The Teahouse

at Anatopalia
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User Guide

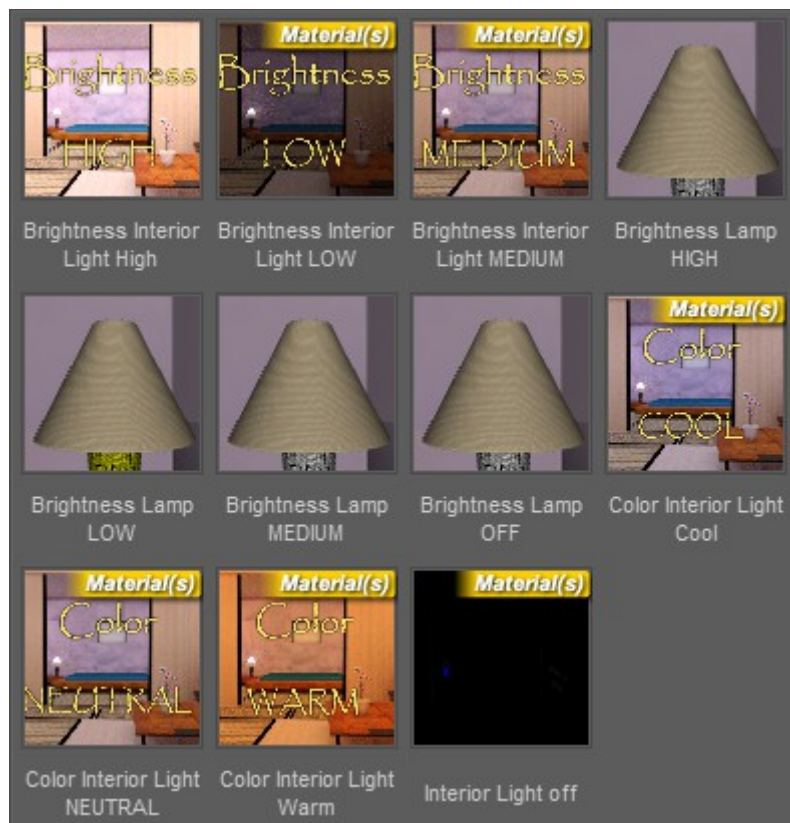Thank you for purchasing The Teahouse.

This set was conceived as an add-on to Anatopalia II, but works just as well as a stand-alone structure. This user guide is fairly short and simple. It will cover light presets mainly. Let's get started.

There are two scene subsets included in this product. One places the Teahouse at world center, the other places it on the South Bridge at Anatopalia. Simply load the set which applies.

There are material presets for the components of the Teahouse. These are included just in case you have been experimenting with them and want to bring them back to default without reloading the entire scene subset.

LIGHTS

Under the "materials" folder you will find a sub-folder called "Lights". This is where you will control the light intensity and color on the main interior light (called "Ceiling Light" in the Scene Tab).

There are also presets for light intensity on the bedside lamps. The Overhead lights I have elected to keep in the product even though they will be made obsolete in most situations by the ceiling light. However, there may be

instances where you want more discreet room-by-room overhead illumination and you will be able to use these for those cases.

OPENING AND CLOSING THE DOORS

The sliding doors to the East Room and West Room have morphs which open and close them. Simply select the appropriate doors in the Scene Tab and slide the morph dial at the very bottom.

That's about it really. Please have some fun with this product, it was interesting to build for you.

For support just IM me.

Causam