

STONEAGE WEAPONS

as .OBJ for DAZ-Studio, Poser
and many other 3D-programs

Version 1.0, modeled in "Hexagon 2.5"
in Oct. 2012 by Carsten Corleis

Visit me at: www.ancestorsrelic.deviantart.com

Tested in: DAZ-Studio 4.0.3.19 Pro Edition, 64 Bit
I'm not released this as a professional product. Don't expect
perfection...or much in the way of technical support.

This work is made available under the terms of the Creative
Commons Attribution-ShareAlike 3.0 license:
<http://creativecommons.org/licenses/by-sa/3.0/>



STONEAGE-WEAPONS AS OBJ



FLINTKNIFE (3384 POLYS)
SPEAR (360 POLYS)
MACE (298 POLYS)

Breaking News: Update:

A little update was done in the very last minute: Build up of the spear and the flintknife i added the **Primitive Lance-Stonetip.obj** to the ZIP-folder. This 4th item is not in the picture, but can be found in the ZIP-folder.

Old fashioned but effective...

~~Three~~ Four stoneage weapons as OBJ to let your Neanderthal and Cro Magnon-men standing tall against Sabretooth, Cave-Bear, Mammoth & Co. There are only some simple props, made low-poly as possible, for use in Poser, DAZ-Studio or every other 3D-Application who can read OBJ-files.

Installing in Poser, DAZ-Studio and other 3D-programs:

No installing necessary because all models comes as .OBJ-items. Just import the object into your preferred 3D-Program or 3D-modeler like DAZ-Studio, Poser, Vue, Blender, C4D, Maya, Hexagon etc.

Loading in DAZ-Studio:

Choose: *From: Poser (1 Unit=8 ft)* in the OBJ-import-menu.

Choose: *Show individual settings*

Read groups: yes

Read UV-Coordinates: yes

Read surfaces = yes

Read Material Library = yes

Setting the bumpmaps and materials:

Materials and Bumpmaps shall load automatically in DS. The only thing to do is to set the bumpmap-strength as you want it, and changing the materials from "Plastic" to "Matte" (the settings of this data will not be saved in an .OBJ-file and has to be set manually).

Parenting and size:

The items are not parented or accurately aligned in size to a Poser/DAZ-Figure, so you have to size and parent them manually after loading. The rotation-axis are set in the middle of any of the items.