

Parkside Loading Bay



Product Name:	Parkside Loading Bay
Product ID:	53451
Published Artist(s):	Daz Originals
Created By:	Jack Tomalin
Release Date:	2018-06-13

Product Information

- Required Products: *None*

Parkside - a deserted town, so old and forgotten it's not even on a map anywhere. Amongst the decay sits the old Parkside Loading Bay which is now just an abandoned warehouse interior filled with

strange shadows. The modular design allows elements to be hidden/removed, interior doors open, shelving and wheels etc can be adjusted. Scenes as used in the promos (both Iray and 3Delight) have been included to give you a starting point for your own creations. Please refer to the What's Included section for a full breakdown of items included. Poser and Daz Studio compatible.

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 DS]
- [1 Ps]

[] = *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.

Parkside Loading Bay DS

- You can find new icons for loading this product in the following DAZ Studio Folders:
 - "Environments:Architecture:Parkside_Loading_Bay:Lights"
 - "Environments:Architecture:Parkside_Loading_Bay:Materials:3Delight"
 - "Environments:Architecture:Parkside_Loading_Bay:Materials:Iray"
 - "Environments:Architecture:Parkside_Loading_Bay:Scenes:3Delight"
 - "Environments:Architecture:Parkside_Loading_Bay:Scenes:3Delight:Promos"
 - "Environments:Architecture:Parkside_Loading_Bay:Scenes:Iray"
 - "Environments:Architecture:Parkside_Loading_Bay:Scenes:Iray:Promos"
- You can find new icons for this product in the following DAZ Studio Categories:
 - "Lights:Interior"
 - "Materials:Architecture"
 - "Materials:Iray:Architecture"
 - "Materials:Iray:Props"
 - "Materials:Props"
 - "Props:Architecture"
 - "Props:Containers"
 - "Props:Industrial"
 - "Utilities:Scripts"

Notes:

- The set includes a main room preload (2 preloads for the Daz Studio version PKLB !Preload Room E and PKLB !Preload Room).

- Scene files as used in the promos have been included, which are located in Scenes\Iray\Promos and Scenes\3Delight\Promos respectively.
- Elements like the cart, pallet truck, shelves, doors, all have parts which can be adjusted, just check the figure parts for the various elements (wheels can be rotated, shelves moved, doors open and close)
- Emissive surfaces such as lights, are denoted by the suffix E. Lights without this suffix are essentially 'off'.
- The fog effect in the promos was thanks to both Sickleyeilds settings from <http://sickleyield.deviantart.com/journal/Tutorial-Creating-Dust-And-Atmosphere-in-Iray-522291773> and jag11 from https://www.daz3d.com/forums/discussion/comment/787597/#Comment_787597.

Parkside Loading Bay Ps

- You can find new icons for loading this product in the following Poser Libraries:
 - Figures: "Parkside_Loading_Bay"
 - Materials: "Parkside_Loading_Bay"
 - Pose: "Parkside_Loading_Bay"

Additional Details

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

DS

Parkside Loading Bay DS

- **Content :**
 - /Data/Jack Tomalin/Parkside Loading Bay/PKLB Bumpers/pklb_bumpers_13944.dsf
 - /Data/Jack Tomalin/Parkside Loading Bay/PKLB Bumpers/UV Sets/Jack Tomalin/Base/default.dsf
 - /Data/Jack Tomalin/Parkside Loading Bay/PKLB Cart/pklb_cart_13827.dsf
 - /Data/Jack Tomalin/Parkside Loading Bay/PKLB Cart/UV Sets/Jack Tomalin/Base/default.dsf
 - /Data/Jack Tomalin/Parkside Loading Bay/PKLB Ceiling/pklb_ceiling_900.dsf
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 - /Data/Jack Tomalin/Parkside Loading Bay/PKLB Door Front/pklb_door_fr_3153.dsf
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- Tomalin/Base/default.dsf
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- /Data/Jack Tomalin/Parkside Loading Bay/PKLB Room Interiors/pklb_room_interiors_432.dsf
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Ps

Parkside Loading Bay Ps

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- /Runtime/Libraries/Character/Parkside_Loading_Bay/PKLB Wall Right.png
- /Runtime/Libraries/Character/Parkside_Loading_Bay/PKLB Walls FB.cr2
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- /Runtime/Libraries/Materials/Parkside_Loading_Bay/PKLB Bumpers.png
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- /Runtime/Libraries/Materials/Parkside_Loading_Bay/PKLB Rack Shelf.png
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- /Runtime/Libraries/Materials/Parkside_Loading_Bay/PKLB Room Interiors.png
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Resolved Issues

- *None*

Known Issues

- *None*

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