Platea
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Poser Quickstart:

In the Runtime\Figures\Platea folder load one of the !Pre cr2 files to preload the section of choice.

Any additional elements can be added by loading their respective cr2 file with the 'PLT_' prefix.

DS Quickstart:

In the Content\Environment\Architecture\Platea\Scenes folder load the !Preload .daz/.duf file to preload the section of choice. Any additional elements can be added by loading their respective .daz/.duf file with the 'PLT_' prefix.

Detailed Instructions:

Platea is made up of separate sections, which when loaded up will create a full 360° exterior courtyard. The preloads load to form a complete level on the ground floor. To create multiple levels, create your floor, parent the parts together and the move it all up on the Y axis. In Poser, that is approx. 22.85 and in DS that is 647.13.

Further levels can be added simply by incrementing these values. There is a certain amount of play in this too - the only limiting factor is the door step (as part of Wall_Door object), just make sure that is sitting correctly and not floating. If you are not using any doors on the upper floors, you don't have to be so precise.

Breakdown and explanation of preload cr2's:

Preloads have been split into two groups: 'A' and B as used in the promo artwork, 'A' denoting the ground floor (with the round wall columns) and 'B' is the upper floor (with square columns and railings). These are just two ways to group the parts, and you can quickly and easily create your own array of floor sections and stack them as desired.

The ground as used in promo 2 features both F_Gr and P_Gr ground parts. The water plane was made invisible, and then the P_Gr section was lowered down enough to look like a natural step, while hiding the original F_Gr mosaic floor.

!Pre_Cap_A:

Loads the custom wall sections which corresponded to the !Pre_Wall_A preload. Features two wall fountains in the center. The doors are flanked either side by large windows with shutters.

!Pre_Cap_B:

Loads the custom wall sections which corresponded to the !Pre_Wall_B preload. Fewer doors and windows than Cap_A, and feature small windows this time with shutters.

!Pre_F_Gr

Loads the Fontis Ground, two sets of rails (both corner and side) and 16 urns.

!Pre_Flags

Loads 8 flags (made up from the 5 individual flag parts) in situ around the outer edge of the walls.

!Pre_Plants.

Loads 16 plants (made up from the 3 individual plant parts) in situ with the urns as arranged in the !Pre_F_Gr preload.

!Pre_Plaq

Loads 8 wall plaques (made up from the individual wall plaque part) in situ around the outer walls.

!Pre_Rf_Tiles

Loads 12 roof pieces (made up from the individual roof tiles part) in situ around the top of the walls.

!Pre_Wall_A.

Loads up 2 sets of back and side walls, 2 sets of back and side round columns (inner) and 2 sets of back and side square columns (outer)

!Pre_Wall_B.

Loads up 2 sets of back and side walls, 2 sets of back and side square columns (inner), 2 sets of back and side square columns (outer), 2 sets of back and side column rails. Also has some additional wall cap parts made visible in the back and side wall sections.

!Pre_Win_Lrg

Loads up a large wall window section and large shutter, both in the default position.

!Pre_Win_Sml

Loads up a small wall window section and small shutter, both in the default position.

Materials:

In addition to the Poser specific materials (.mc6 and .pz2) there are D|S 3+ and DS4 specific materials (.dsa and .duf) files included . Poser 6 materials reside in the Runtime\Libraries\Materials\Platea folder, P5 in the Runtime\Libraries\Pose\Platea folder and DS materials in the Content\Environment\Architecture\Platea\Materials folder.

There is an DS uber shader for the fountain water included by default - but be warned that it is slow to render, though the results are worth it.

Notes:

The plants included in this product are derived from Lisa's Botanicals Tropicals II pack (http://www.daz3d.com/lisa-s-botanicals-tropicals-ii) and have been optimized for use in this product. They have been licensed for use in this product with permission but the copyright remains with the original owner.

All promos were created in DS 4.5 using uberEnviroment and a single distant light. Postwork was added using Adobe Photoshop CS6.

If you have any questions or for more information please to feel free to email me or visit www.jacktomalin.com/forum

Thanks to everyone who supports my products..enjoy!