



## Content

General information.....	2
Features, texture resolutions, options.....	3
Useage tips and limitations.....	4
- Choker - .....	4
- Pendant - .....	4
- MATs - .....	4



created by: Arki aka Kim Schneider, April 11th 2007

contact: [kim@drachen-tor.de](mailto:kim@drachen-tor.de)

support forum: <http://www.drachen-tor.de/wbblite/board.php?boardid=5>

This freebie was created for use with my **Y-St<y>lez Akira** package, available at Runtime DNA!

Since I intended it to be freebie, I ask you to be fair and NOT create any commercial content for this set. Means, no texture sets for sale, no pose sets, presets, whatsoever.

Thank you!

I hope you have fun with this little set n and would love to see what you created with this!

## General information

### An important note for Poser 5 and 6 users!

Some notes about the Firefly Renderer:

First of all - please turn off texture filtering when rendering Akira in FireFly Renderer. Otherwise you might get some undesirable results.

The following rendersettings were used in the promo images and they should bring you very good results:

- Cast Shadows - ON or OFF (this depends on your image)
- Texture Filtering - OFF
- Raytracing - ON or OFF (this is also depending on your image)
- Raytrace Bounces - 0
- Min Shading Rate - 0,20 (you can lower this even more if hair or lashes don't look as good as you have expected)
- Pixel Samples - 5
- Max Texture Size - 3000 (lower it for smaller images or images in which you don't show anything close but closeups need a large texturesize)
- Max Bucket Size - 64 (you can lower this if your computer is not able to handle it well, 32 is a common setting here)
- Smooth Polygons - ON
- Use Displacement Maps - ON or OFF ( you won't need that in this package)
- Just leave the rest the way it is

When using the P4 renderer in P5 or P6 you may find black dots or stripes in the textures.

This seems to be connected to the bumpmap settings of the MATs and will only appear when using the P4-renderer. For best results, use the FireFly-renderer of P5, P6 or P7.

### Installation:

Extract the zip-file directly into your Poser Directory.

Chose the one .zip file with the MAT-settings that carries the name of your Poser version.

So, chose

'AKchokerP567only.zip' if you run Poser 5, Poser 6 or Poser 7,

'AKchokerPPonly.zip' if you run Poser ProPack or

'AKchokerP4only.zip' if you run Poser 4

and unzip them into your Poser folder. The files should then be installed to the right places on their own.

All of this product's content was created by Arki using the following resources:

- self drawn patterns and designs
- image material from imageafter.com



## Features, texture resolutions, options

Y-St<y>lez Choker and pendant for Akira comes with the following options:

- 1 conforming choker figure for each Michael 3 and Hiro 3
- 1 smartparented dragon skull pendant

Included texture resolutions:

- textures and bumpmaps for choker and pendant are 700 x 700 pixels

For a full list of included files see text readme file included in this package!

## Useage tips and limitations

### **- Choker -**

The conforming choker figure was modelled to fit the Akira character for Michael 3 and Hiro 3. There are two seperate conforming versions included in this freebie package.

Since Akira is scaled to 105% size in both figure version, you will also have to scale the choker to this value AFTER conforming it to Akira. An utility to automatically scale conforming items to this size already exists in the Akira character package. You can find it in the poses-folder under the name '01 ++Fit Clothing'.



If you want to fit the chokers to an unmorphed and unscaled Michael 3 or Hiro 3, try to scale the choker on its x-, and z-axxis until you acquire an acceptable result.

Please not that the choker may show pokethroughs at extreme bends and twists of head and neck! It is a very 'thin' model and not designed to deal with extreme posing.

Located in the 'neck' region of the choker you will find a morph to pinch the front part of the choker to fit the pendant prop. Set this to 1 or a lower value of your choice to give this addon a more realistic look!

### **- Pendant -**

The skull pendant is a smart parented prop which will automatically position itself on the front part of the choker. You will have to re-adjust the pendant to its position after applying poses with considerable twist and bend value of head and neck.

### **- MATs -**

To apply textures and shaders to choker and pendant, use the provided MATs in the poses-folder. You will find them under 'AK Akira <Poser version number>', labelled and numbered after the corresponding items.

The pendant will NOT take textures unless it is parented to a figure! It loads untextured and plain white!

