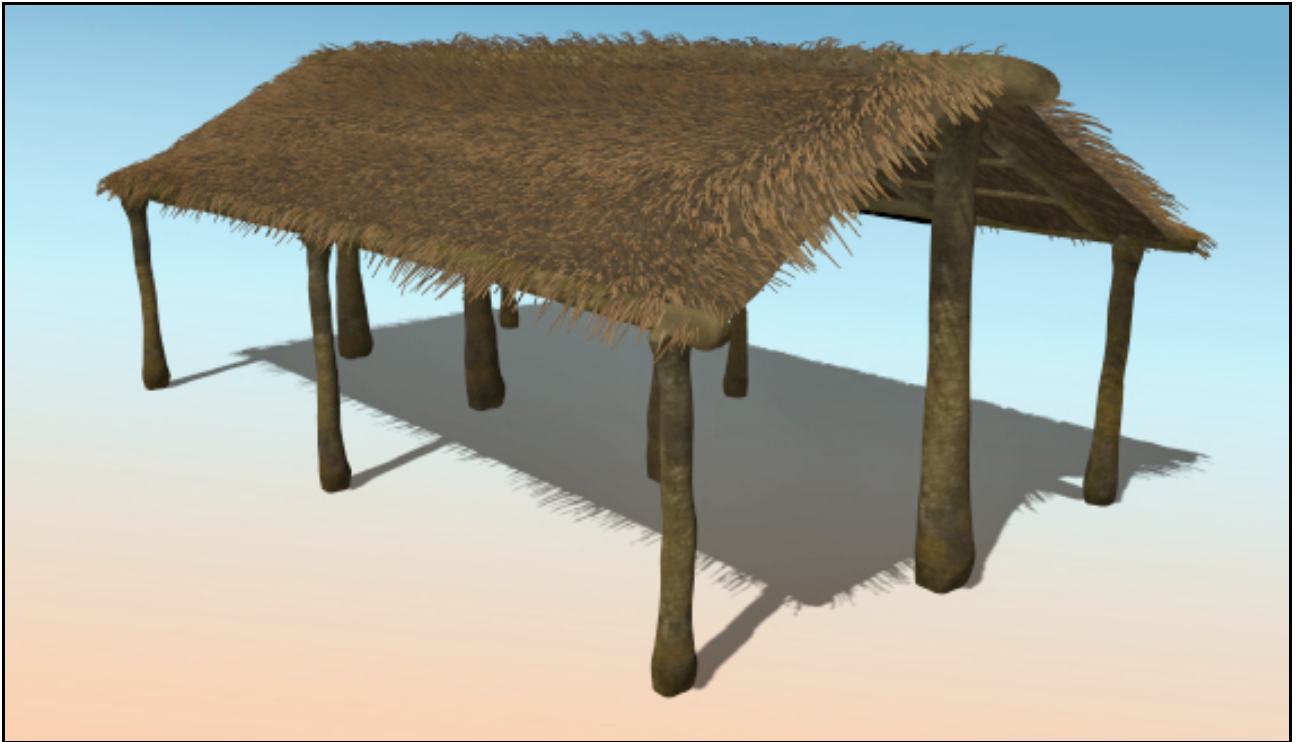




## Full 3D Granary and Full 3D Square Hut

Both props are Full 3D, and very detailed. The granary has a door that can be removed, and is deployed on a platform made of branches. The platform, as each part of these toolkit, can be multiuse and thus is suitable to create new props and objects. For example, it could be used as a holder for vases, pottery, wood or even a small straw hut roof to use as a container for tools or other small objects.

Among south-african tribes and villages, large huts have several purposes: as a school or to provide medical shelter, cattle care, and often as a store used to dehydrate or desiccate meat, seeds and fruit.





## Low-poly huts

These huts render very fast and are particularly suitable if you want to create a large, complex african village background. You might want to create, for example, a complex scenario mixing 30-40 low-poly huts on the background, and a 4-5 full 3D huts close-up.

Even if are a low-poly version, these huts look good and share the same morph capabilities found in the full 3D huts. Therefore you can squeeze, enlarge, shorten or round straw huts as well.

There is also a python script provided in the toolkit that will automatically populate the terrain with 60 low-poly hut. After the script is run, you can tweak or modify the huts as you wish, and add all the props you want, like the “village fence”, that will add a full straw fences network in a breeze.



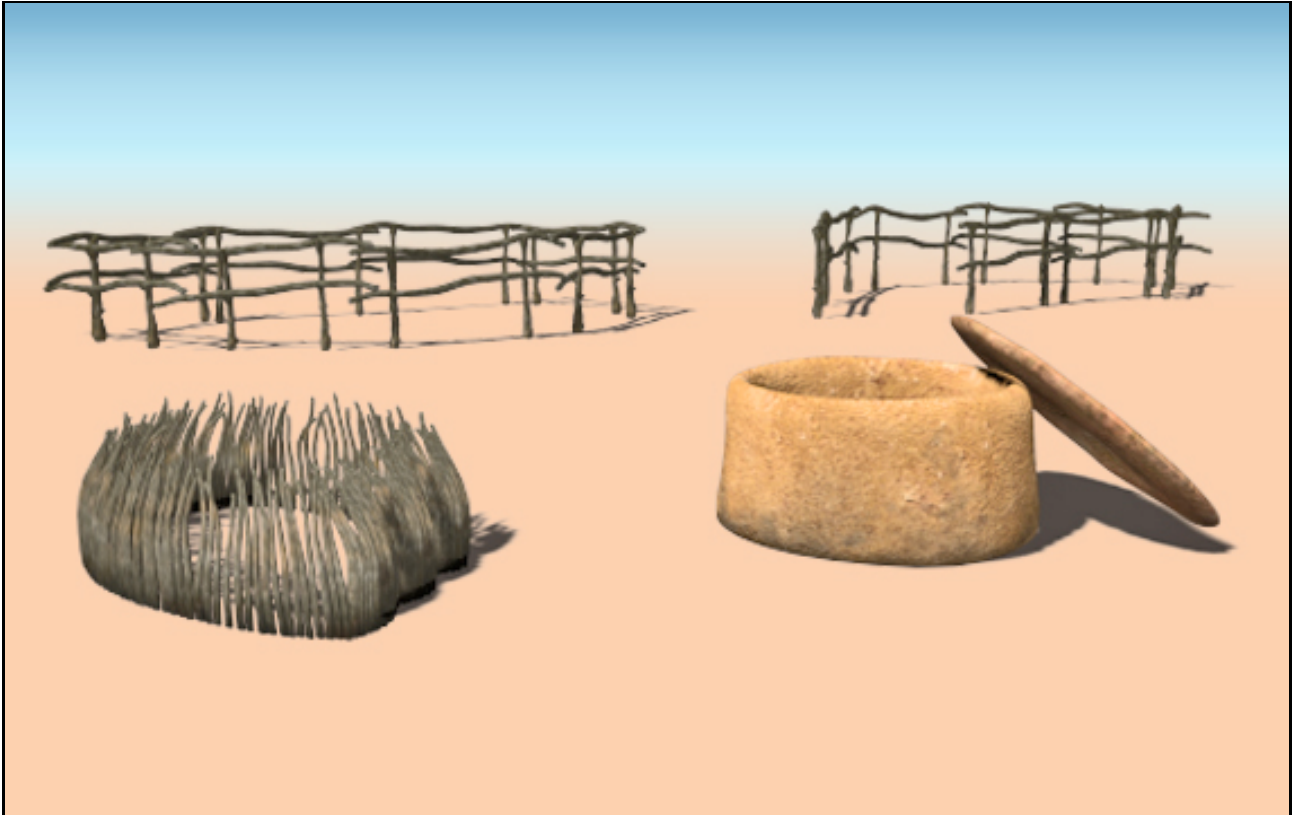


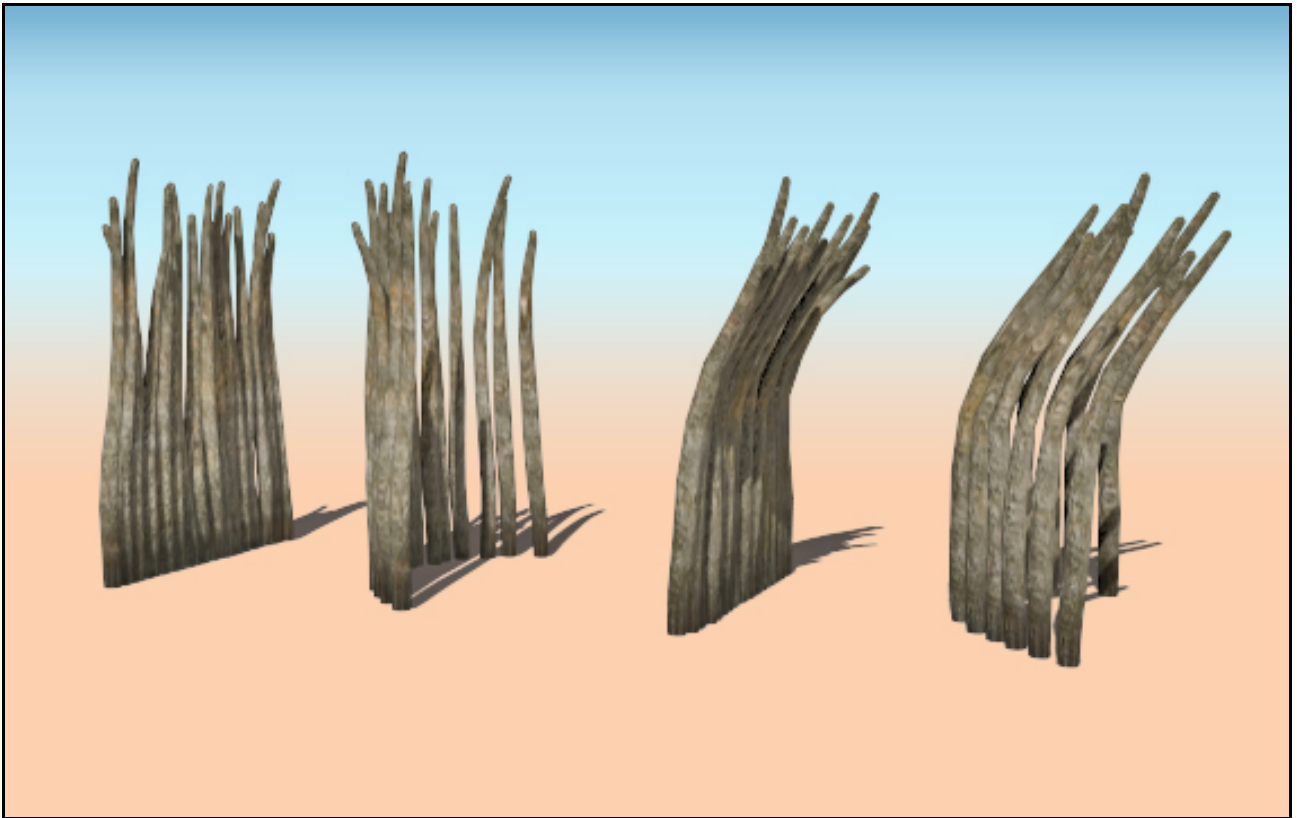




## Stockyards, small pen, water well

The following gallery shows two stockyards props (which is basically the same, with open and close door): the toolkit has also a stockyard patch that you can use to build new stockyards shaped as you wish. Also the small pen prop is built on the “branches patch” prop, which has two morphs to bend and “spherize” the patch thus allowing to build a pen any shape you like, with angular or sharp corners, smooth or edged joints. Last of this section the water well, with removable cover cap.







## Terrain and Skydome

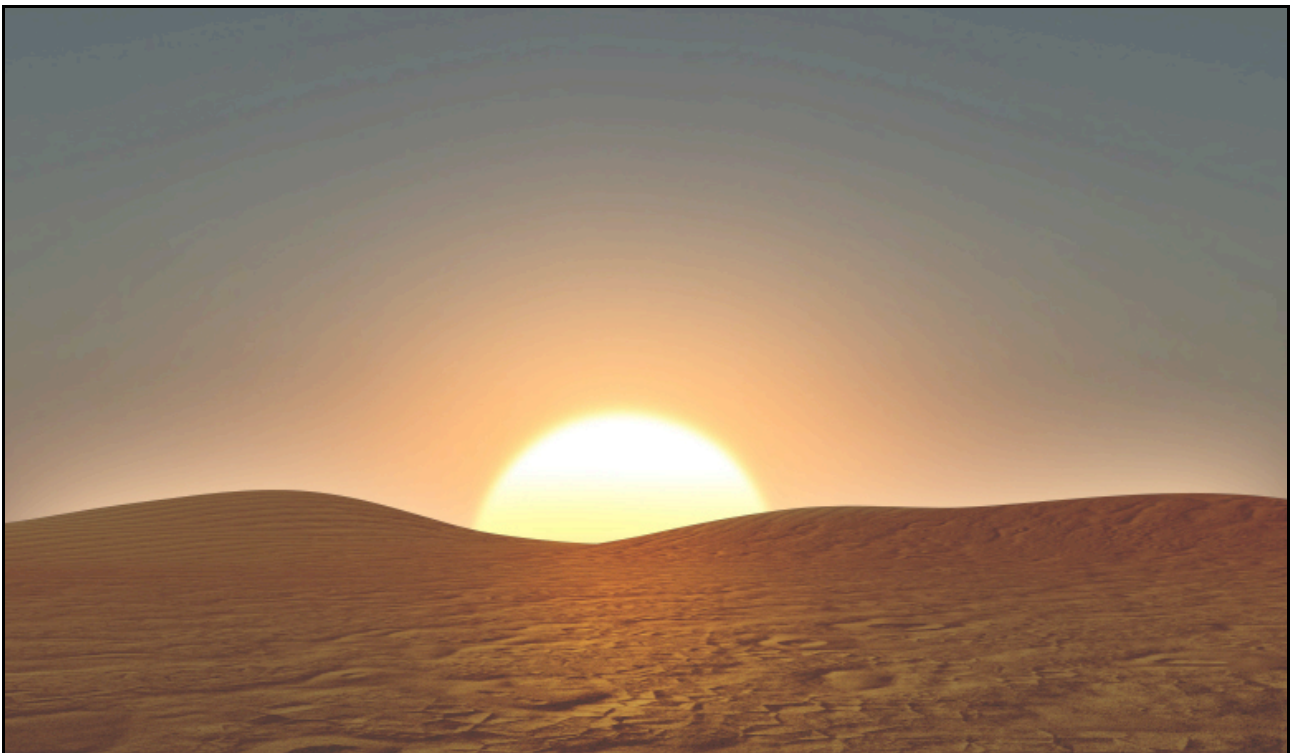
The terrain area extension is 3000 yd<sup>2</sup> (2500 square meters): terrain edges are made of sand dunes, while converging to the center (where huts are supposed to be) it becomes more consistent, with sparse cracks, small ridged rocks and dunes.

The terrain prop has an altitude morph that allows to have more or less prominent edge dunes.

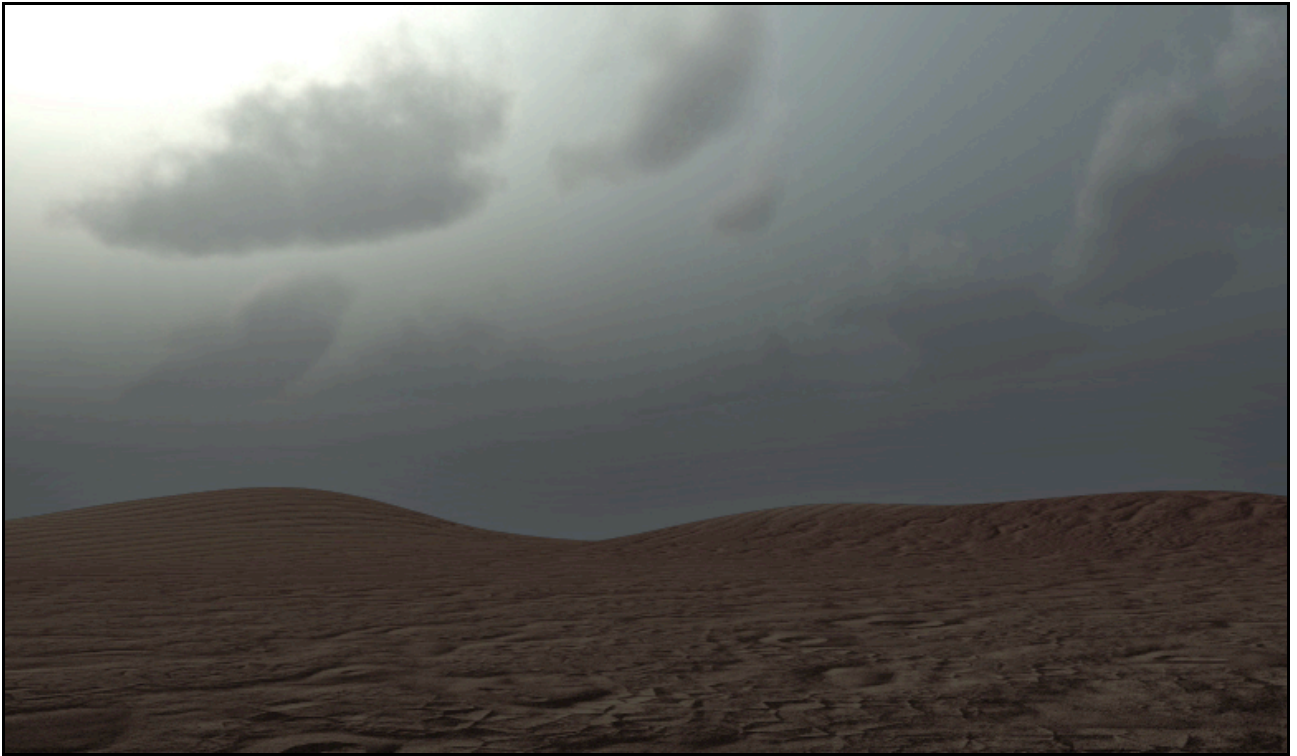
With this extension you can easily deploy a large number of huts, and have a complex, populated village area.

To complete the “african atmosphere“, there are also 6 skydomes and 6 simple light presets that you can use to create a midday, late afternoon, two sunsets, a bright night and a stormy atmosphere.

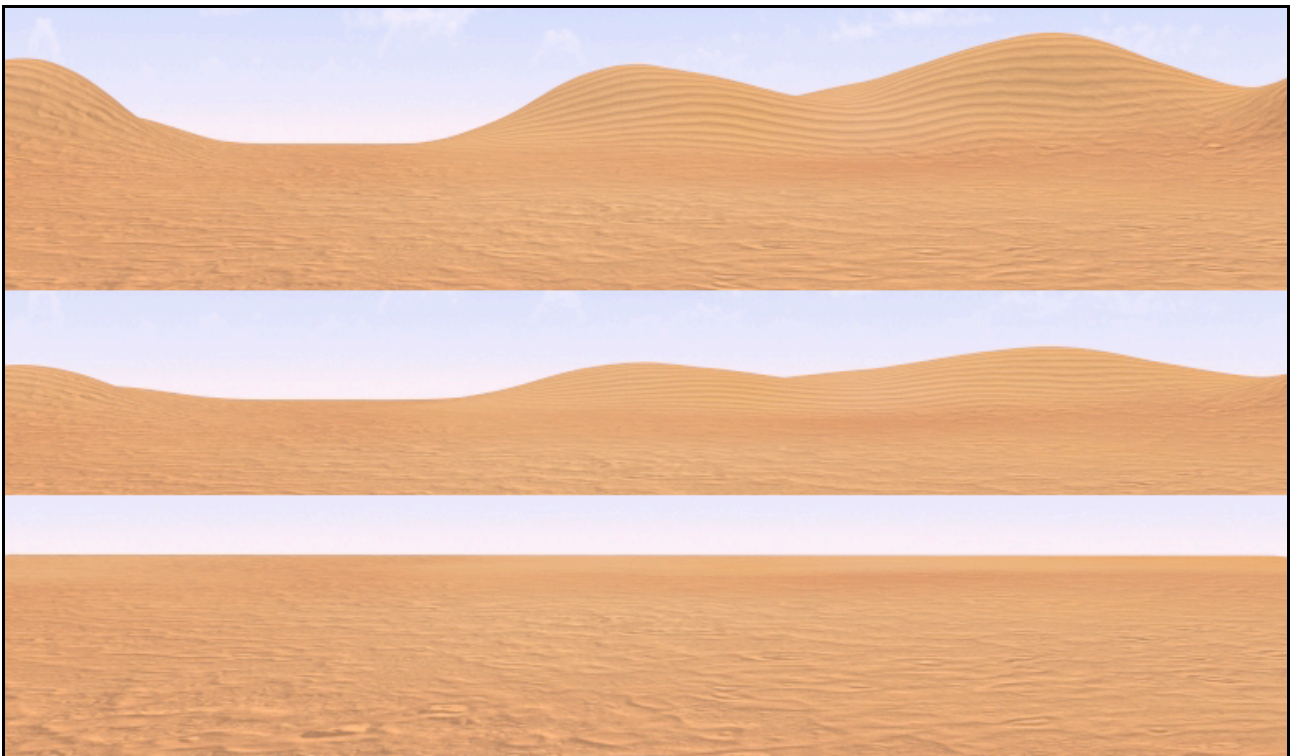
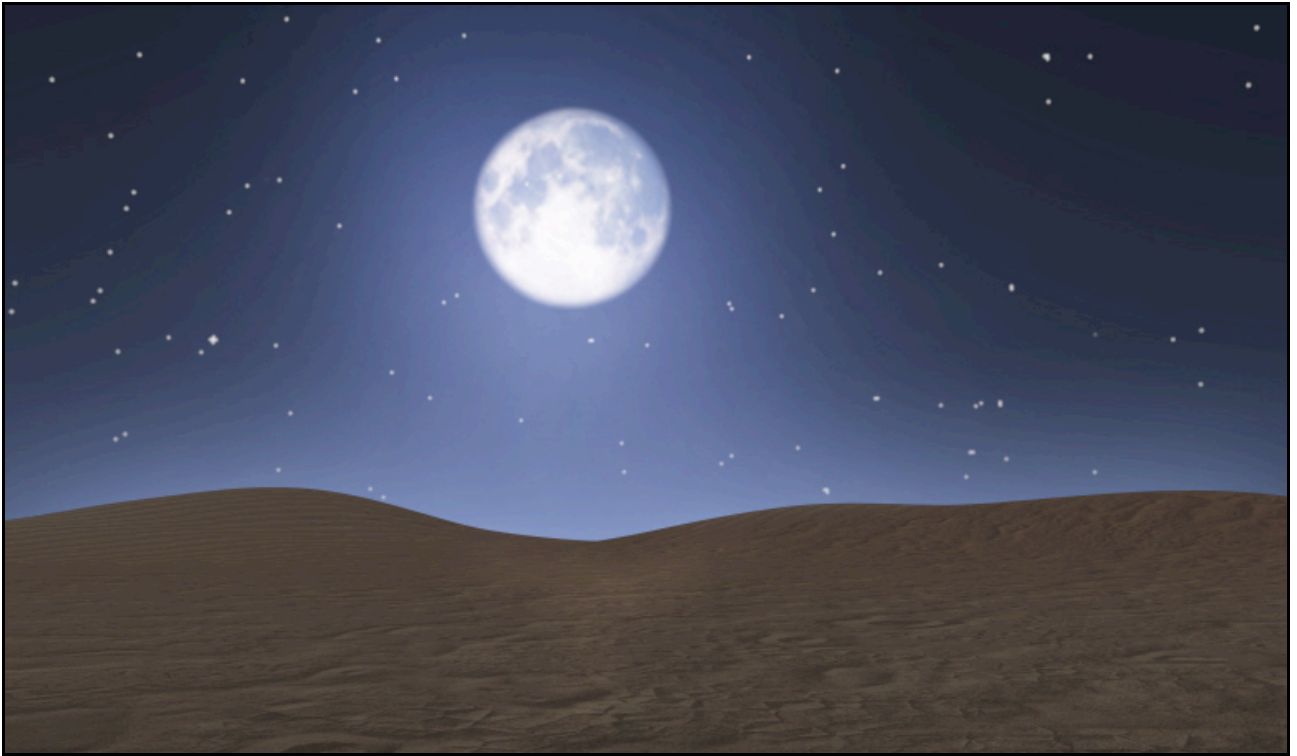
In the gallery below you can see all these variations.

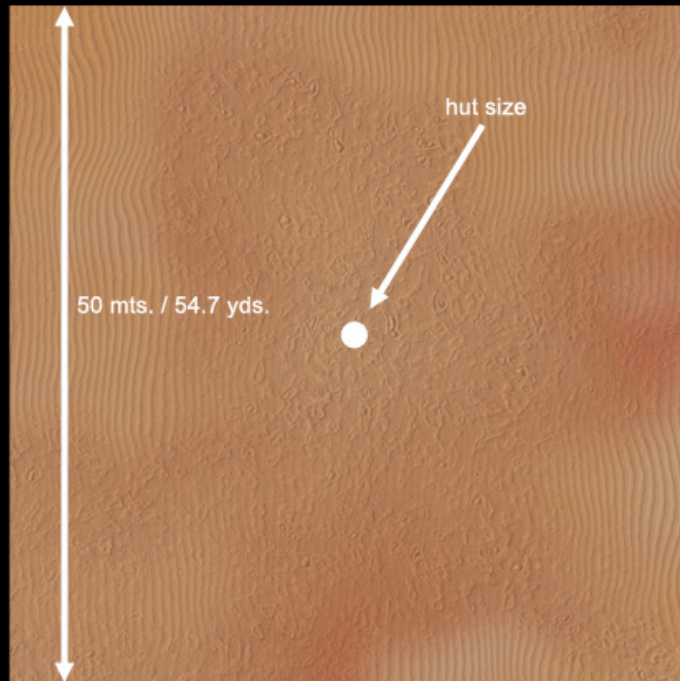












## Vegetation and straw-ribbon fences

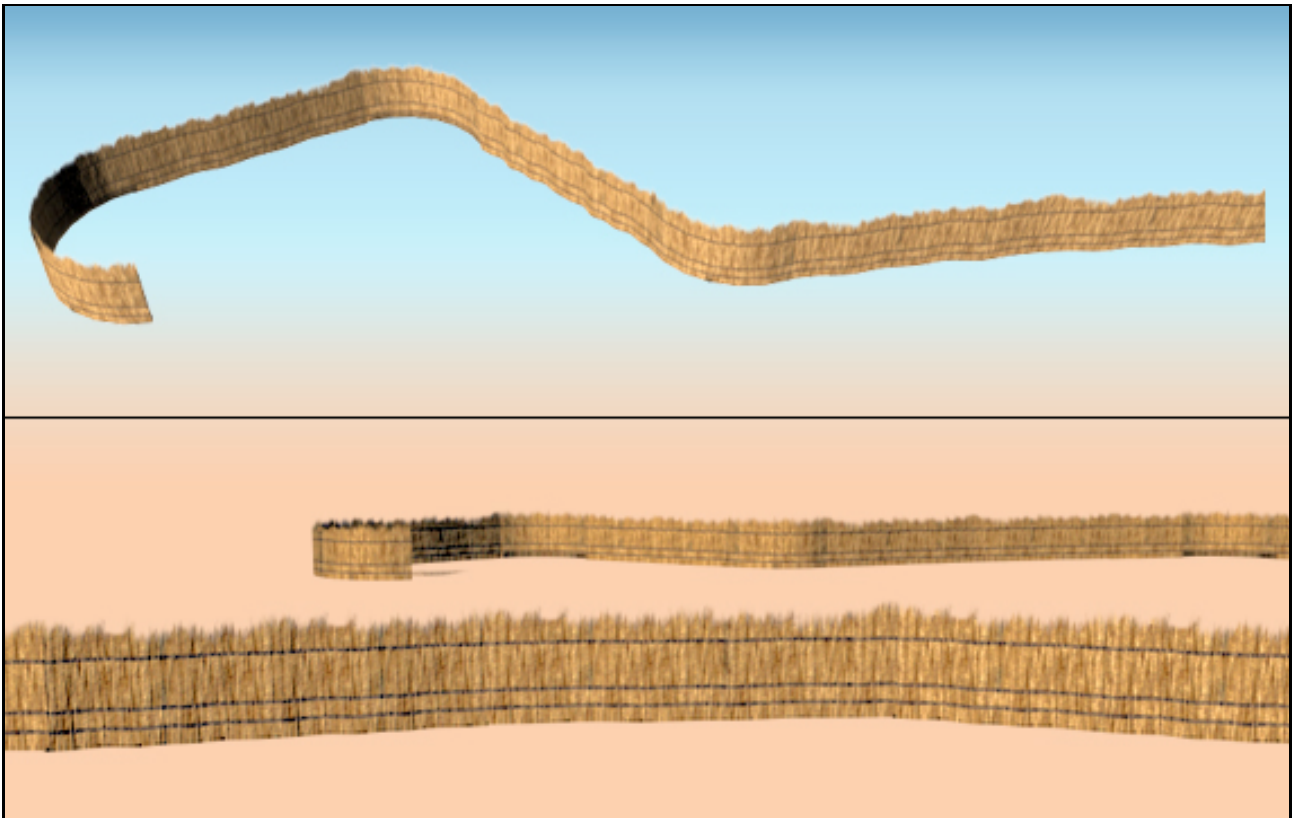
To add more detail to the african scenario, there is an “Umbrella Acacia” prop with 4 morphs that you can use, being careful not to break morph interpolation, to create a wide variety of acacias all different from each other.

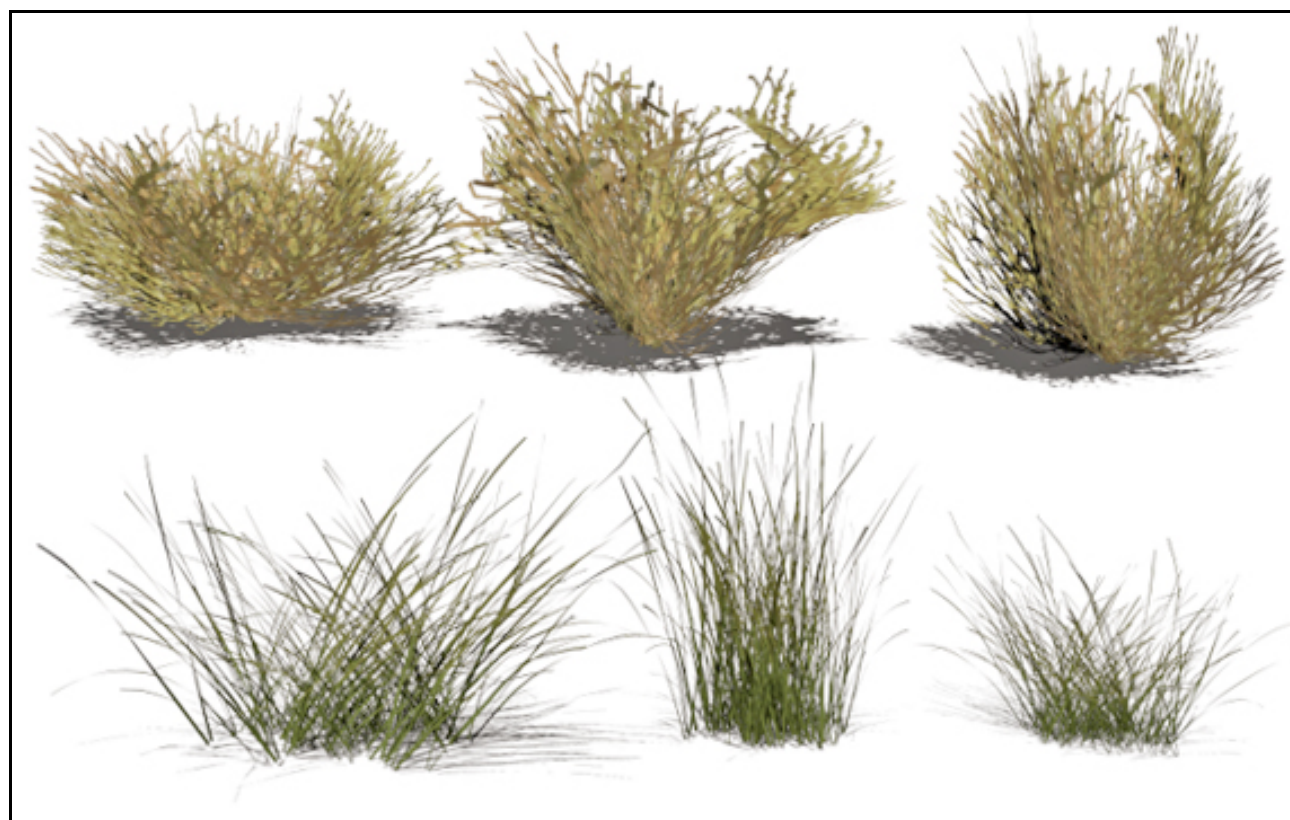
Same applies to the “dry bush” prop, and there is also a “grass patch” prop that I usually like to use near huts, to add some more detail.

The Toolkit provides also 3 straw-ribbon fence props that you can combine to create a complex network of fence delimiters: african villages huts are usually subdivided by family clans and delimited by those straw fences.

















## Scripts

The toolkit provides a script (for both Poser and Daz) that allows to load the terrain and create a 60 low-poly hut village automatically: once the script has run, you can continue adding objects and details, for example the “village fence” prop, and the full-3D huts.












There are also 5 scripts (for both Poser and Daz), that will automatically build a full-3D hut, complete of base rocks and roof supports.






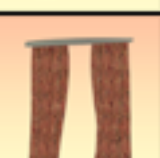





This will come handy if you don't feel like building your full-3D hut from scratch ...


## Props Library description

	Category	Prop file name	Description
	Craft	black vase.pp2	Black painted clay vase
	Craft	clay vase.pp2	Small clay vase
	Craft	water pot.pp2	Small pot carved in wood, used for carrying water
	Craft	water pot open.pp2	Small pot carved in wood, used for carrying water, with top open
	Fences	branches patch.pp2	small branches patch, easily deformable with morphs, that can be used to create any kind of small fence or pen
	Fences	long fence.pp2	long patch of straw fence
	Fence	round fence.pp2	round patch of straw fence
	Fence	short fence.pp2	short patch of straw fence

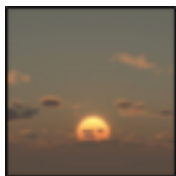
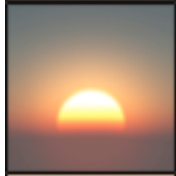



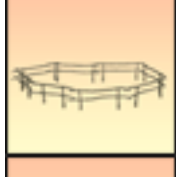
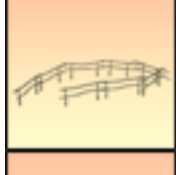
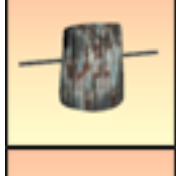











	Granary	granary sample.pp2	Full-3D granary, with wood base and supports
	Low Poly Hut Samples	sample 1.pp2	Low poly hut sample, with clay base, 1 window, wooden door, dark roof
	Low Poly Hut Samples	sample 2.pp2	Low poly hut sample, with decorated clay base, 1 window, red fabric door, dark roof
	Low Poly Hut Samples	sample 3.pp2	Low poly hut sample, with plank base, 2 windows, wooden door, dark roof
	Low Poly Hut Samples	sample 4.pp2	Low poly hut sample, with reed base, 2 windows, wooden door, dark roof
	Low Poly Hut Samples	sample 5.pp2	Low poly hut sample, with decorated clay base, 1 window, wooden door, dark roof
	Low Poly Hut Samples	sample 6.pp2	Low poly hut sample, with clay base, 1 window, wooden door, light roof
	Low Poly Hut Samples	sample 7.pp2	Low poly hut sample, with decorated clay base, 1 window, red fabric door, light roof
	Low Poly Hut Samples	sample 8.pp2	Low poly hut sample, with plank base, 2 windows, wooden door, light roof
	Low Poly Hut Samples	sample 9.pp2	Low poly hut sample, with reed base, 2 windows, wooden door, light roof
	Low Poly Hut Samples	sample 10.pp2	Low poly hut sample, with decorated clay base, 1 window, wooden door, light roof

	Hut Bases	clay base (1 window).pp2	Hut clay base
	Hut Bases	deco 1 clay base (1 window).pp2	Hut decorated clay base
	Hut Bases	deco 2 clay base (1 window).pp2	Hut decorated clay base
	Hut Bases	plank base (2 windows).pp2	Hut with plank base
	Hut Bases	reed base (2 windows)	Hut with reed base
	Hut Doors	blue fabric door.pp2	Simple blue fabric canvas door
	Hut Doors	red fabric door.pp2	Simple red fabric canvas door
	Hut Doors	wooden door.pp2	Wooden door, jointed: can be opened and closed
	Hut Roofs	high poly roof.pp2	Full-3D hut roof, can be easily shaped using the squeeze, longer, shorter, rounded morphs
	Hut Roofs	hut supports.pp2	Wooden roof supports
	Hut Roofs	low poly roof – lighter.pp2	Low-poly, light-color hut roof, can be easily shaped using the squeeze, longer, shorter, rounded morphs
	Hut Roofs	low poly roof.pp2	Low-poly, dark-color hut roof, can be easily shaped using the squeeze, longer, shorter, rounded morphs

	Hut Roofs	roof frame.pp2	This can be used if you are going to do in-hut scenes, and is used to support the straw roof structure
	Hut Windows	window 1.pp2	Wooden window, jointed, can be opened and closed
	Hut Windows	window 2.pp2	Wooden window, jointed, can be opened and closed
	High Poly Hut Samples	!sample1.pp2	This script will automatically build a high-poly, full-3D hut with clay base, 1 window, wooden door, roof supports, base rocks
	High Poly Hut Samples	!sample2.pp2	This script will automatically build a high-poly, full-3D hut with decorated clay base, 1 window, red fabric door, roof supports, base rocks
	High Poly Hut Samples	!sample3.pp2	This script will automatically build a high-poly, full-3D hut with decorated clay base, 1 window, wooden door, roof supports, base rocks
	High Poly Hut Samples	!sample4.pp2	This script will automatically build a high-poly, full-3D hut with plank base, 2 windows, wooden door, roof supports, base rocks
	High Poly Hut Samples	!sample5.pp2	This script will automatically build a high-poly, full-3D hut with reed base, 2 windows, blue fabric door, roof supports, base rocks
	Skydomes	afternoon.pp2	Afternoon skydome
	Skydomes	midday.pp2	Midday skydome
	Skydomes	night.pp2	Birght night skydome
	Skydomes	stormy.pp2	Stormy atmosphere skydome



	Skydomes	sunset 1.pp2	Sunset skydome
	Skydomes	sunset 2.pp2	Another sunset skydome
	Square Hut	square hut sample.pp2	Large, full-3D square hut
	Terrain	desertic terrain.pp2	Desertic terrain with morph to make surrounding dunes higher or lower
	Various	base rocks.pp2	Base rocks to be used with a hut base
	Various	cattle stockyard.pp2	Wooden cattle stockyard
	Various	cattle stockyard open.pp2	Same as above, with joined door open
	Various	hut chimney.pp2	Tinplate hut chimney
	Various	small pen.pp2	Wooden pen for small animals
	Various	stockyard patch.pp2	This patch can be used to create a customized stockyard
	Various	water well.pp2	Water well
	Various	water well open.pp2	Same as above, with top cover open

	Vegetation    dry bush.pp2	The two morphs provided will allow to create several variations of dry bushes
	Vegetation    grass patch.pp2	Small grass patch
	Vegetation    umbrella acacia.pp2	The four morphs provided allow to create all the acacia you need, and all different from each other
	Village            !create village.pp2	This script will create a 60 low-poly huts village automatically
	Village            village fence.pp2	Use this prop after you have ran the !create village.pp2 script, and you will have a full network of straw fence delimiters

That's pretty much it, if you need further assistance or suggestions, or you have questions about this product, please write to me anytime at: [info@alessandromastronardi.com](mailto:info@alessandromastronardi.com)

Thanks !

Alessandro