

Kingdom of Marrakesh  
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This is a re-release of the original Kingdom of Marrakesh from 2009. This new version includes a new texture pack and full DS 3 & 4.5 support (both scene and material files). The original obj files haven't been altered and will still reside in Runtime\Geometries\RHS\K\_of\_Mar. This is so backwards compatibility with the other texture addon packs is maintained.

Should you have the original installed, you may install this version alongside it as it will not overwrite the original Poser and DS files.

#### Poser Quickstart:

In the Runtime/Figures/K\_of\_Mar\_v2 folder load one of the !Pre cr2 files to preload the building section of choice. If you wish to add the complete set, load all of the !Pre\_\* files. Any additional elements can be added by loading their respective cr2 file.

#### DS Quickstart:

In the Content/Environments/K\_of\_Mar\_v2 folder load one of the !Pre .daz/.duf files to preload the building section of choice. If you wish to add the complete set, load all of the !Pre\_\* files. Any additional elements can be added by loading their respective file.

#### Detailed Instructions:

The Kingdom of Marrakesh is made up of separate sections, which when loaded up will create a full 360° courtyard, with buildings (complete with interior) at either end.

#### Breakdown and explanation of preload files:

##### Pre\_ABF:

This is the center structure loaded with the fountain loaded, and the center base of the structure hidden (which the fountain sits in).

##### Pre\_Ent\_N:

This is the north entrance, loaded with corridors and caps either side. By default, the corridor wall caps are visible.

##### Pre\_Ent\_S:

As above, but to the south.

##### !Pre\_Floor:

This is the floor section.

##### !Pre\_PR\_High\_N:

This is the high resolution building to the north, with interior, windows and doors in position as well. The high

resolution version offers fully detailed windows and articulating doors with the low resolution very offering more basic geometry which is ideal for use where they are not really needed.

!Pre\_PR\_High\_S:

As above, but to the south.

!Pre\_PR\_Low\_N:

The same as the PR\_High\_N, but this time has the low resolution windows and doors.

!Pre\_PR\_Low\_S:

As above, but to the south.

!Pre\_SW\_L:

This is the left hand side walls to the square, comprising of a single cap and two corridors. Note that the cap can feature a dedicated texture map to differentiate it from the others used in the set.

!Pre\_PR\_R:

As above, but to the right.

Each section has their own figure groups to maximise versatility. Corridor and Cap sections offers individual removable walls panels to allow the arches and door ways to be enclosed, open, or a mixture of both. The interior doors are fully articulated also, allowing each to be opened individually, or removed completely.

Materials:

In addition to the Poser materials in Runtime/Materials/K\_of\_Mar\_v2, there are D|S specific (3 and 4.5 MAT and duf) files included in the content\Environments\Architecture\K\_of\_Mar\_v2\Materials folder.

Notes:

The promos were created in D|S 3.1 using UberEnvironment and a single distant light. The product was tested in Poser 6, DS 3.1 and DS 4.5

Thanks:

My thanks and gratitude go out to everyone who supports my work - thanks and enjoy!