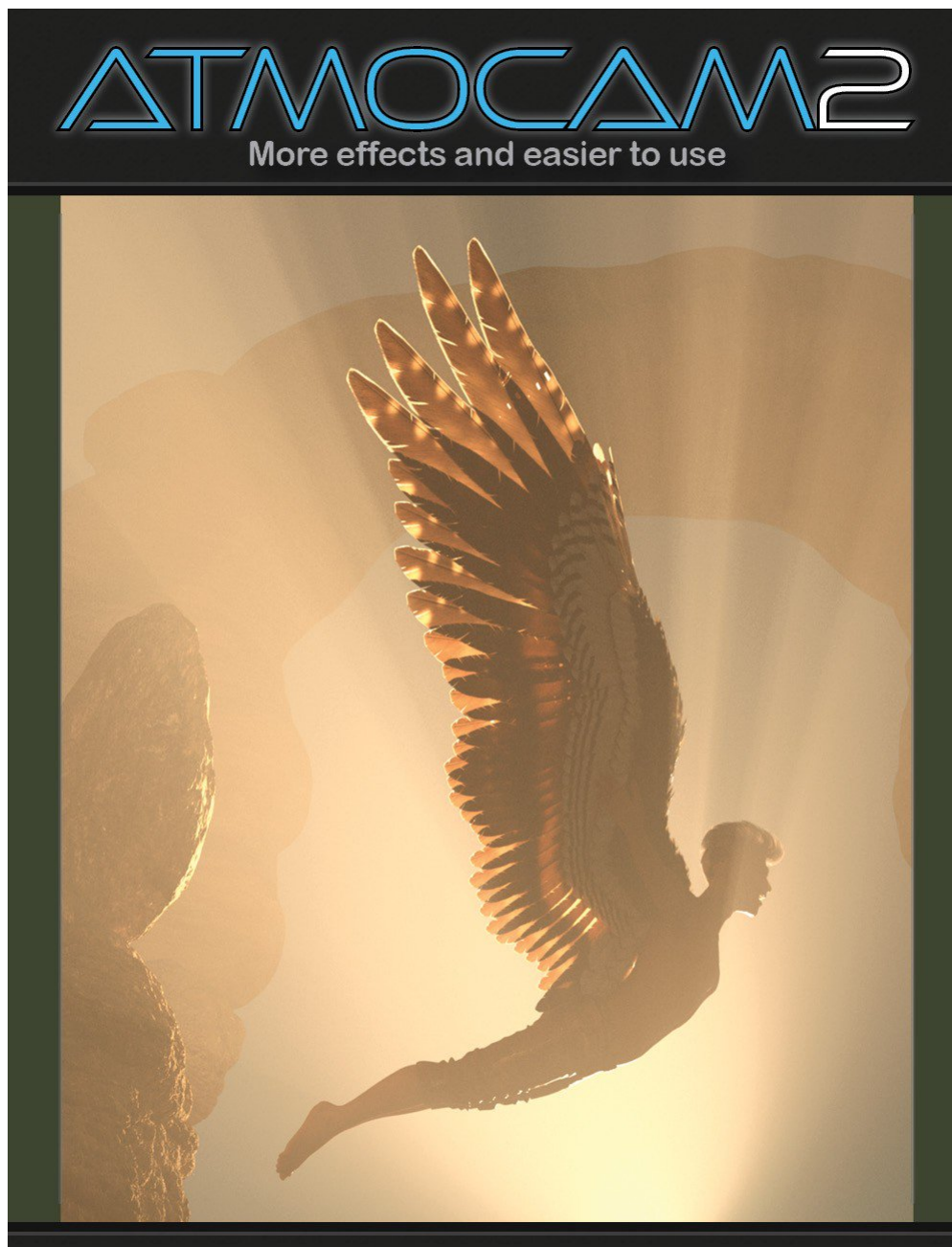


Atmocam2



Product Name:	Atmocam2
Product ID:	59909
Published Artist(s):	Marshian
Created By:	N/A
Release Date:	2019-04-10

Product Information

- Required Products: *None*

Achieve depth, haze, fog, divine rays of light, supernatural moods, alien atmospheres, and several weather conditions with this prop-based set. Included are 12 colors, 6 density levels, and 10 texture

effects which are new to this set.

A 4k HDR render setting is included for even more depth and to create a soft diffused light

A non-rendering rig is included to help you see the boundaries of the prop in the main viewport or you can use the drawing style, Hidden Line. Specific atmospheric density is now very easy to control in the “density” channel by clicking through the 50 settings or by dragging the slider. If you need to go beyond these settings click parameters gear and uncheck “use limits”.

A standard camera is included, placed outside the atmospheric prop, this assists with rendering the new texture effects. You can also render from inside the prop. Some of the effects look very different depending on whether the camera is inside or outside the prop, so please experiment. Some materials adjust surfaces, some override, so a full reset preset is included in order to go back to default. Several color presets are included that lightly tint the atmosphere. If you want the color to be more saturated the most realistic way is through lighting. If the desired effect is some type of toxic or colored gas, then changing color in the refraction channel will work well.

A spotlight with a narrow spread angle and no geometry assigned is the best way to create sharp clear rays.

See the promos for more instructions and tips on this product. See the forum for product discussions and more promos.

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.

Atmocam2 (Core)

- You can find new icons for loading this product in the following DAZ Studio Folders:
 - “Props:Marshian:Atmocam2”
 - “Props:Marshian:Atmocam2:Materials”
 - “Props:Marshian:Atmocam2:Render Setting”
- You can find new icons for this product in the following DAZ Studio Categories:
 - “Materials:Iray:Props”
 - “Props:Effects”

- “Render-Settings:Iray”

Additional Details

Below is a list of files provided by the [Atmocam2](#) product.

Core

Atmocam2

- **Content :**

- /data/Marshian/AtmoCam2/AtmoCam2 Volume/AC2 Sphere.dsf
- /data/Marshian/AtmoCam2/AtmoCam2 Volume/UV Sets/marshian/Base/default.dsf
- /Props/Marshian/Atmocam2/AtmoCam2.duf
- /Props/Marshian/Atmocam2/AtmoCam2.duf.png
- /Props/Marshian/Atmocam2/Materials/AC2 !Default (Full Reset).duf
- /Props/Marshian/Atmocam2/Materials/AC2 !Default (Full Reset).duf.png
- /Props/Marshian/Atmocam2/Materials/AC2 Color Blue Underwater.duf
- /Props/Marshian/Atmocam2/Materials/AC2 Color Blue Underwater.duf.png
- /Props/Marshian/Atmocam2/Materials/AC2 Color BluePurple Default.duf
- /Props/Marshian/Atmocam2/Materials/AC2 Color BluePurple Default.duf.png
- /Props/Marshian/Atmocam2/Materials/AC2 Color Gray Stormy.duf
- /Props/Marshian/Atmocam2/Materials/AC2 Color Gray Stormy.duf.png
- /Props/Marshian/Atmocam2/Materials/AC2 Color Green AlienPLanet.duf
- /Props/Marshian/Atmocam2/Materials/AC2 Color Green AlienPLanet.duf.png
- /Props/Marshian/Atmocam2/Materials/AC2 Color Green Tropical.duf
- /Props/Marshian/Atmocam2/Materials/AC2 Color Green Tropical.duf.png
- /Props/Marshian/Atmocam2/Materials/AC2 Color Orange Desert.duf
- /Props/Marshian/Atmocam2/Materials/AC2 Color Orange Desert.duf.png
- /Props/Marshian/Atmocam2/Materials/AC2 Color Orange Sunset.duf
- /Props/Marshian/Atmocam2/Materials/AC2 Color Orange Sunset.duf.png
- /Props/Marshian/Atmocam2/Materials/AC2 Color Pink Morning.duf
- /Props/Marshian/Atmocam2/Materials/AC2 Color Pink Morning.duf.png
- /Props/Marshian/Atmocam2/Materials/AC2 Color Purple Sunset.duf
- /Props/Marshian/Atmocam2/Materials/AC2 Color Purple Sunset.duf.png
- /Props/Marshian/Atmocam2/Materials/AC2 Color Red Volcanic.duf
- /Props/Marshian/Atmocam2/Materials/AC2 Color Red Volcanic.duf.png
- /Props/Marshian/Atmocam2/Materials/AC2 Color White Winter (hides edge).duf
- /Props/Marshian/Atmocam2/Materials/AC2 Color White Winter (hides edge).duf.png
- /Props/Marshian/Atmocam2/Materials/AC2 Color Yellow Morning.duf
- /Props/Marshian/Atmocam2/Materials/AC2 Color Yellow Morning.duf.png
- /Props/Marshian/Atmocam2/Materials/AC2 Density Heavy.duf
- /Props/Marshian/Atmocam2/Materials/AC2 Density Heavy.duf.png
- /Props/Marshian/Atmocam2/Materials/AC2 Density Light.duf

- /Props/Marshian/Atmocam2/Materials/AC2 Density Light.duf.png
- /Props/Marshian/Atmocam2/Materials/AC2 Density MedHeavy.duf
- /Props/Marshian/Atmocam2/Materials/AC2 Density MedHeavy.duf.png
- /Props/Marshian/Atmocam2/Materials/AC2 Density Medium.duf
- /Props/Marshian/Atmocam2/Materials/AC2 Density Medium.duf.png
- /Props/Marshian/Atmocam2/Materials/AC2 Density MedLight.duf
- /Props/Marshian/Atmocam2/Materials/AC2 Density MedLight.duf.png
- /Props/Marshian/Atmocam2/Materials/AC2 Density VeryLight.duf
- /Props/Marshian/Atmocam2/Materials/AC2 Density VeryLight.duf.png
- /Props/Marshian/Atmocam2/Materials/AC2 Firestorm.duf
- /Props/Marshian/Atmocam2/Materials/AC2 Firestorm.duf.png
- /Props/Marshian/Atmocam2/Materials/AC2 Floating Men.duf
- /Props/Marshian/Atmocam2/Materials/AC2 Floating Men.duf.png
- /Props/Marshian/Atmocam2/Materials/AC2 Fog.duf
- /Props/Marshian/Atmocam2/Materials/AC2 Fog.duf.png
- /Props/Marshian/Atmocam2/Materials/AC2 Forest.duf
- /Props/Marshian/Atmocam2/Materials/AC2 Forest.duf.png
- /Props/Marshian/Atmocam2/Materials/AC2 HeavyRain.duf
- /Props/Marshian/Atmocam2/Materials/AC2 HeavyRain.duf.png
- /Props/Marshian/Atmocam2/Materials/AC2 Ice.duf
- /Props/Marshian/Atmocam2/Materials/AC2 Ice.duf.png
- /Props/Marshian/Atmocam2/Materials/AC2 Mountains.duf
- /Props/Marshian/Atmocam2/Materials/AC2 Mountains.duf.png
- /Props/Marshian/Atmocam2/Materials/AC2 Sand Storm.duf
- /Props/Marshian/Atmocam2/Materials/AC2 Sand Storm.duf.png
- /Props/Marshian/Atmocam2/Materials/AC2 Tornado.duf
- /Props/Marshian/Atmocam2/Materials/AC2 Tornado.duf.png
- /Props/Marshian/Atmocam2/Materials/AC2 Trees.duf
- /Props/Marshian/Atmocam2/Materials/AC2 Trees.duf.png
- /Props/Marshian/Atmocam2/Render Setting/AtmoCam2 HDRI.duf
- /Props/Marshian/Atmocam2/Render Setting/AtmoCam2 HDRI.duf.png
- /Runtime/Support/DAZ_3D_59909_Atmocam2.dsa
- /Runtime/Support/DAZ_3D_59909_Atmocam2.dsx
- /Runtime/Support/DAZ_3D_59909_Atmocam2.jpg
- /Runtime/Textures/Marshian/Atmocam2/AC2 BG.hdr
- /Runtime/Textures/Marshian/Atmocam2/AC2 CloudSphere 3.jpg
- /Runtime/Textures/Marshian/Atmocam2/AC2 DustSphere.jpg
- /Runtime/Textures/Marshian/Atmocam2/AC2 Floating Men.jpg
- /Runtime/Textures/Marshian/Atmocam2/AC2 Forest.jpg
- /Runtime/Textures/Marshian/Atmocam2/AC2 Ice.jpg
- /Runtime/Textures/Marshian/Atmocam2/AC2 Mountains.jpg
- /Runtime/Textures/Marshian/Atmocam2/AC2 Rain2.jpg
- /Runtime/Textures/Marshian/Atmocam2/AC2 Tornado.jpg
- /Runtime/Textures/Marshian/Atmocam2/AC2 Trees.jpg

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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