

# Anatopia



## User Guide

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Thank you for purchasing this landscape product. Its “official” name is “I Dream Caribbean Cay – Anatopalia”. Every effort has been made to provide a product which is useful and fun. Any suggestions for improvement are welcome, and may be submitted to me via PM at my Renderotica store.

## A Little Background...

“Anatopalia” is a word which is derived from “anatopism”, or something which is out of place. It is the location equivalent of “anachronism”, or something which is out of its own time. My reason for choosing this name is the design of the bungalow, which it occurred to me late in development was reminiscent of the work of Frank Lloyd Wright. Not that I compare the quality, but the general style is similar albeit vastly simplified.

I did not set out to do this. The look simply crept into the design probably due to my admiration for Wright's work, in particular “Falling Water” in Pennsylvania. I imagine that if Wright had ever designed a Caribbean bungalow it might look similar to this. However his work was confined to North America, mostly in Illinois, Wisconsin and Michigan although examples exist in many other states (and one in Canada). Therefore I struck upon the concept of the building being somewhat out of place, and the rest you can put together on your own.

Now to the guide.

## Overview

The main reason for requiring a user guide for this product is its sheer size. The zip file is on the sunny side of 350 MB. The landscape itself would measure, in the real world, about 200 meters square although the ocean with its floor and the sky dome would dramatically increase this. It thus became apparent that navigation points would have to be incorporated in order to allow for simply getting around the place.

Another reason for the guide is that I created a simple Sun which is a mesh light and a simple controller for it. The reason for this was to overcome the limitations associated with DAZ Studio's "Sun-Sky Only" rendering environment. The mesh sun allows for fine control of light quality and intensity without preventing the use of additional lamps or other mesh lights the user may want to incorporate into a scene. The controller is easy to use, as will be explained later.

There are two waters for this landscape, one for the open sea and another for the lagoon itself. They are not designed to be used concurrently, but rather as separate choices depending upon if a scene looks outward to the ocean or is set in the lagoon. They are not simply re-scaled versions of the same object, but were designed and created to suit the purpose.

Included bonus items for this landscape are a swimming dock, a circular sofa which is rather large in scale, and mesh lights to illuminate strategic areas of the islands for night time scenes. Note that the circular sofa is a scene subset, and that the individual sections may be moved around. I have also included an asset which is a single section.

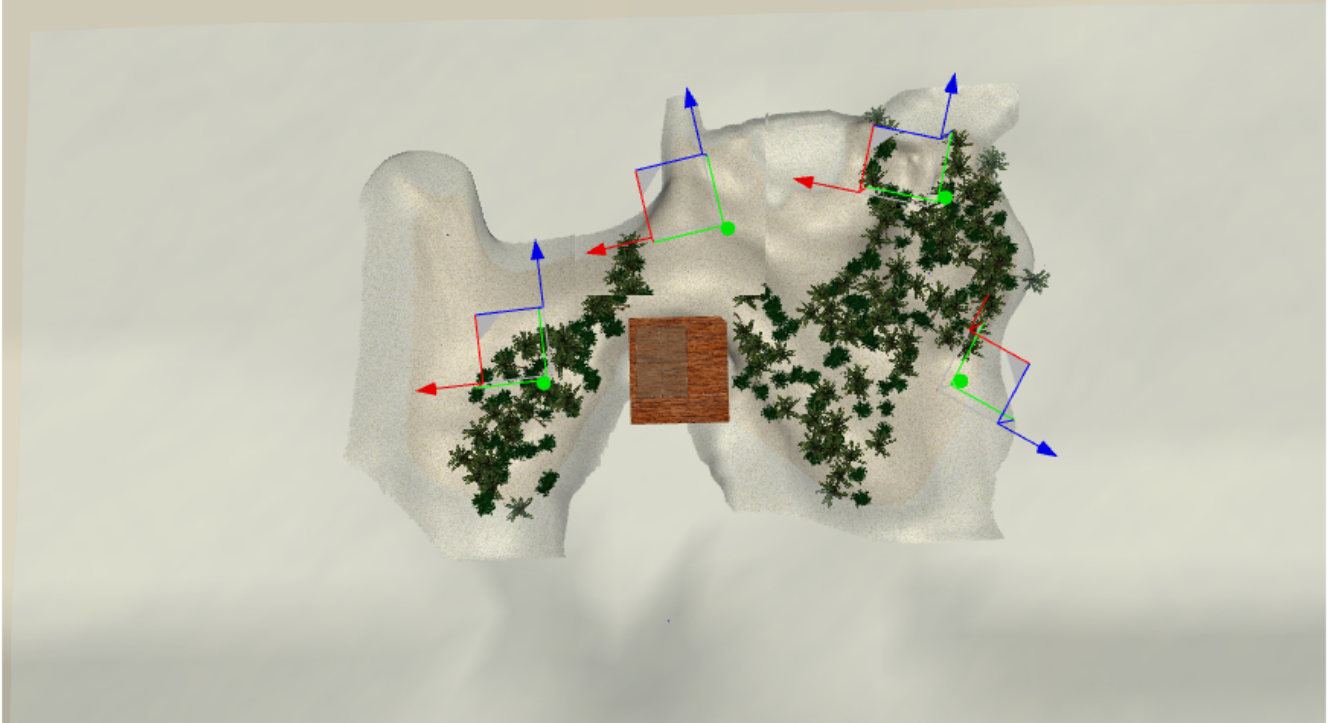
The islands themselves are three. One is a wide North or main island, which is where the bungalow is located. Two smaller islands, one southeast and one southwest, may be incorporated as well. The three together enclose a lagoon. There are plenty of beaches, as well as a hidden grotto (or cave) located on the northeast corner of the main island. The grotto is extremely roomy and well illuminated, with a private view out onto the ocean. There are also several clearings which have been designed to give a feeling of semi-privacy. These also are the locations of the lights which illuminate the island at night.

Well that's it for the overview. Below I will go over in more detail the features of Anatopalia and how to use the navigation points, etc.

## **NAVIGATION**

This is the most important element of Anatopalia to master from the outset, because without it, quickly jumping from one part of the islands to another would be next to impossible. It is also a practical way to load assets into your scene and quickly move them to wherever you want them by temporarily parenting the object to the navpoint.

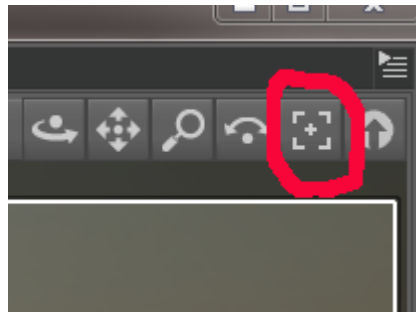
Each navigation point is simply a null, which when selected from the scene tab, is where you will end up if you press the “frame select” icon in the view port. Every island has its own set of navigation points, which will be listed in the scene tab as a group, for instance, “IDCC North Navpoints and Lights”. This group is a child of the appropriate island. Below is a map of some of the North Island navpoints, to illustrate the concept:



As you can tell, this is a composite image. It simply shows some of the navigation elements created with nulls to serve as an object you can quickly “frame select” to. They are also useful, as mentioned above, for placing characters or props.

For example, let's imagine that you have a character you think would look marvelous overlooking the ocean at sunrise. Once the character is loaded into the scene at the “world center” (which is on top of the bungalow upper deck), select it. Then you want to change the character's parent by right-clicking on it in the scene tab and selecting “change <asset name>'s parent” to the east beach navpoint. **IMPORTANT:** make sure that “Parent In Place” is **UNCHECKED**. The character will then be transported to that navpoint, and you can go to work placing and posing it for your render. Note that once the character or prop is transported, you'll probably want to shed the relationship to the navpoint. To do this, **DO NOT** simply “unparent” the object. Instead, right-click and change the object's parent to “None” and **MAKE SURE** that “Parent in place” is selected for this

part of the process – otherwise your object will return to world center.



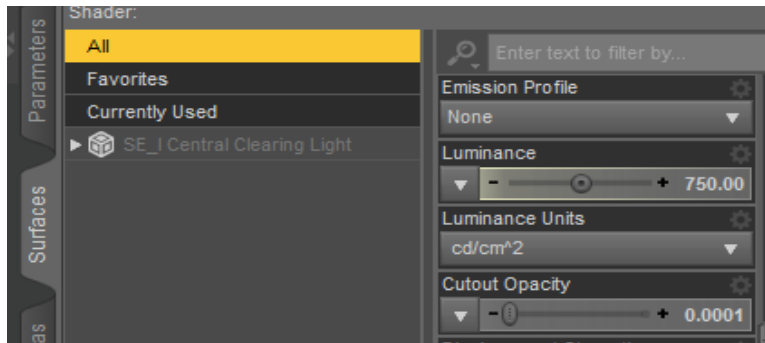
The frame select button, used to instantly switch the active view to any object highlighted in the scene tab.

## A Word About Lights

There are numerous lights on Anatopalia, and aside from those attached to the bungalow itself, they are set by default with a cutout opacity of .0001 in order to make them essentially invisible while at the same time allowing them to emit according to the luminance settings and etc. - if the cutout opacity is set to “0”, the mesh light will no longer emit, hence the minimum value for opacity is used. There is no one control for all of these lights. The user will need to adjust each according to his or her own taste when setting up a scene to render.

*A quick and dirty tutorial to using mesh lights:*

The essential settings for successfully setting up mesh lights are Luminance, Luminance Units, and Cutout Opacity (at least in my book they are, and you are reading that book right now). Below is a screenshot of those settings and where to find them.

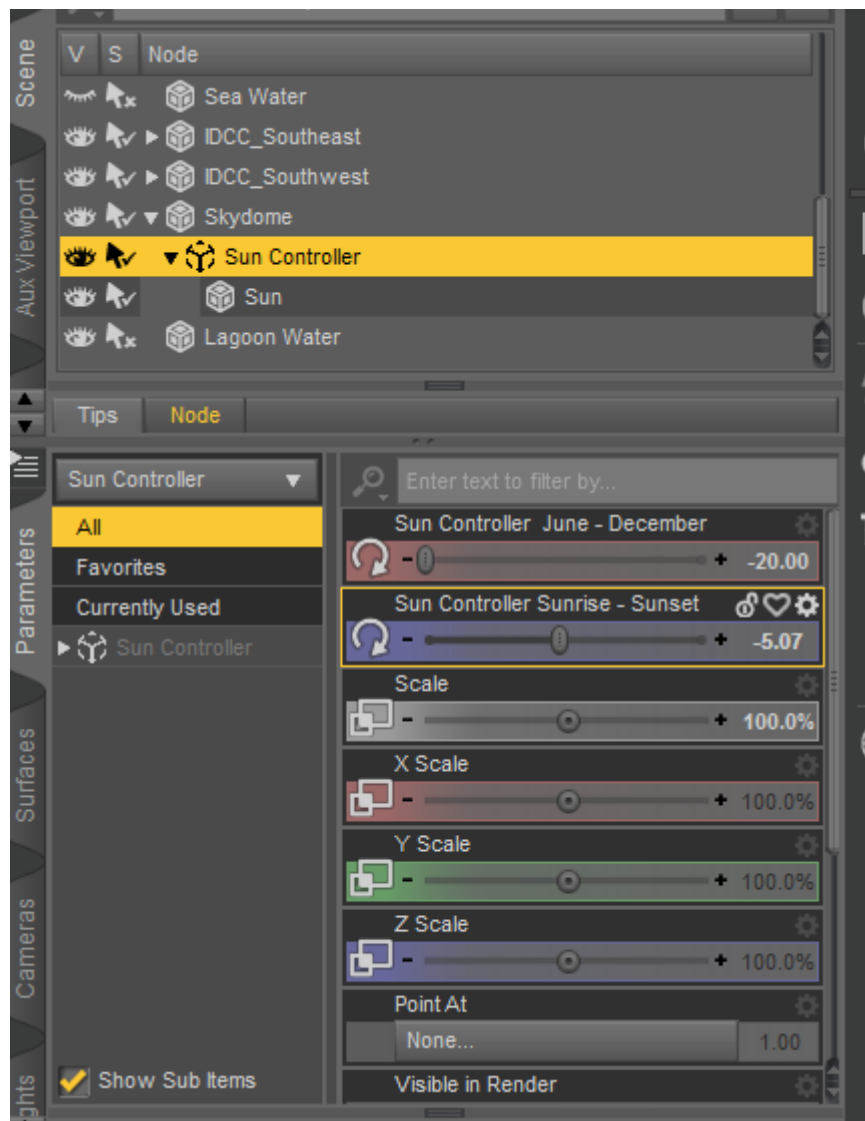


The important settings for getting mesh lights to work in DAZ Studio. The mesh must of course have an Iray Uber base applied before hand.

Other important settings are temperature, color, and the like. The lower the temperature, the warmer the color. For example, sunlight is around 4500 while moonlight is up in the 9000 range. If you're unfamiliar with mesh lighting in DAZ, you'll get a solid introduction through the use of them in Anatopalia. NOTE: The sun provided in this product is a mesh light. Which brings us to another element to master in Anatopalia, the sun with its controller.

## Sun And Controller

The Sun provided by default with Anatopalia is a small sphere mesh light which is parented to a null, named "Sun Controller". I have set up dials to approximate Sunrise to Sunset, and to approximate the seasons:



Sun Controller dials and their location in the scene hierarchy.

To get a visual sense of where these dials place the sun, you need to select the “Skydome” object from the scene tab, then press that handy frame select button on the viewport (remember that?):





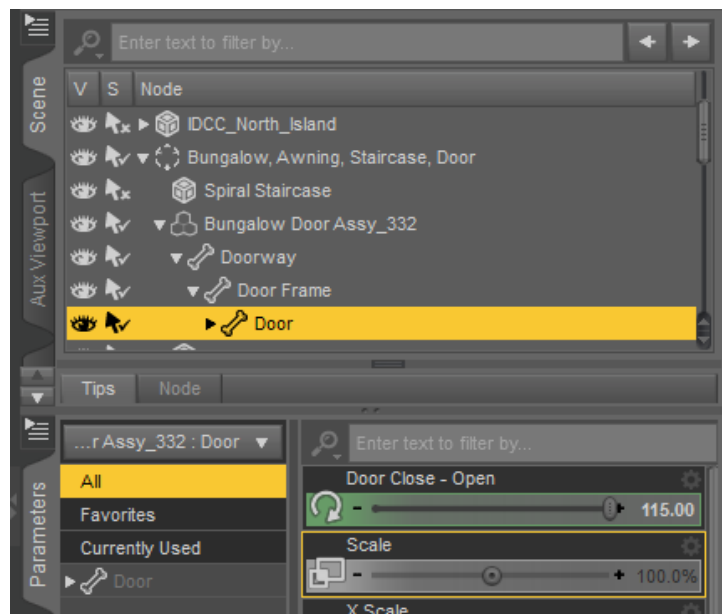
Location of the sun mesh light from the settings in the previous image.  
This view is looking due north.

That's all there is to placing the sun. Pretty easy, right? As to color and power, those settings are the same as any mesh light whose control dials and their locations are already covered in this guide. Tip: The “sun” can also be the moon. Change the color of the light to a very very pale silvery blue, and set the color temperature to 9000 or so – experiment.

But what if you don't want to use the provided sun, you ask? Not a problem. You can either hide the sun mesh in the scene tab, turn its luminance to 0, or delete it altogether. Then use whatever lighting setup suits you.

## **One Last Detail**

The door. Every building has at least one door, preferably one that opens. Anatopalia has you covered:



Welcome to

Anatopia.