

IDG Metro Music Hall – A few notes

Thank you for your interest in IDG Metro Music Hall. All the presets should be fairly self-explanatory, but there are few things we felt that needed to be mentioned.

The world center zero point is under the main stage. Keep this in mind when loading new items into the scene if they look like they are hidden.

The entire club has built in lights, which are turned on by default. There are presets for various lighting options in the Lights Presets folder. If you need to turn off all of the lights manually, all the material zones for the lights are at the bottom of the list when viewing the material zones in the Surfaces Tab. Lights designated with a “U” are the upper lights, or recessed ceiling lights, a “V” designation is for the various lights built into the bars or other props, and “W” refers to the wall sconces. The floors are broken down with the addition of 0, 1, or 2 referring to the basement, main floor and balcony. Example U0-Light 22 will be a basement ceiling light, and W2-Light 5 will be a wall sconce on the balcony. To turn off the lights, select the appropriate materials in the surfaces change the Emission Color to solid black. To hide the lights, set the Cutout Opacity to 0%.

The Stage Drapes props do have simple rigging so they can be rotated, twisted and bent. The Screen attached to the Stage Front Drapes prop defaults to load mostly open, but it does have a slider to move it up and down.

Templates are included for those that need them. The one of main use is Club Props-Media Screens which outlines the UV space of the club’s media screens to aid in placement of new images.

If you have further questions, please feel free to contact InaneGlory or DestinysGarden by Daz3d forum PM, or submit a help desk ticket, and we will do our best to respond. Thanks!