

Hemlock Folly v2 – Notes

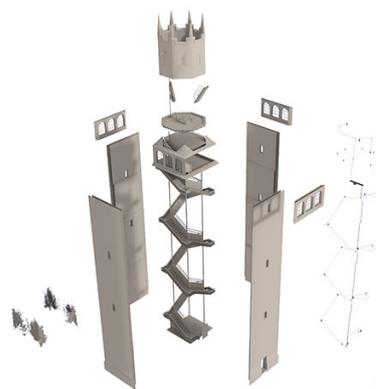
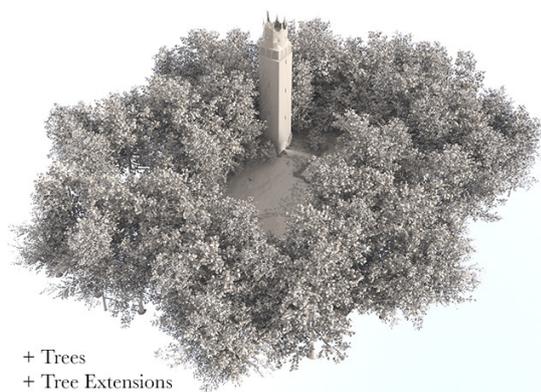
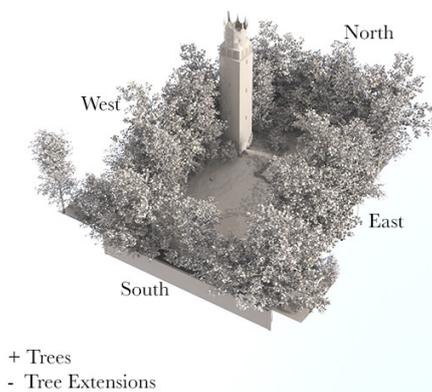
DAZ Studio

Iray Instance Optimization - **IMPORTANT**

When rendering the full scene preset, it is important that you set **Instance Optimization** to **Memory**, otherwise Daz Studio will go into a memory allocation spiral and then crash.

Organisation

Hemlock Folly is divided into zones – north, south, east and west. See the image below. North encompasses everything north of the track. South is everything south of the bridge. Not all the grass and undergrowth fits neatly into these zones though.

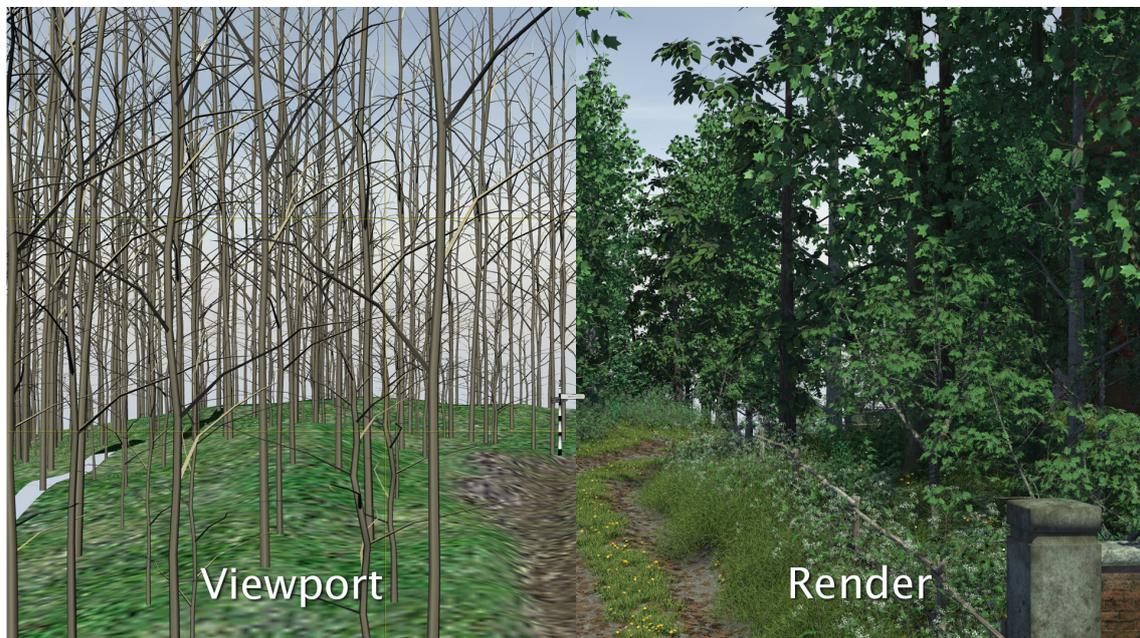


Tip: It's a good idea to turn off trees etc. for zones that are not visible to the camera, unless you require to see the shadows they cast.

Tree extensions exist beyond the bounds of the set. These are there to give more depth to your renders with the feeling of denser woodland. They do have ground planes, but these are low resolution and so shouldn't be considered as locations for hero action to take place.

UltraScatter

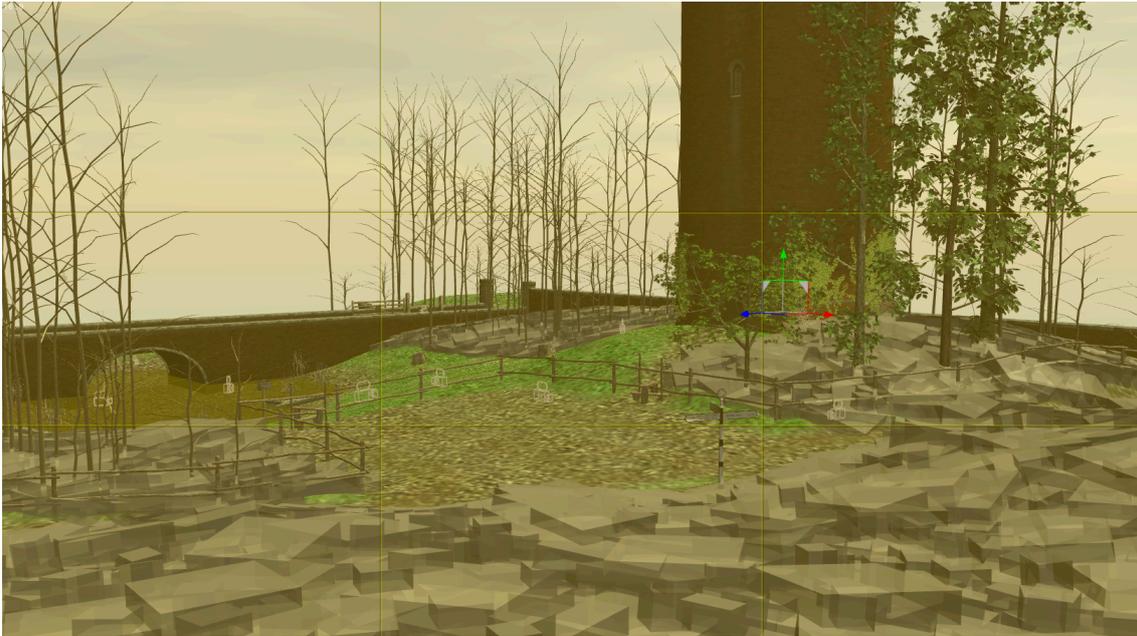
Hemlock Folly v2 uses UltraScatter by HowieFarkes for its instance handling. This provides a massive amount of instances for very little overhead in the viewport. Low polygon tree proxies show the position and relative sizes of trees (these are replaced by the 'real' trees in the render), and other vegetation is represented by bounding boxes (although they are hidden in HF for the sake of performance).



For users who own the UltraScatter product, the various masks used for scattering are included, making it easy to (for example) add your own plants or trees to the mix. You will need to relocate the mask file on your machine, since UltraScatter saves the fully qualified path name. You'll find the masks in the texture folder:

(my Library)/Runtime/Textures/TangoAlpha/Hemlock Folly/Mask*.jpg

Please refer to the UltraScatter user guide for further instructions.



Scene showing UltraScattered trees and long grass (with bounding boxes visible)

Age of Armour Grass shader (3Delight Only)

HF includes a displacement map for use with the AoA grass shader. To use:

1. Select the **Ground** prop and create a geometry shell (Create -> New Geometry Shell).
2. Select the geometry shell and apply the AoA grass shader along with any additional presets you may want.
3. In the surfaces tab, select **Ground** and scroll down to the Displacement Mask setting and click the dropdown. Browse to My Library\Runtime\textures\TangoAlpha\Hemlock Folly and select AoA Grass Mask.jpg
4. You may wish to hide some or all of the existing grass props.



Lights

The 3Delight scene comes with exterior lighting preloaded. In addition, a preset is included for AoA Advanced Ambient and Advanced Distant light owners. The preset sets up a sunny day, around late morning.

Interior light presets in both 3DL and Iray versions are matched to the bulbs inside the tower. Hide the lights for rooms you are not using as keeping them on increases render time.

For Iray, emissive material presets are also included. Select the **Tower Electrics** prop before loading the preset.

Carrara



Lights

Realistic Sky and Skylight rendering are selected by default. As an alternative there is a Fake GI group within the scene. Fake GI replicates a large number of low intensity distant lights on a very large (approx. 1 mile across) transparent dome, to give an overall even illumination. It's not recommended that you enable Fake GI and real Global Illumination at the same time – unless you like really long render times, that is.

As an alternative to Realistic Sky, placing an HDRI image in the Scene Background parameter gives very pleasing results.

Trees & Leaves

Carrara native tree and leaf models can be accessed by opening the Plant editor and selecting Load Preset. Browse to the TangoAlpha folder. To use these or any other props in the scene in your own projects, select the prop and drag it to **My Objects** in the objects browser. You can then drag it into your own scene.

Replicators

All the trees and plants in the scene are driven by surface replicators. The replicators are divided into zones – north, east, south, west, (see the diagram above) and can individually enabled & disabled. It's recommended that you disable scene elements that are entirely outside the view of the camera, to improve render times.

Replicators can also be turned off if, for example, you simply don't want trees in a particular part of the scene.

Please feel free to add your own plants to the replicators for a unique scene – simply open the replicator in the scene hierarchy and drag your prop(s) in. They will be arranged in the scene automatically. The replicators can be edited to give more or fewer plants, the possibilities are endless.