

TREE-BRANCHES

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

Version 1.0, modeled in "Hexagon 2.5"
in Dec. 2013 / Jan. 2014 by Carsten Corleis

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Tested in: DAZ-Studio 4.6 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.

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TWO SIMPLE TREE-BRANCHES AS .OBJ



This two simple props are mainly modeled for use in a comic-project that i am running. There are really "quick'n dirty" modeled and not very accurately textured. But i think, someone may find them useful for their own renders and so i released them to the public. Have fun!

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

No installing necessary because all models come 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 (the settings of this data will not be saved in an .OBJ-file and has to be set manually).

Parenting and size:

The item is not parented or accurately aligned in size to a Poser/DAZ-Figure, so you have to size and parent it manually after loading.

Known issues:

Due to the irregular shape of the branches it was not easy for me to set a usable rotation-center. So it can be a little bit of work to bring them in position and parenting them to someone's hands.

P.S. Pardon for my poor english!