



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 Arcuilaria 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

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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 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

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