

Mobility Equipment



MikeD

2017

Thank you for purchasing Mobility Equipment package for Genesis 2/3/8 Male and Genesis 2/3/8 Female!

The product includes:

7 props: Aluminum Crutch, Classical Cane, Folding Cane 01, Folding Cane 02, Forearm Crutch, Folding Walker, Wheel Chair. These can be found in Content Library in:

"Your Daz Library\Props\MikeD\MobilityEquipment"

- 4 material presets for each prop in 3Delight and 4 material presets for each prop in Iray. These can be found in Content Library in:

"Your Daz Library\Props\MikeD\Mobility Equipment\MAT\3Delight"

"Your Daz Library\Props\MikeD\Mobility Equipment\MAT\Iray"

- 19 wearable presets for each character. These can be found in Content Library in:

"Your Daz Library\People\Genesis 2 Female\Props\Mobility Equipment"

"Your Daz Library\People\Genesis 2 Male\Props\Mobility Equipment"

"Your Daz Library\People\Genesis 3 Female\Props\Mobility Equipment"

"Your Daz Library\People\Genesis 3 Male\Props\Mobility Equipment"

"Your Daz Library\People\Genesis 8 Female\Props\Mobility Equipment"

"Your Daz Library\People\Genesis 8 Male\Props\Mobility Equipment"

Each one of these has a subfolder named "MAT" with links for 3Delight and Iray materials.

- 20 main poses presets for each Female and 22 main poses for each male. (Each one of the three canes has its own pose files. So there are 8 basic poses for each cane x3 for each female and 10 basic poses x3 for each male). A total of 246 pose presets. These can be found in Content Library in:

"Your Daz Library\People\Genesis 2 Female\Poses\MikeD\Mobility Equipment"

"Your Daz Library\People\Genesis 2 Male\Poses\MikeD\Mobility Equipment"

"Your Daz Library\People\Genesis 3 Female\Poses\MikeD\Mobility Equipment"

"Your Daz Library\People\Genesis 3 Male\Poses\MikeD\Mobility Equipment"

"Your Daz Library\People\Genesis 8 Female\Poses\MikeD\Mobility Equipment"

"Your Daz Library\People\Genesis 8 Male\Poses\MikeD\Mobility Equipment"

- 17 grip hand poses for the canes and crutches, for each figure. A total of 102 hierarchical pose presets. These can be found in Content Library in:

"Your Daz Library\People\Genesis 2 Female\Poses\MikeD\Mobility Equipment\ Grip Poses"

"Your Daz Library\People\Genesis 2 Male\Poses\MikeD\Mobility Equipment\ Grip Poses"

"Your Daz Library\People\Genesis 3 Female\Poses\MikeD\Mobility Equipment\ Grip Poses"

"Your Daz Library\People\Genesis 3 Male\Poses\MikeD\Mobility Equipment\ Grip Poses"

"Your Daz Library\People\Genesis 8 Female\Poses\MikeD\Mobility Equipment\ Grip Poses"

"Your Daz Library\People\Genesis 8 Male\Poses\MikeD\Mobility Equipment\ Grip Poses"

- 48 Texture maps. 29 Base/Diffuse maps, 11 Bump/Displacement maps, 8 Normal maps.
These can be found in:
"Your Daz Library\Runtime\Textures\MikeD\MobilityEquipment"

Props specifications:

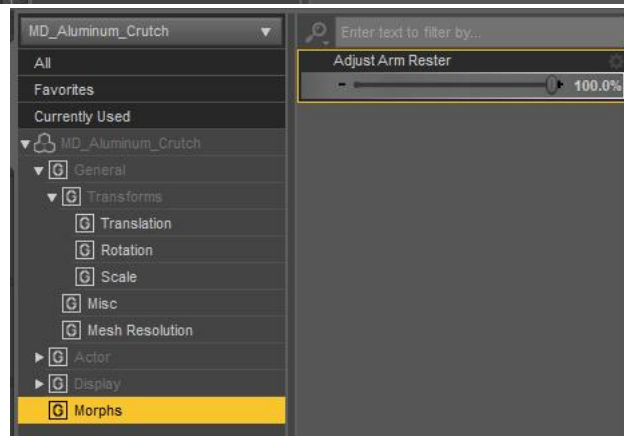
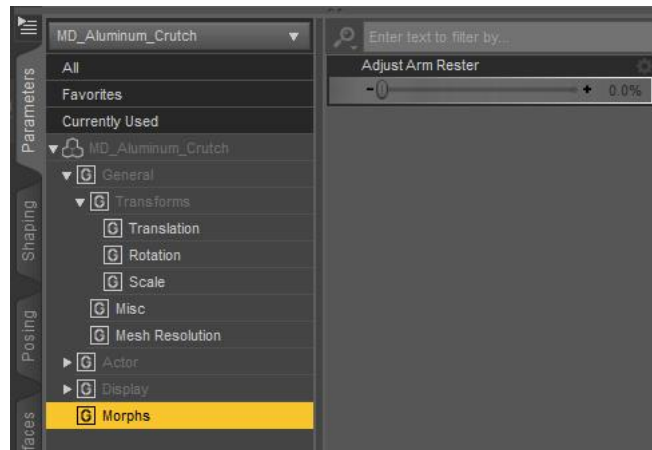
1) Aluminum Crutch



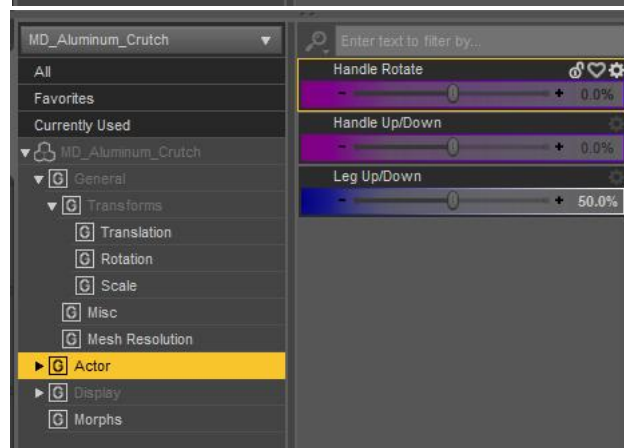
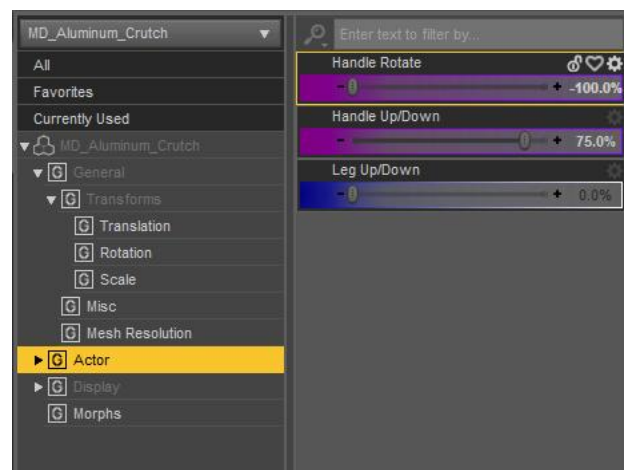
- Material presets and Material zones

Grey-Black	Grey	Blue-Black	Grey-Yellow	Material Zones

- Morphs



- Actor/Movements



2) Classical Cane



- Material presets and Material zones

				
				
Dark Gray Metal	Light Wood	Old Wood	Walnut	Material Zones

3) Folding Cane 01



- Material presets and Material zones

				
				
Brown Copper	Alum Light Wood	Dark Grey	Walnut	Material Zones

Tip! You can remove the rubber base in the material presets and make it appear again!

You can find the material presets for apply or remove the rubber base in Content Library in:

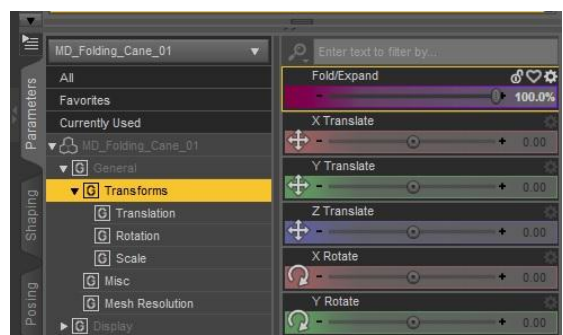
"Your Daz Library\Props\MikeD\Mobility Equipment\MAT\3Delight"

"Your Daz Library\Props\MikeD\Mobility Equipment\MAT\Iray"

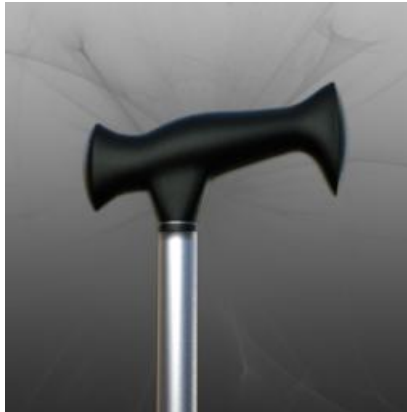


Warning! You must first select and apply the main material preset and **then** you have to apply the rubber base removal. The application of any main material preset will make the rubber base appear again!

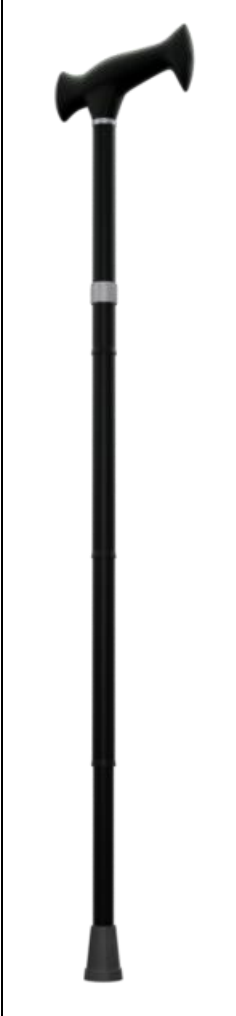
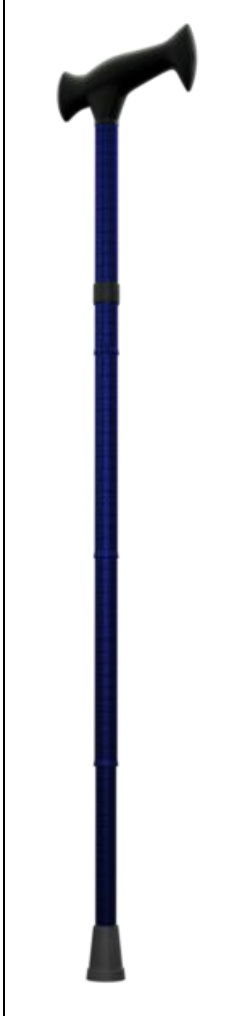
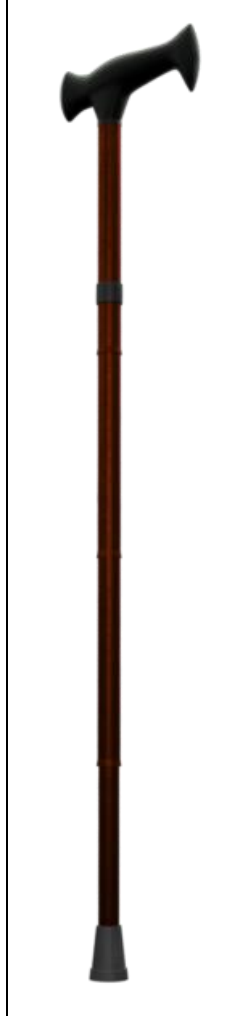
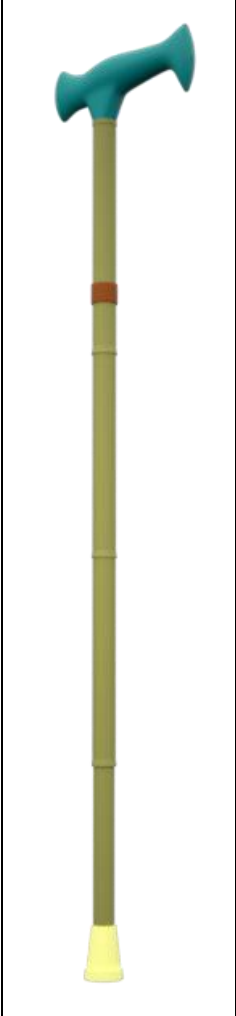
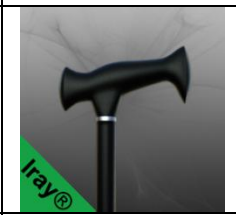
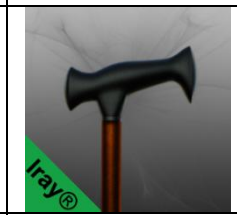
- Actor/Movements



4) Folding Cane 02



- Material presets and Material zones

				
				
Aluminum	Black	Square Blue	Walnut	Material Zones

Tip! You can remove rubber base in material presets and show it again!

You can find the material presets for apply or remove the rubber base in Content Library in:

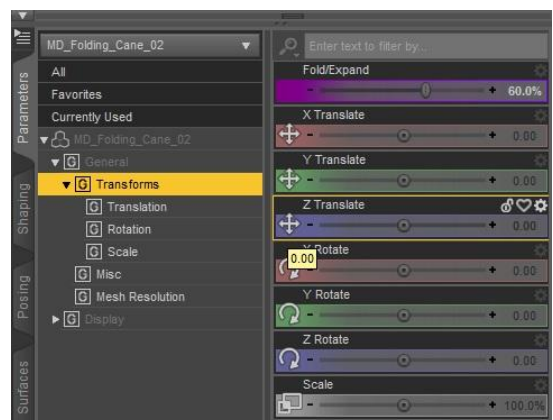
"Your Daz Library\Props\MikeD\Mobility Equipment\MAT\3Delight"

"Your Daz Library\Props\MikeD\Mobility Equipment\MAT\Iray"



Warning! You must first select and apply the main material preset and **then** you have to apply the rubber base removal. The application of any main material preset will make the rubber base appear again!

- Actor/Movements



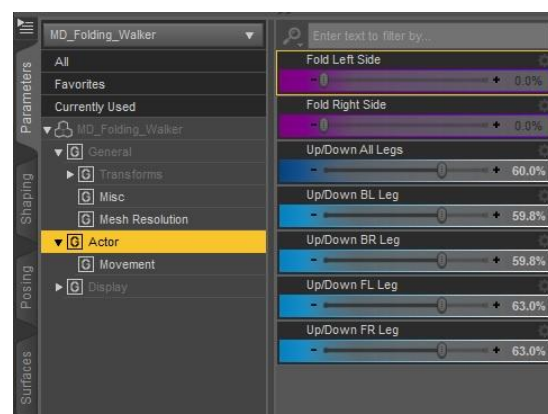
5) Folding Walker

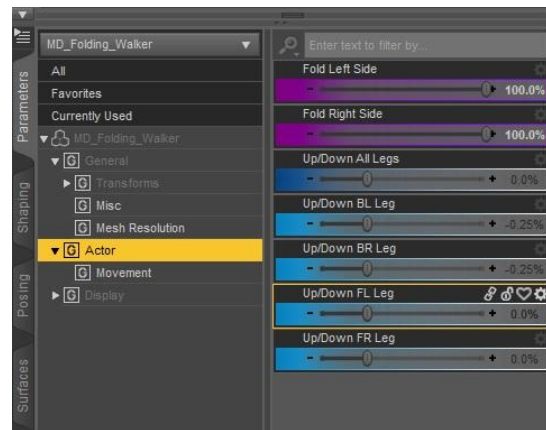
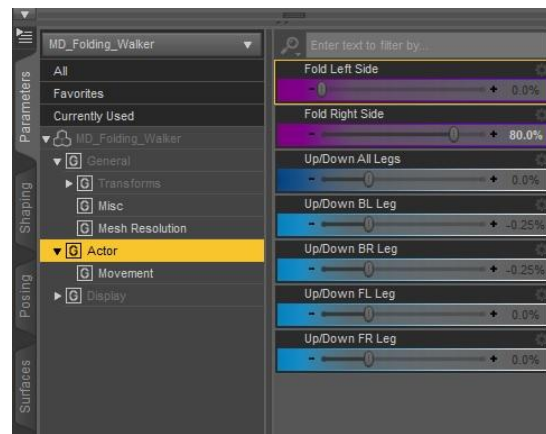


- Material presets and Material zones



- Actor/Movements





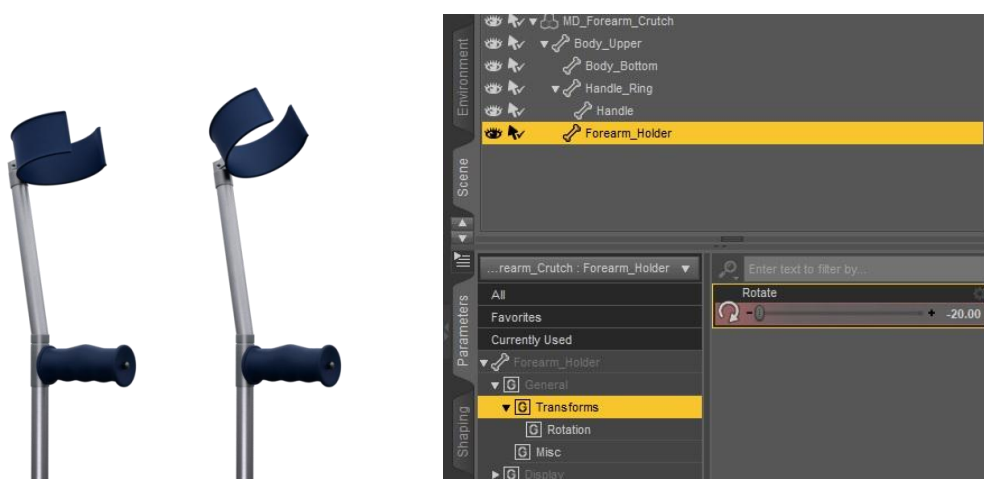
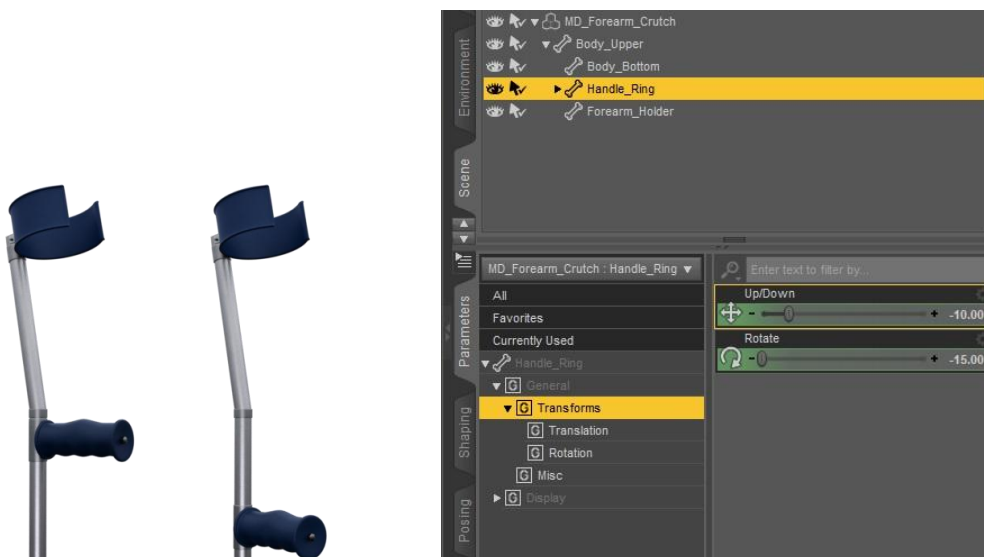
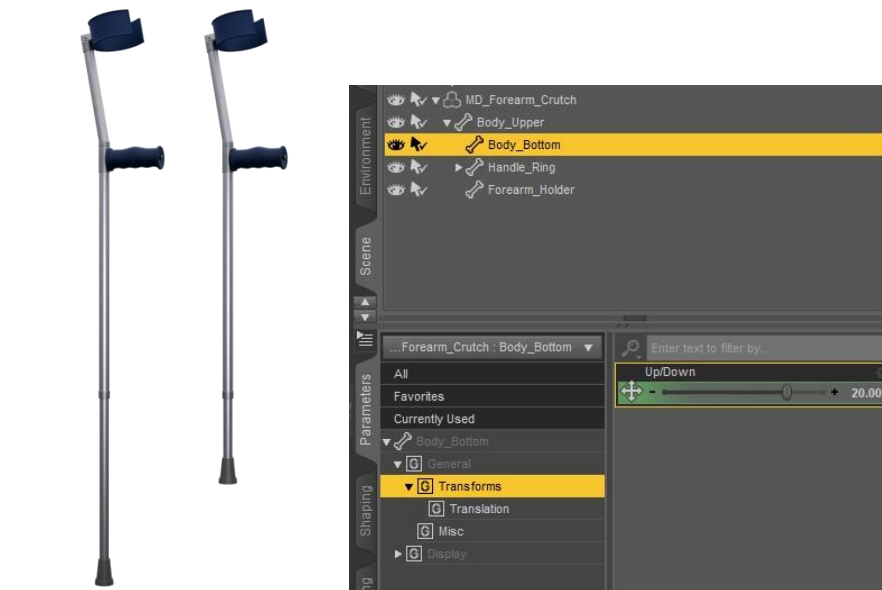
6) Forearm Crutch



- Material presets and Material zones

				
Black	Blue	Grey	Yellow	Material Zones

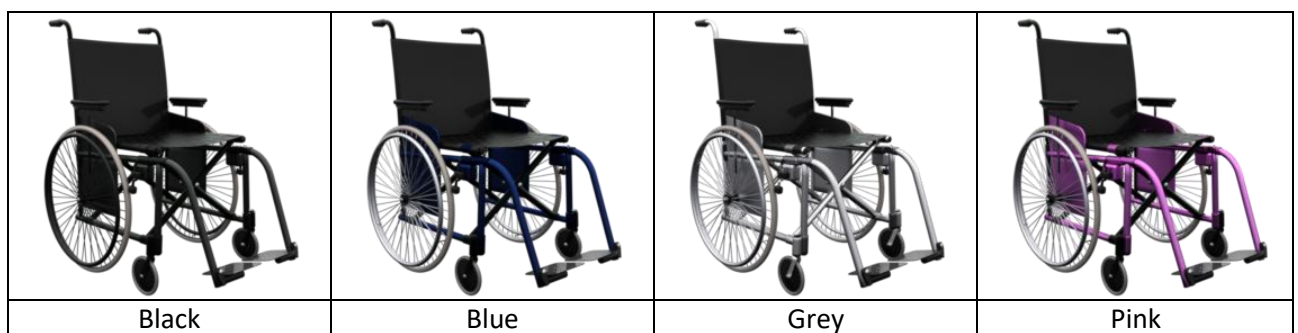
- Movements



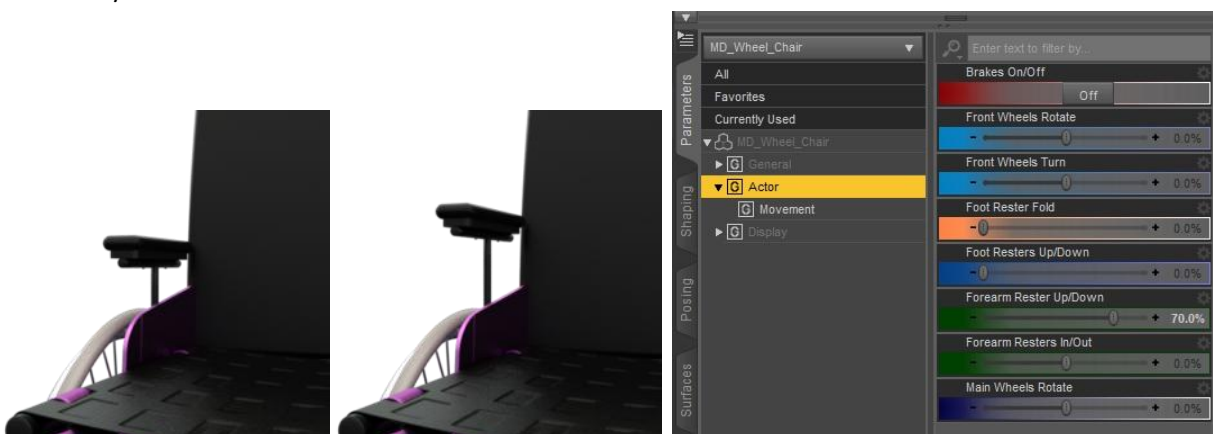
7) Wheel Chair

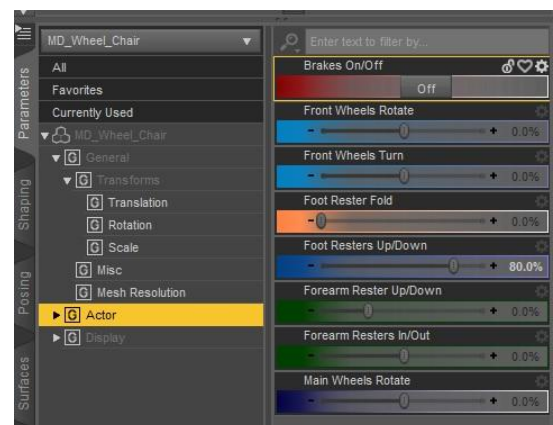
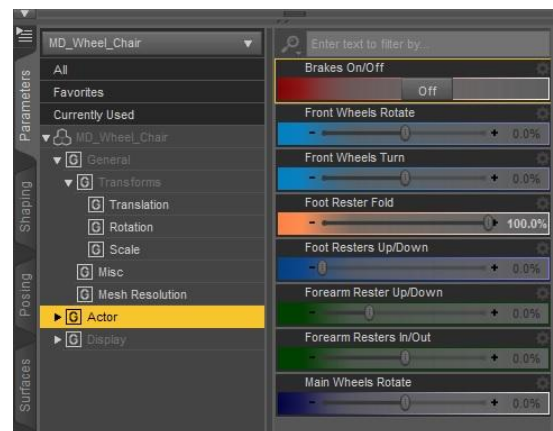
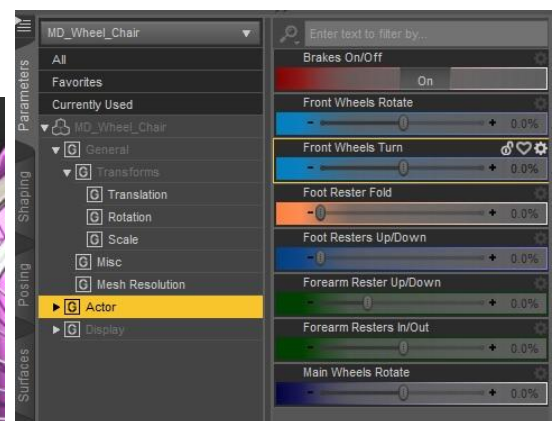
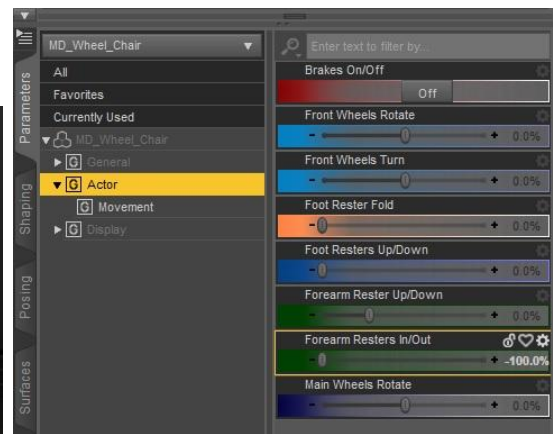


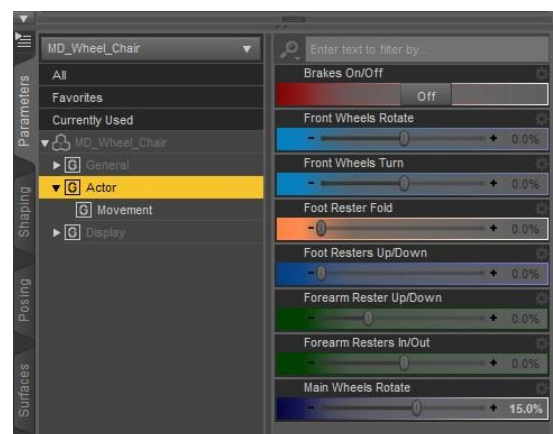
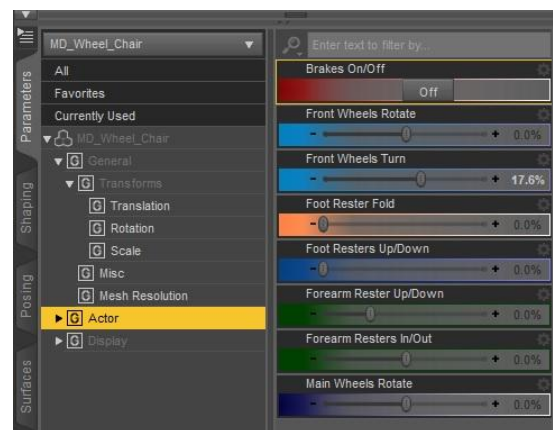
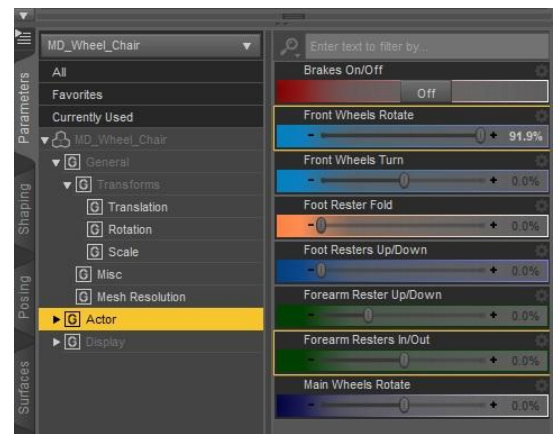
- Material presets and Material zones



- Actor/Movements







Poses tips:

First of all, apply the prop on the selected figure from the wearable presets tab, in the content library. Don't forget to select the figure first and apply the wearable later!

All the wearable presets apply to the figure a pose to the body parts that are engaged with the prop. For example the canes presets affect only the hand pose.

Only the *"AluminumCrutch Both"* apply to the whole figure a pose to set it right.



After this, apply on the figure the desirable pose. The cane poses can be used for all canes, as they don't affect the hand pose of the figure.

For some poses you may need to *"set limits off"*. Just respond affirmative to the pop up window, when you apply them on the figure!

Warning! If you want to use the *"WheelChair 04"* pose, you have to unparent the chair from the figure's pelvis first! This pose will reset the position of the figure to the center of the scene, in order to match the wheel's chair position!



Select the chair, right click on the root object in the scene tab and choose *"Unparent 'MD_wheel_Chair'"* from the menu! After this, apply the pose to the figure (remember to reselect the figure first). If you want, you may re-parent the chair to the figure. Next step is to reposition the figure in the scene! If you have re-parented the chair to the figure, the chair will follow at the new position of the figure!

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www.mikededes.com