

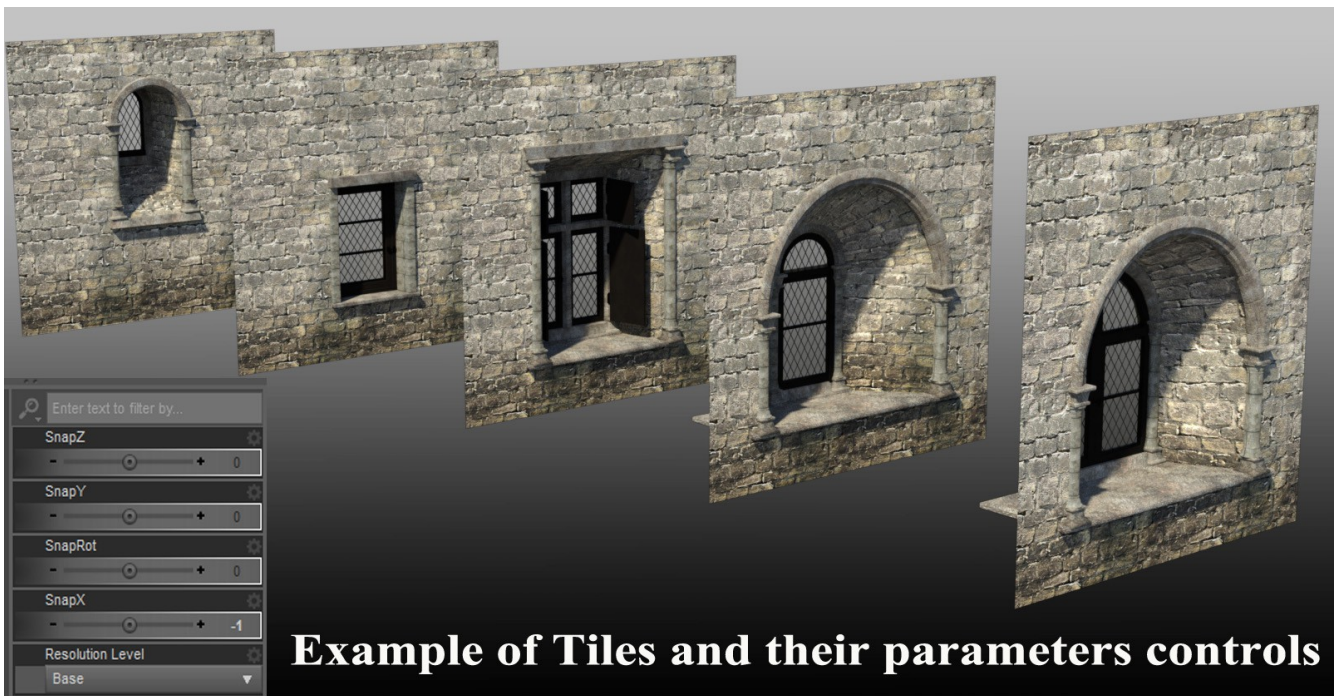


M.I.C.K. (Medieval Interior Construction Kit)

Thank you for purchasing this product.

OVERVIEW

MICK is a tool, designed to quickly assemble medieval interiors. It is made of prefabricated “tiles” rigged to quickly snap to each other.

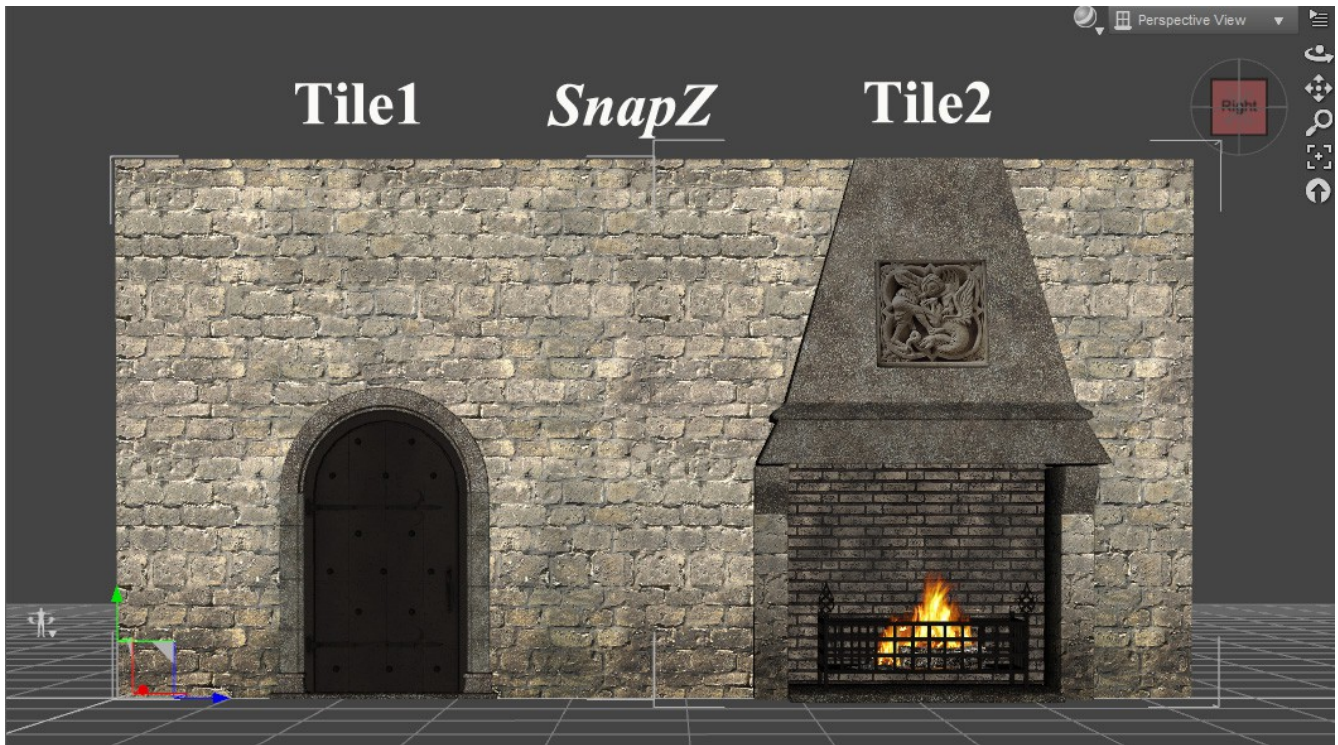


Mick is based on tiles measuring 5 meters by 5 meters, or multiples thereof.

As you notice, the parameters controls are a bit different than the standard X translate, Y translate, Z Translate that you are commonly used to in DAZ Studio.

Instead, the controls for the tiles are SnapX, SnapY, SnapZ. SnapRot. The reason for this, is what makes MICK so efficient in interiors creation.

Load a tile of your choice, load a second one...Use SnapZ and the second tile lines up perfectly with the first one.



This is basically the secret behind MICK: Load and Snap.

USING MICK:

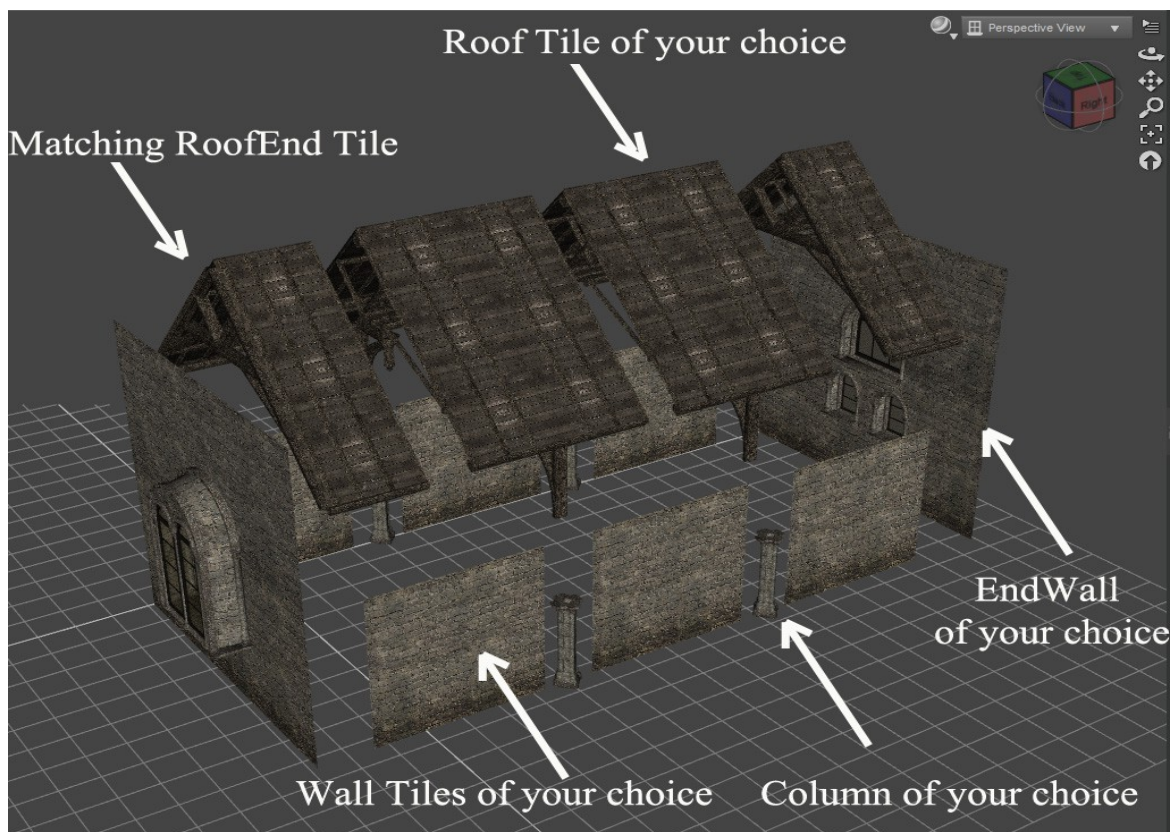
Creating simple rooms is just as easy as picking the tiles of your choice and snapping them together. Here's an example of such a room, built in just a few minutes.



You can of course create more complicated rooms, for example a room under a high roof, such as this one:



Creating a room with a roof is fairly easy as well. This is the basic principle to building it:

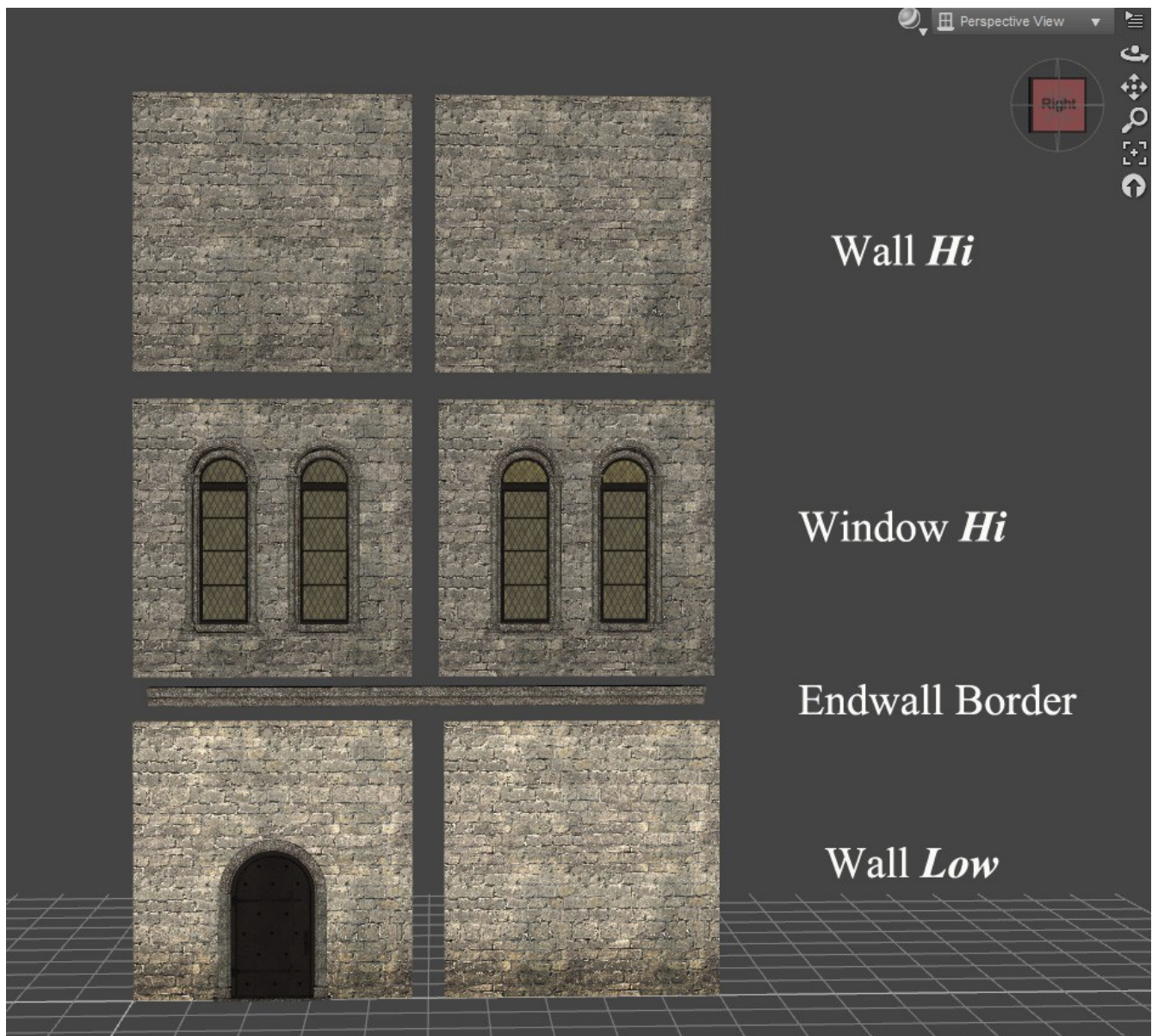


While I included a variety of end walls, you can of course be creative and create your own by snapping smaller tiles together.

You will notice that among the tiles included, some are labeled “tile-so-and-so-*Hi*” or “tile-whatever-*Low*”.

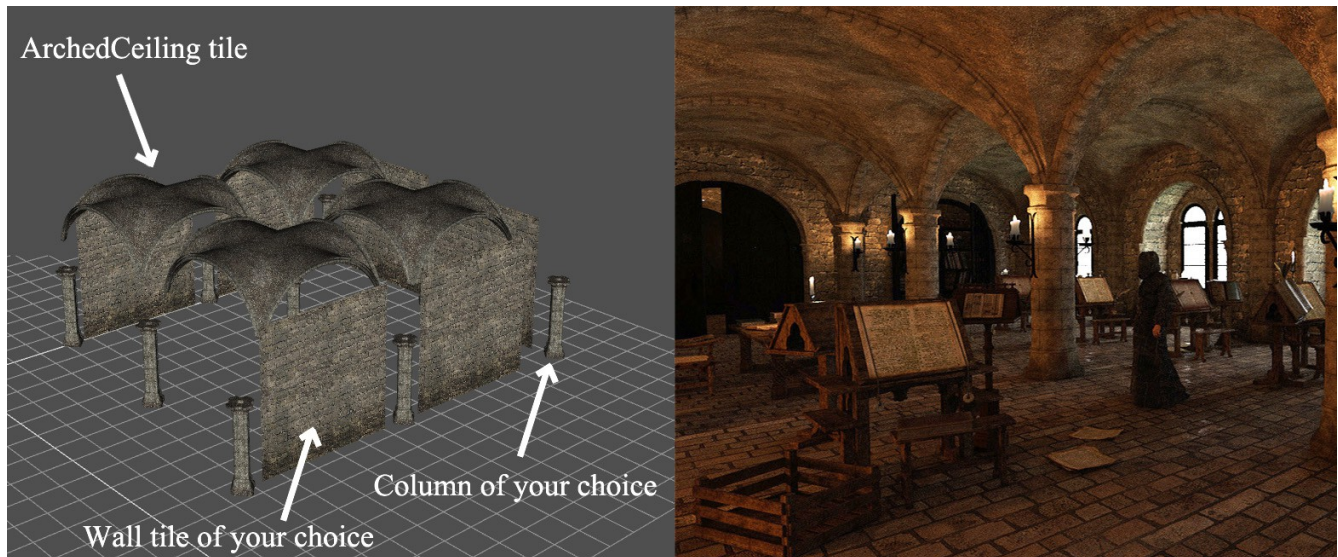
The reason behind this, is texture continuity. While lower walls tend to get dirtier from traffic in the rooms, higher walls tend to stay cleaner. So tiles labeled “low” will have a “dirtier texture” than tiles labeled “hi”.

You could for example design a custom end wall like this:



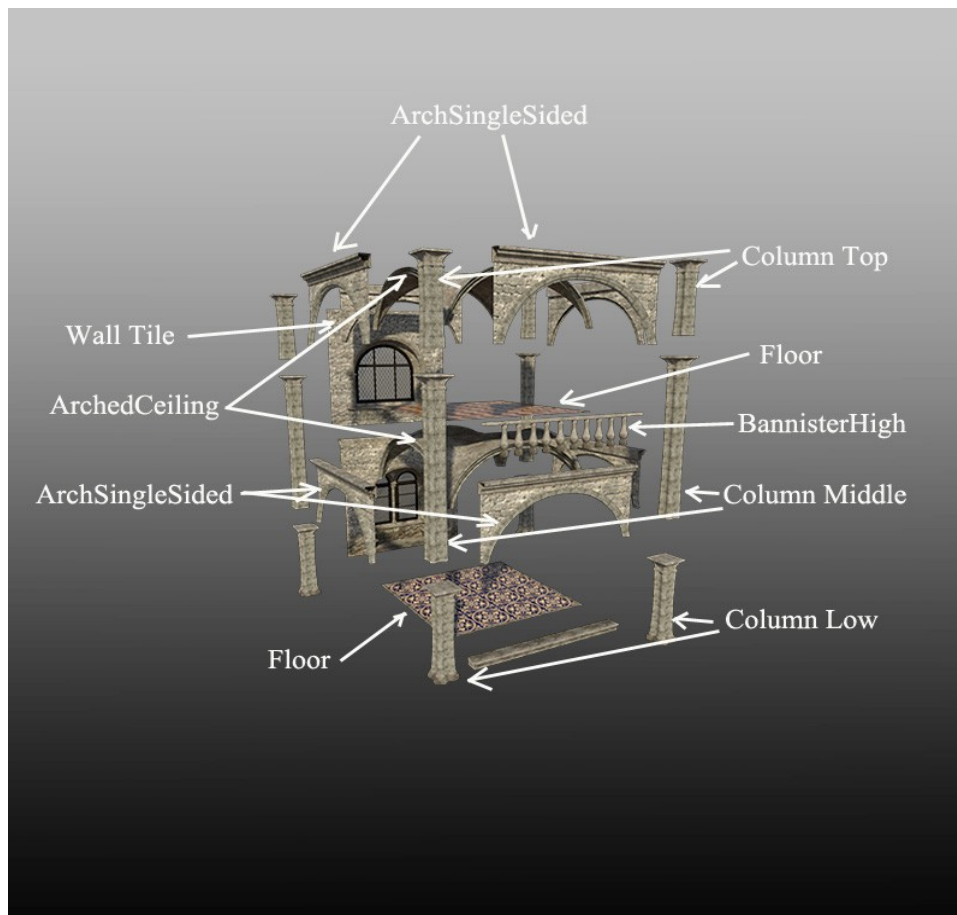
You can also decide to create rooms with vaulted ceilings.

Here's the basic principle:



You are not limited to one story buildings with MICK.

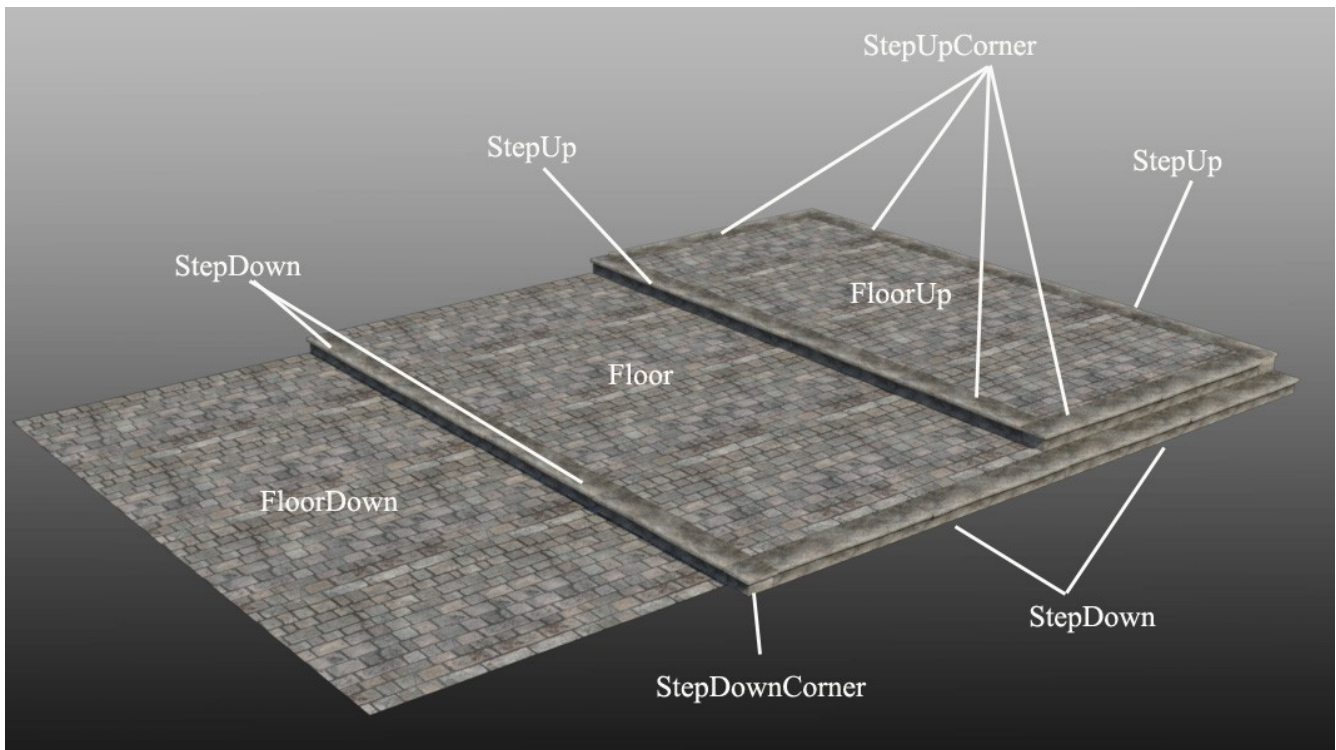
Stairs are included in the set and here's a quick way to assemble a two story archway:



Combining the various techniques described here, you can achieve sets like this one , which is a three story building with archways and set under a roof:

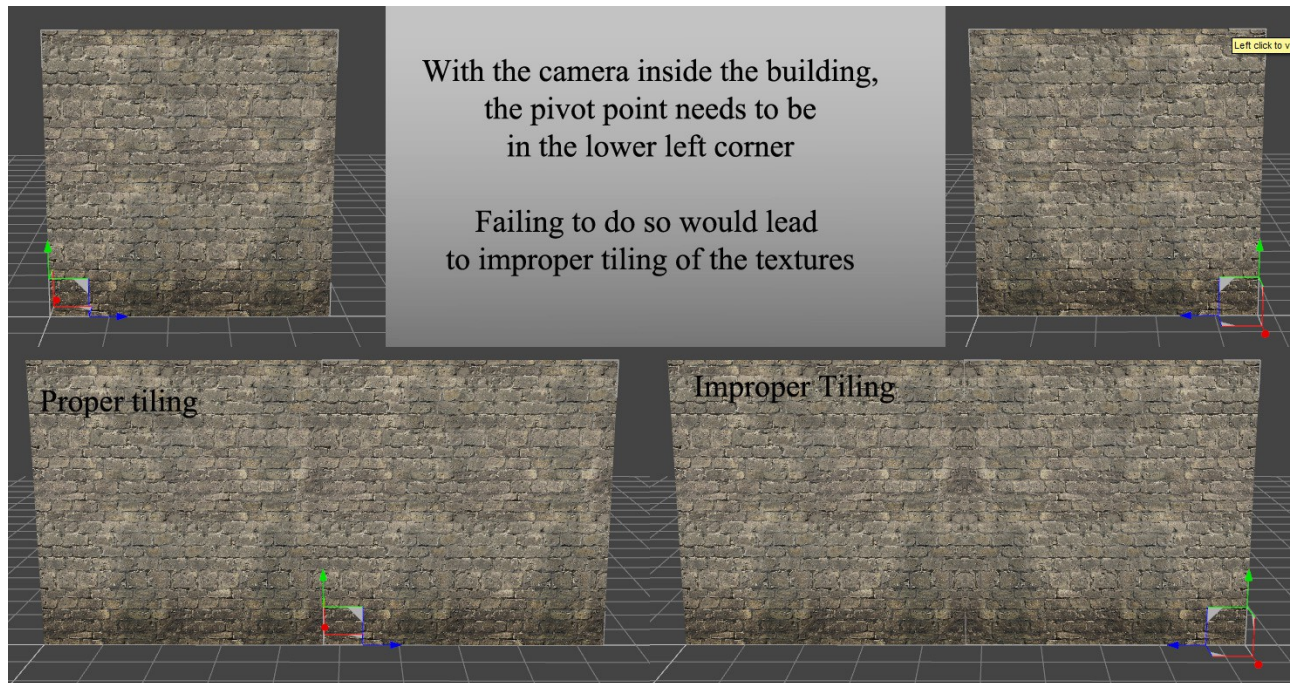


Another possibility you have with MICK is to create step downs and step ups from the floor level. Here's how:

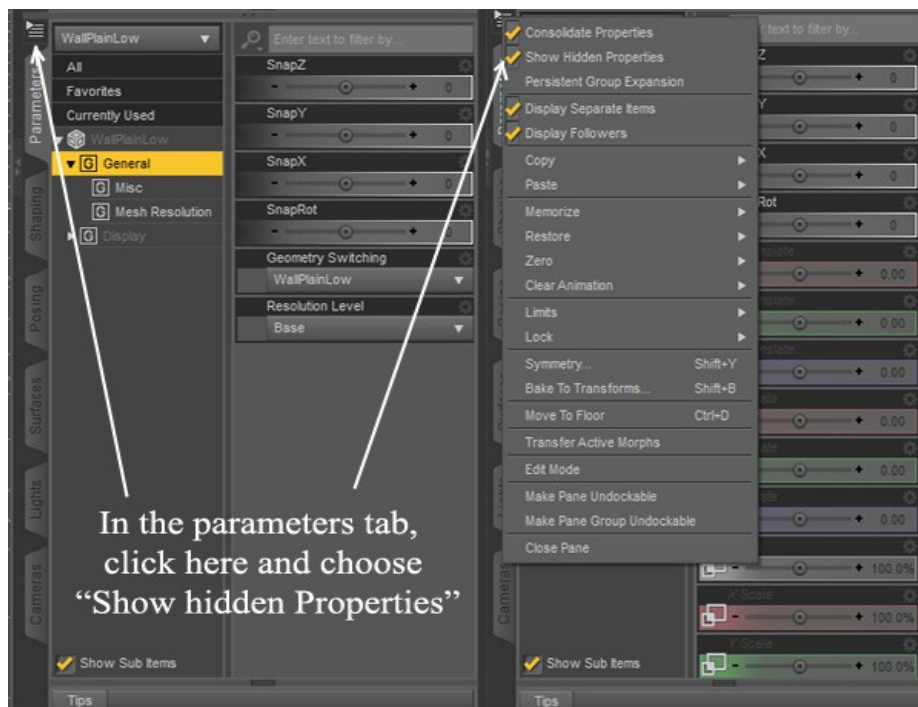


TIPS AND TRICKS:

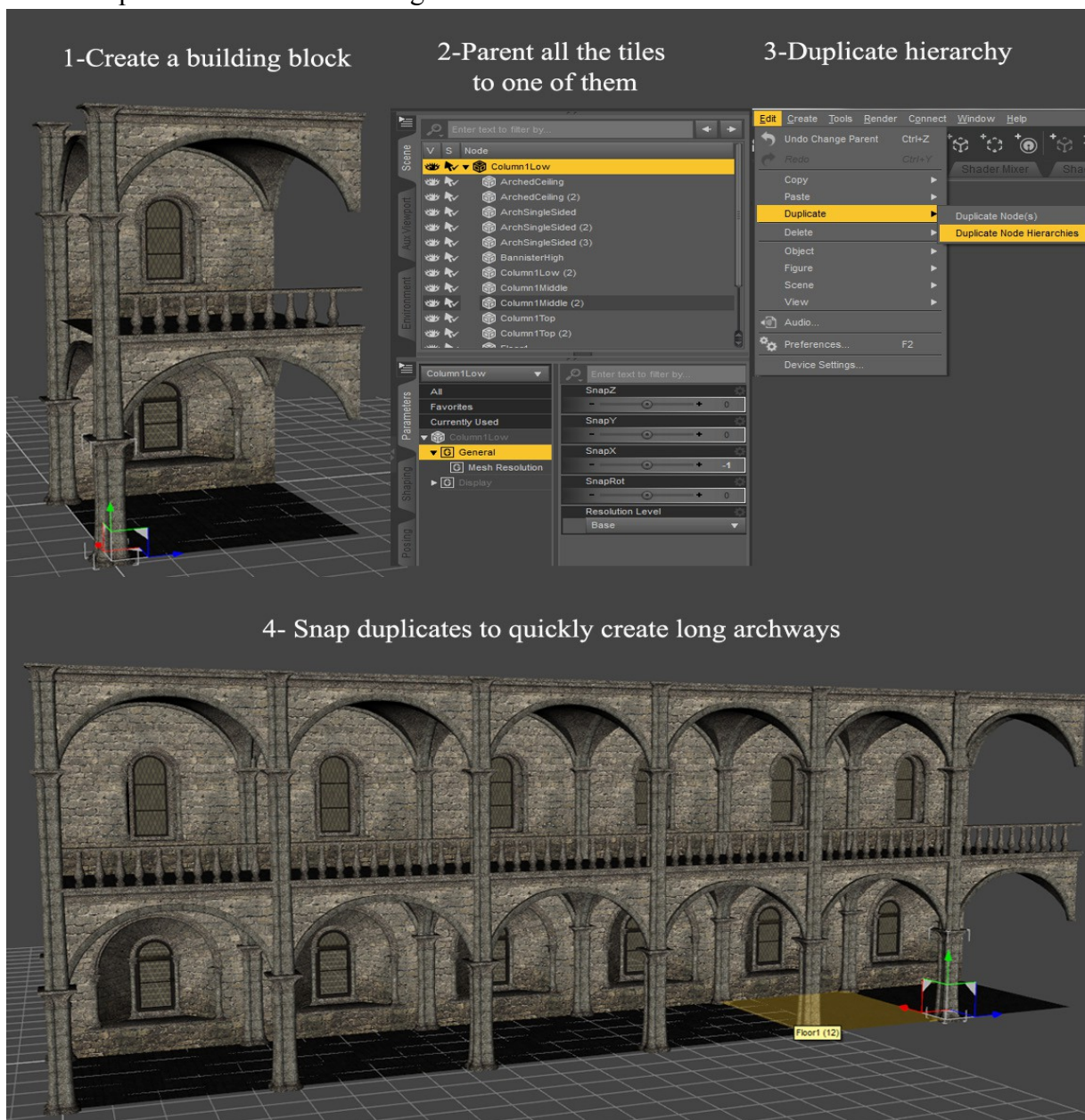
- All tiles have their pivot point on the lower left corner, when facing the tile from the inside of the building. This is particularly important for the tiles called WallPlainHi and WallPlainLo, which can easily be flipped during the construction of a set.
The result of flipping these tiles is improper tiling of the textures.



- If you need to make minor adjustments to the tiles placement or scale (or simply don't want to use the snapping tools) you can still access all the regular controls provided by DAZ Studio.



- While I tried to make this set as perfect as possible, it can still happen that a hairline of light passes through between the tiles. This is why I recommend that you place columns in between wall tiles.
- There are several "styles" included with MICK, located in the MICK-Materials folder. If you decide you want to change styles after you're done constructing, go to your scene tab, and multi-select (ctrl-click) all the walls you want changed then apply the style of your choice. All tiles will be retextured at the same time.
- When making a long archway, or a vast vaulted ceiling rooms, I found it useful to create a tile of tiles...To do so, first assemble your building block, then parent all of the tiles constituting your building block to one of the tiles of the building block. Now the whole building block becomes "snappable". Duplicate it using Edit-->Duplicate Node Hierarchy and you can snap the duplicate next to the building block.



- Once you've created such a long archway, you may not want all the tiles to be similar. If you do not feel like deleting tiles and snapping new ones in their place, DAZ studio has a convenient feature...
Select the tile you want to replace. Right click in its parameters tab, choose Copy---> Copy selected item, then delete the tile you want replaced. Load the tile you want to replace it with, right click in its parameters tab and choose Paste---> Paste to selected item. The new tile will instantly replace the previous one.
- Interior renders are typically dark if you mainly rely on outside sun light. To compensate for this, adjust your render settings. In the render settings tab, go to "Tone mapping" and adjust the "Exposure Value". The lower the exposure value, the brighter your render. I have routinely gone down to a value of 9.
- Create only what you need.... You may not need an entire 360 degrees set. Sometimes you only need a quick background. MICK lets you create just that... Use an HDRI as your lighting and only assemble a few walls for details.

I tried to make this set as intuitive and as easy to use as possible, I hope you enjoy it and have fun with it. I look forward to seeing your creations.

Thanks again for purchasing this set!

Faveral