C3D Neighborhood XPack 2

Product Name:	C3D Neighborhood XPack 2
Product ID:	57655
Published Artist(s):	Collective3d
Created By:	N/A
Release Date:	2018-12-24

Product Information

- Required Products: *None*

C3D Neighborhood XPack 2 is the second expansion to the Collective3d Neighborhood, adding a residential lot that features a full interior-exterior house and garage. The house is patterned after an

authentic 1940s kit house floor plan and features a basement and 2 bedrooms, as well as a one-car garage. The dining nook and kitchen are separated by an arch with a small countertop. All windows and doors are articulated. Every wall in every room can be individually hidden to allow easier camera access. Also included are the trees, shrubs, street light, utility pole, and street sign as depicted. Microwave available separately.

Product Notes

Installation Packages

Below is a list of the installation package types provided by this product. The name of each package contains a Package Qualifier (WIP), which is used as a key to indicate something about the contents of that package.

- 1 Core [1)]

[ ] = Optional, depending on target application(s)

Not all installation packages provide files that are displayed to the user within the interface of an application. The packages listed below, do. The application(s), and the location(s) within each application, are shown below.

C3D Neighborhood XPack 2 (Core)

- You can find new icons for loading this product in the following DAZ Studio Folders:
    - "Environments:Collective3d:Neighborhood XPack 2"

- You can find new icons for this product in the following DAZ Studio Categories:
    - "Environments:Architecture:Exterior"
    - "Props:Cityscape"
    - "Props:Landscape:Plants"

Additional Details

Below is a list of files provided by the C3D Neighborhood XPack 2 product.

Core

C3D Neighborhood XPack 2

- **Content :**
    - /data/Collective3d/C3D Neighborhood XPack 2/Ash Tree/Tree 2.dsf

- /data/Collective3d/C3D Neighborhood XPack 2/Ash Tree/UV Sets/Collective3d/Base/default.dsf
- /data/Collective3d/C3D Neighborhood XPack 2/Back Door/Back Door.dsf
- /data/Collective3d/C3D Neighborhood XPack 2/Back Door/UV Sets/Collective3d/Base/default.dsf
- /data/Collective3d/C3D Neighborhood XPack 2/Back Entry East Wall/Back Entry East Wall.dsf
- /data/Collective3d/C3D Neighborhood XPack 2/Back Entry East Wall/UV Sets/Collective3d/Base/default.dsf
- /data/Collective3d/C3D Neighborhood XPack 2/Back Entry North Wall/Back Entry North Wall.dsf
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- /data/Collective3d/C3D Neighborhood XPack 2/Basement Floor/Basement Floor.dsf
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- /data/Collective3d/C3D Neighborhood XPack 2/Basement Stairs/Basement Stairs.dsf
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- /data/Collective3d/C3D Neighborhood XPack 2/Bath Tub/Bath Tub.dsf
- /data/Collective3d/C3D Neighborhood XPack 2/Bath Tub/UV Sets/Collective3d/Base/default.dsf
- /data/Collective3d/C3D Neighborhood XPack 2/Bathroom North Wall/Bathroom North Wall.dsf
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- /Environments/Collective3d/Neighborhood XPack 2/08 - Street Light.duf
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- /Environments/Collective3d/Neighborhood XPack 2/09 - Speed Limit Sign.duf
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- /Runtime/Textures/Collective3d/Neighborhood XPack 2/Street_Light_Base_Color.jpg
- /Runtime/Textures/Collective3d/Neighborhood XPack 2/Street_Light_Lens_Normal_DirectX.jpg
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- /Runtime/Textures/Collective3d/Neighborhood XPack 2/Switches_and_Receptacles_Base_Color.jpg
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Resolved Issues

- *None*

Known Issues

- *None*

Support

Visit our site for [technical support](#) questions or concerns.

[1)](#)
The contents of this package are in DAZ Studio Native formats

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