

Hidden Zone



Product Name:	Hidden Zone
Product ID:	60821
Published Artist(s):	midnight_stories
Created By:	N/A
Release Date:	2019-05-12

Product Information

- Required Products: *None*

Hidden Zone is a digital Iray environment for Daz Studio. It's a desert landscape with a twist, there's a hidden bunker with opening doors, fully hidden when closed. This will be great for the War Manta or

other spacecraft. The landscape has an outer mountain zone and inner sand desert with the bunker at the center. It has a sandstorm prop for atmospheric effects with several material options for density. There are two 16k X 8K HDR environment maps, one for day one for night. There are 7 individual stone props and a 16K small ecosystem and a 178K large ecosystem of stones, both with morph dials. The inner desert comes with several material options, with a special terrain material to mix the sand and stone textures, also different tiling options. The bunker has morph dials for opening the roof doors and two small rooms to the side with opening doors. This set is packed to the brim with features and has many uses. Add your own texture sets and mask with the terrain material. So don't miss out!

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.

Hidden Zone (Core)

- You can find new icons for loading this product in the following DAZ Studio Folders:
 - "Environments:Midnight_stories:Hidden Zone:Iray SkyDome"
 - "Environments:Midnight_stories:Hidden Zone:Materials"
 - "Environments:Midnight_stories:Hidden Zone:Materials:Dust Storm"
 - "Environments:Midnight_stories:Hidden Zone:Materials:Sand"
 - "Environments:Midnight_stories:Hidden Zone:Props"
 - "Environments:Midnight_stories:Hidden Zone:Scenes"
 - "Environments:Midnight_stories:Hidden Zone:Shaders"
- You can find new icons for this product in the following DAZ Studio Categories:
 - "Environments:Landscape"
 - "Materials:Iray:Props"
 - "Props:Effects"
 - "Props:Landscape:Rocks"
 - "Props:Other"
 - "Render-Settings:Iray"
 - "Shaders:Iray:Stone"

Additional Details

- Depending on where you are in relation to the ground you will have to use different versions of the ground materials, the closer to the ground you are the higher the tiling should be and the opposite applies to higher from the ground. All morph dials can be found under the shapes tab.
- Not designed for distance aerial renders.

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

Core

Hidden Zone

• Content :

- /data/Midnight_stories/HZ/Hidden Zone/Hidden Zone.dsf
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- /data/Midnight_stories/HZ/Hidden Zone/Morphs/Midnight_stories/Base/Doors Bottom R Open.dsf
- /data/Midnight_stories/HZ/Hidden Zone/Morphs/Midnight_stories/Base/Doors Side Open.dsf
- /data/Midnight_stories/HZ/Hidden Zone/Morphs/Midnight_stories/Base/Open Main Doors.dsf
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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

From:

<http://docs.daz3d.com/> - **Documentation Center**

Permanent link:

http://docs.daz3d.com/doku.php/public/read_me/index/60821/start

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