



Dream Cutter LLC

Ocala FL USA

## **Solinoid Vendrik Spacecraft for Poser**

Product URL <https://poserworld.com/solinoid-vendrik-spacecraft-for-pose>

Short Description: Solinoid Vendrik Spacecraft for Poser is a highly detailed fictional spacecraft figure for the Poser 3D art and animation rendering software.

The Solinoid Vendrik is the mainstay of the Solinoid Fleet. Unable to access fold-space under its own power, the Vendrik is only found in the company of Solinoid Fleet vessels and must be carried into battle aboard a larger ship. Deployed in the 100's from Solinoid Hive Carriers, the Vendrik is small, nimble, and deadly.

Here are some of the highlights:

- Over 15 Points of Articulation on the main figure!
- Raising and Lowering Gear, Opening Canopies, fully independently controllable missiles, and much more...
- Separate Conforming Figure Weapons and Ordinance, with fully controllable ordinance deployment. (Some sold as separate packs)
- Over 50 Independent ERC controls on the main figure for complete control of most vital functions from 1 location.
- Independent ERC controls for each moving part.
- Articulated Landing gear with co-ordinated ERC for 1 dial raise and lower.
- ERC weapons controls for launching and steer-able missiles and ordinance.
- Pre-Posed Poses for various flight and landing positions.

\*Note: All of this product's content was created by "theschell" (Christopher D. Schell) with additional help with ERC controls, Poser MAT Files & Additional Texturing by Mark A. Fares (KageRyu). My thanks to Mark for his extra hard work on this figure

Full Description: Chris's Solinoid Vendrik Copyright: Christopher D. Schell, September 2016

Author: Christopher D. Schell (theschell) The Solinoid Vendrik is the mainstay of the Solinoid Fleet. Unable to access fold-space under its own power, the Vendrik is only found in the company of Solinoid Fleet vessels and must be carried into battle aboard a larger ship. Deployed in the 100's

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No additional files will be needed to use this product... it is a stand-alone figure! System Requirements: PC (not tested on Mac) and Daz Studio 2.3 or higher (Fully tested in Poser and is fully functional, though Poser users may have to manually adjust the surface settings to suit their uses!) Installation:

Extract the "runtime" folder to Daz > Studio > Content, (or to manually install, copy the contents of the runtime folder into your Daz studio runtime folders, making sure that the geometries folder goes to "runtime > geometries", the libraries folder goes to "runtime > libraries", and the textures folder goes to "runtime > textures". All items in this package must be placed as they appear in the download runtime file! The "readme" folder is outside the runtime structure and may be saved anywhere the user wishes, and the "templates" folder provides templates for users to create their own textures for this item, it may also be placed anywhere the user wishes. Any textures created with this resource or for this model cannot be sold but can be distributed freely as free items, they must be identified as modifications of the original and the original copyright must be maintained! Usage Notes: 1.) To load the base model Solinoid Vendrik, in your "Figures" library in the folder marked "Chris's Mechs", double-click the product icon to load. 2.) To load the add-on conforming figure items find them in the same folder as the main Vendrik figure ("Figures" library > "Chris's Mechs"), make sure that the main Vendrik figure is loaded and selected in your scene tree then double-click the product icon to load. 3.) Included conforming figure add-ons: 1 set of fully conforming and ERC'd missiles that can be posed manually or using the built in ERC Dials. Optional weapons and add-ons sold separately!

4.) Some locations such as flaps have had only one rotation rigged... the others are unused and hidden in the parameters tab. this was done purposely to represent the mechanical nature of the aircraft and the way it would function. 5.) All flight control surfaces, rudder, landing gear, and moveable parts can be accessed in the scene tree for the skeleton of the Vendrik (I've rigged the parts rather than using morphs to allow the moveable parts to function). 6.) \*\*Poser Users please

note that the surfaces of this model are optimized for Daz. The model will load and function properly in poser but users may want to or need to adjust the surfaces settings in the material room depending on need and desire for best effect in poser renders!7.) ERC Dials can be found on the main 'Body' of the figure for ease of use!8) Poser-specific mat poses are included and can be found in your Poses Library in "Chris's Mecha".9) Add-on Smart-propped items can be found in your Props Library in Chris's MechaFiles Lists:Runtime/Geometries/Chris's Solinoid Mogwai:All geometries for the Solinoid Fighters  
Runtime/Libraries/Character/Chris's Mechs/Chris's Solinoid Vendrik:Solinoid Vendrik.Cr2Runtime/Libraries/Character/Chris's Mechs/Chris's Solinoid Vendrik/Weapon Sets:All pose-able weapons sets for the Solinoid Vendrik fighterRuntime/Libraries/Pose/Chris's Mechs/Solinoid Vendrik:Materials Poses for all items

Aircraft Pose presets

Crew PosesRuntime/Textures/Chris's Solinoid Mogwai:Textures for all itemsChris's templates:Templates for all items

Vendrik Readme:VendrikReadme.rtf (WordPad document)

End-user license Vendrik.rtf (WordPad document)Lastly, a few words...I would like to thank BeyondVR for his help in figuring out some serious poser related issues with my models, and for his patience and advice while I've been learning how all of this 3d stuff works. I'd also like to thank my good friend Shawn for helping test the models and giving me feed back and encouragement when it was needed. Lastly I'd like to thank everyone else that's had a kind word, bit of advice or has offered help and resources while I've been working on my library of models... without all the help I've received these models wouldn't have been possible... Thank-you

All!Templates have been included and users may feel free to use these to create new texture maps for my model. Though these maps cannot be sold as paid items, they may be freely distributed so long as no parts of the original model or texture are provided or distributed (please see EULA for usage of models)LICENSE:FOR SCHELL'S ARMOUR WORKS MARKETPLACE ITEMS

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