



Dream Cutter LLC

Ocala FL USA

Solinoid Arcuilaria Space Carrier for Poser

Product URL <https://poserworld.com/solinoid-arcuilaria-space-carrier-for-poser>

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

The largest of the Solinoid Fleet ships, the Arcuilaria Hive Carrier (Codenamed Chrysalis Hive by UN Forces) is a massive vessel with incredible destructive power. Armed with numerous Beam Cannons, Tri-barreled Laser weapons, and a massive Focused Beam Array weapon, the Hive Carrier can deliver unparalleled destruction to its target.

The Arcuilaria is also home to a Solinoid Hive Queen and her swarms. The Hive Queen has her own separate nest atop the hull of the Arcuilaria in a bridge-like structure, and the hull houses swarms of Solinoid Worker Drones, advance bio-engineered Human-oid Clones, and egg chambers.

The Solinoid Arcuilaria has space in its pod-like Hangar Bays for 100`s of Vendrik and Mogwai Fighters, and can launch them in massive swarms at any enemy it faces. Within the huge Hangar Pods, the Solinoid Fighter swarms are maintained in a state of stasis awaiting an order to awaken from the Queen.

The Arquilaria class also acts as a sort of Fleet Command and Control ship, and can call on the resources of her escorts, as well as commanding her own assets. Serving as Division Flag-ships, the Arcuilaria is never encountered without a host of smaller support vessels near by.

The UN Military has counted dozens of the class in the Solinoid Main Fleet, among hundreds of smaller Vessels. It is feared that even larger vessels may remain out of sight beyond the edges of our solar system.

Here are some of the highlights:

- Over 100 Points of Articulation on the main figure!
- Over 70 individually pose-able Weapons Turrets that can be trained and elevated independently.

- Working Main Cannon, Beam and Tri-barrel Turrets, and Hangar Pods
- Detailed Interiors for the Hangar Pods, and the Command Bridge.
- Pose presets to adjust the scale to Life-sized and back to the Default 1/10th scale to allow users to scale the carrier to match the life-sized scale of my transforming Variable Geometry Fighters.

*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: Solinoid Arcuilaria Space Carrier for Poser
Copyright: Christopher D. Schell, June 2016

Author: Christopher D. Schell (theschell)The largest of the Solinoid Fleet ships, the Arcuilaria Hive Carrier (Codenamed Chrysalis Hive by UN Forces) is a massive vessel with incredible destructive power. Armed with numerous Beam Cannons, Tri-barreled Laser weapons, and a massive Focused Beam Array weapon, the Hive Carrier can deliver unparalleled destruction to its target.the Arcuilaria is also home to a Solinoid Hive Queen and her swarms. The Hive Queen has her own separate nest atop the hull of the Arcuilaria in a bridge-like structure, and the hull houses swarms of Solinoid Worker Drones, advance bio-engineered Human-oid Clones, and egg chambers.The Solinoid Arcuilaria has space in its pod-like Hangar Bays for 100's of Vendrik and Mogwai Fighters, and can launch them in massive swarms at any enemy it faces. Within the huge Hangar Pods, the Solinoid Fighter swarms are maintained in a state of stasis awaiting an order to awaken from the Queen.The Arquilaria class also acts as a sort of Fleet Comand and Control ship, and can call on the resources of her escorts, as well as commanding her own assets. Serving as Division Flag-ships, the Arcuilaria is never encountered without a host of smaller support vessels near by. The UN Military has counted dozens of the class in the Solinoid Main Fleet, among hundreds of smaller Vessels. It is feared that even larger vessels may remain out of sight beyond the edges of our solar system. Here are some of the highlights

:

- Over 100 Points of Articulation on the main figure!
- over 70 individually pose-able Weapons Turrets that can be trained and elevated independantly.
- Working Main Cannon, Beam and Tri-barrel Turrets, and Hangar Pods
- Detailed Interiors for the Hangar Pods, and the Command Bridge.
- Pose presets to adjust the scale to Life-sized and back to the Default 1/10th scale to allow users to scale the carrier to match the life-sized scale of my transforming Variable Geometry Fighters.

*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!

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 Arcuilaria Hive Carrier, in your "Figures" library in the folder marked "Chris's SciFi Ships", 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 Arcuilaria figure ("Figures" library > "Chris's SciFi Ships"), make sure that the main Arcuilaria figure is loaded and selected in your scene tree then double-click the product icon to load.

3.) 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. 4.) All moveable parts can be accessed in the scene tree for the skeleton of the Arcuilaria (I've rigged the parts rather than using morphs to allow the moveable parts to function). 5.)**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! 6.) Poser-specific mat poses are included and can be found in your Poses Library in "Chris's SciFi Ships". 7.) Add-on Smart-propped items can be found in your Props Library in Chris's SciFi Ships

Files Lists: Runtime/Geometries/Chris's Solinoid Arcuilaria: All figure objects and geometries

Runtime/Libraries/Character/Chris's SciFi Ships/Solinoid Fleet: Solinoid

Arcuilaria Runtime/Libraries/Pose/Chris's SciFi Ships/ Solinoid Fleet: Materials Poses and Pose Presets for all items

Runtime/Textures/Chris's Solinoid Arcuilaria: Textures for all items

Chris's templates: Templates for all items

Solinoid Arcuilaria Readme: ArcuilariaReadme.rtf (WordPad document)

End-user license Arcuilaria.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 feedback 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
GENERAL RESTRICTIONS AND TERMS OF USE:

It is the Buyer's responsibility to read and understand this license (the "License");. If you are unsure about anything in this License, please send an email to support@poserworld.com before using any Schell's Armour Works files.

This is a legal and binding agreement between you (the "Buyer") and Schell's Armour Works, ("Chris Schell"). By installing, downloading, copying, or otherwise using any Schell's Armour Works files (the "Product"), you have conclusively accepted all of the terms and conditions of this License

Purchase of the Product from Schell's Armour Works grants the Buyer a limited, non-exclusive, non-transferable license to use the contents of the encapsulating zip file. The Buyer may use the Product commercially in the form of rendered images but may not distribute the Product or any of the Product's files. The Artist (Author) retains all copyrights to the files. The Buyer shall not copy, modify, reverse compile, or reverse engineer the Product, or sell, sublicense, rent, or transfer the Product to any third party.

This License does not grant permission to produce a real, tangible replica of the 3D mesh/model/product acquired. An additional license for production rights may be purchased by contacting Schell's Armour Works and will be subject to negotiation and approval by the vendor. Schell's Armour Works will contact the vendor on the Buyer's behalf.

This License may be further modified in the individual product readme file, which may include additional permissions/limitations which shall be considered equally binding as added terms of this user agreement and shall not be deemed to cause a breach of this user agreement in any case.

The Buyer shall not redistribute the Product, in whole or in part, in any file format for sale or for free. The Buyer shall not store the Product any place where it could be used by another person or party (whether it is on a network or on the Internet). The Buyer shall not convert or recreate the Product to any other media format and re-distribute the files, regardless of whether it is for sale or free. The Buyer shall not use the Product in such a way that the original materials could be extracted. Products sold at Schell's Armour Works shall not be used for illegal purposes

The Buyer may copyright any newly created rendered images using the purchased, original Product files, provided the original Product files remain protected from being extracted from the derivative work. The Buyer may use the Product in rendered images for any personal or commercial projects, as long as the Artist's work is protected from extraction and the Buyer has not violated any other terms of the License. The Buyer may backup copies on hard drives, CD or DVD of the zip file for personal archival purposes only. The Buyer may not store files online. For Merchant Resource Products, additional permissions or limitations of rights will be specified in of each Product's readme file. Software programs and utilities may have an additional license from the company or vendor that developed it. The Buyer agrees to be bound by the additional permissions and limitations contained in the Merchant Resource Products and Software Programs or utilities. For any product to be considered a Merchant Resource, Software program or utility, it must be clearly stated as such.

The Buyer retains this License, even if the Artist stops selling the work at a later date, or decides to charge a different price.

OWNERSHIP:

The Artist has verified that all items in the zip file are his/her own original work. Any components of the Product containing work from third parties require documented proof of rights to use, and are on file at Schell's Armour Works. All Schell's Armour Works Artists represent and warrant that they legally possess the power to grant the Buyer this License for all enclosed materials. Schell's Armour Works or the Artist may revoke this License upon receipt of information that the Product is being used in violation of any copyright laws or it is shown that the Buyer has violated any of the terms and conditions above. Upon receipt of notice that the Buyer has violated any copyright laws or the terms or conditions of the License, the Buyer shall immediately delete all Product files, both in original and derivative form, contained in the notice. If the Artist shows that any of the original material can be extracted from the Buyer's derivative work, the Artist may require both the original and derivative work, and all copies thereof, to be deleted. The buyer may be banned from the site, and downloads may no longer be available. Upon receipt of such a demand, the Buyer shall immediately delete all Product files, both in original and derivative form, contained in the notice. In the event the Buyer is not satisfied with the Product, a refund may be issued based upon Schell's Armour Works's refund policy. Issuing refunds is at the discretion of the Artist and/or the Schell's Armour Works staff. Refunds will be issued only after the Buyer has worked with the Artist to correct the problem. If a refund is issued, the Buyer must delete all copyright protected Product files on his/her computer and any creation that was made using the Product.

The names; "Legends of Cheledonia", "Cheledonia", "Golem-Mount", "Golem-Knight", "Dalagor", "Orkaine", "Goblinia", any other names created for the game "Legends of Cheledonia", and any images there-of are the Intellectual Property of Christopher D. Schell and may not be used, reproduced or re-distributed in any way without express written consent, up to, and including all 3d models there-of! (Original Game designed and developed by Christopher D. Schell, 2003/04, all rights reserved!) NO WARRANTY ON PRODUCT:

THE PRODUCT AND RELATED SERVICES ARE WARRANTED, IF AT ALL, ONLY ACCORDING TO THE EXPRESS TERMS HEREOF. EXCEPT AS WARRANTED HEREIN, Schell's Armour Works HEREBY DISCLAIMS ALL WARRANTIES AND CONDITIONS WITH REGARD TO THE PRODUCT. THE PRODUCT IS LICENSED "AS IS" WITHOUT WARRANTY OF ANY KIND TO CUSTOMER OR ANY THIRD PARTY, INCLUDING, BUT NOT LIMITED TO, ANY EXPRESS OR IMPLIED WARRANTIES OF MERCHANTABILITY OF THE PRODUCT, FITNESS FOR THE BUYER'S PURPOSE OR SYSTEM INTEGRATION; INFORMATIONAL CONTENT OR ACCURACY; NON-INFRINGEMENT; AND TITLE. THE BUYER AGREES THAT ANY EFFORTS BY Schell's Armour Works TO MODIFY ITS GOODS OR SERVICES SHALL NOT BE DEEMED A WAIVER OF THESE LIMITATIONS, AND THAT ANY Schell's Armour Works WARRANTIES SHALL NOT BE DEEMED TO HAVE FAILED OF THEIR ESSENTIAL PURPOSE. THE BUYER FURTHER AGREES THAT Schell's Armour Works SHALL NOT BE LIABLE TO THE BUYER OR ANY THIRD PARTY FOR ANY LOSS OF PROFITS, LOSS OF USE, INTERRUPTION OF BUSINESS, OR ANY DIRECT, INDIRECT, INCIDENTAL, OR CONSEQUENTIAL DAMAGES OF ANY KIND WHETHER UNDER THE LICENSE OR OTHERWISE, EVEN IF Schell's Armour Works WAS ADVISED OF THE POSSIBILITY OF SUCH DAMAGES OR WAS GROSSLY NEGLIGENT.

Some jurisdictions may not permit the exclusion or limitation of liability for consequential or incidental damages, and, as such, some portion of the above limitation may not be applicable. In such jurisdictions, Schell's Armour Works's liability shall be limited to the greatest extent permitted by applicable law. INDEMNIFICATION:

The Buyer hereby agrees to indemnify Schell's Armour Works and its directors, officers, agents, and employees and to hold each of them harmless in all respects, including costs and attorney's fees, from and against any and all claims, demands, suits, or causes of action of whatever kind or nature and resulting settlements, awards, or judgments resulting from any breach by the Buyer of the License. This indemnity shall survive the termination of the License. The License shall be governed by the laws of the Province of Ontario and the laws of the Nation of Canada. For the purposes of the License, each party hereby consents to the personal jurisdiction and exclusive venue of any court located in Hamilton/Wentworth County, Ontario, Canada. Force Majeure:

No party will be liable for and shall be excused from any failure to deliver or perform or for delay in delivery or performance due to causes beyond its reasonable control, including but not limited to, work stoppages, shortages, civil disturbances, terrorist actions, transportation problems, interruptions or power or communications, failure or suppliers or subcontractors, natural disasters or other acts of God. SEVERABILITY:

The provisions of this License are severable. If any provision of the License is for any reason held to be invalid, illegal, or unenforceable, the remaining provisions of this License shall be unimpaired and continue in full force and effect, and, to the maximum extent permitted by law, the invalid, illegal, or unenforceable provision shall be replaced by a mutually acceptable provision, which, being valid, legal, and enforceable, comes closest to the intention of the parties underlying the invalid, illegal, or unenforceable provision.

Price \$13.00

SKU: 3968d010-copy

MPN: theSCHELL2897



