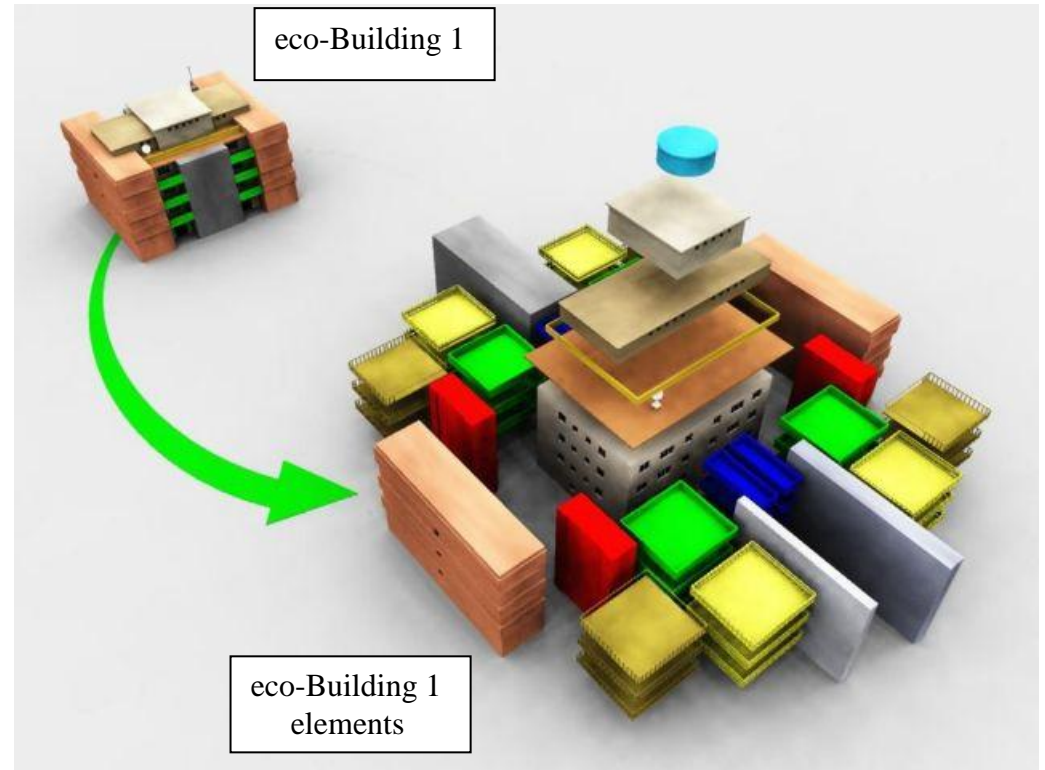
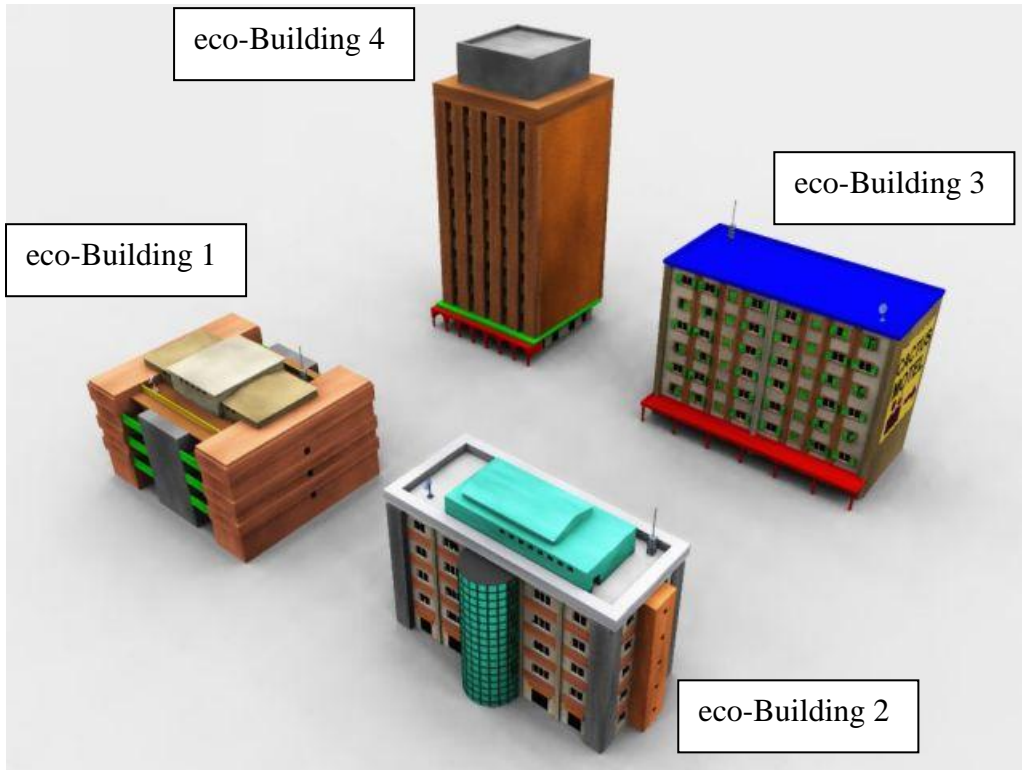


Eco-Buildings pack1

by Luigi Marini

notes

The pack include four vob objects and each of them embed a modular city-building. Every building-box is composed by several elements, which are shared by many buildings prototype. Jointly, all the eco-buildings, are very suitable for generate distant urban panoramas, by ecosystems technique.

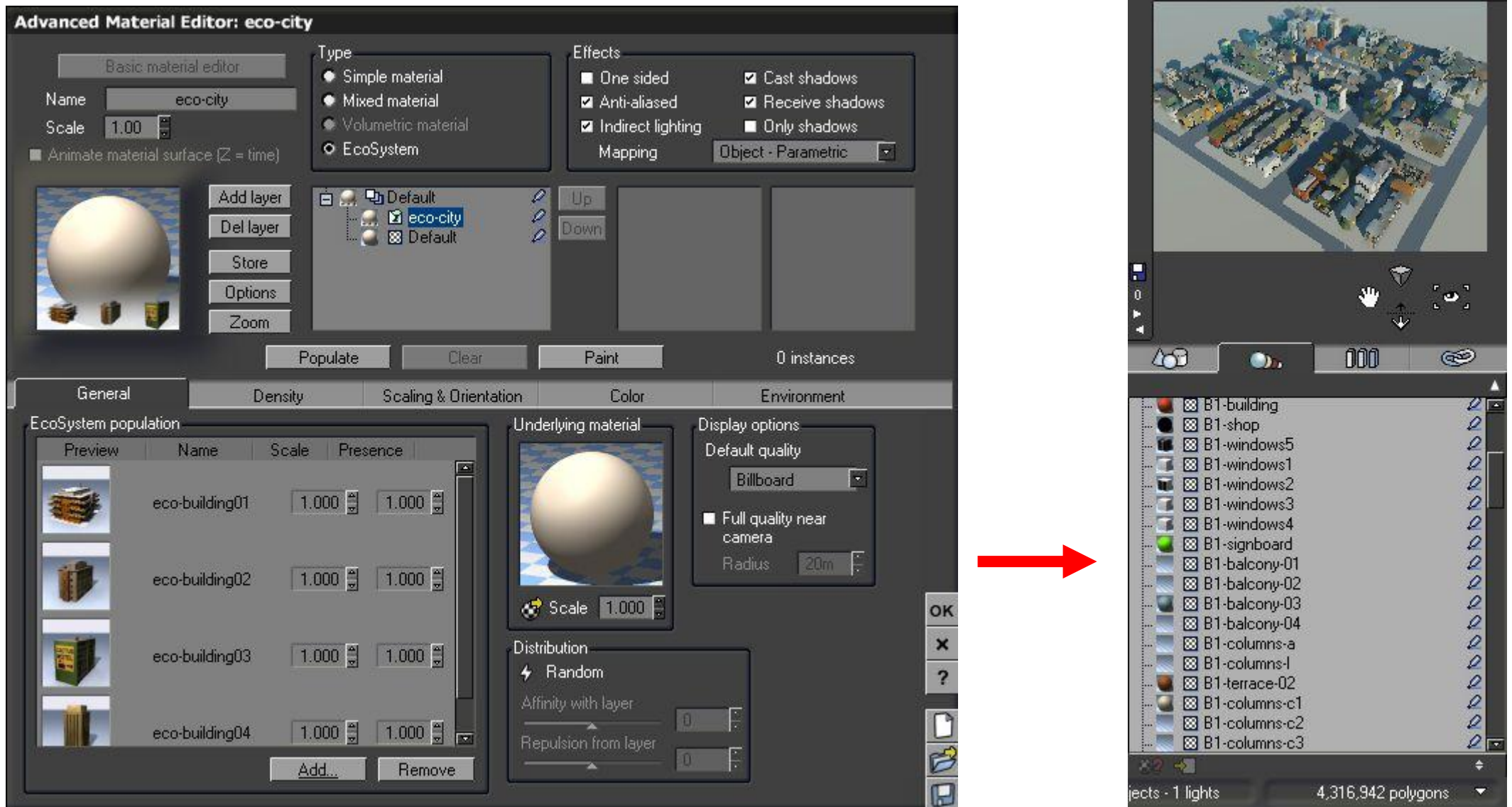


After you unzip the pack1, you will get the four eco-buildings, ready to use, to make beautiful city-panoramas. But if you like, you can change any parameters, such: the *color-range* and the *frequency-range*, for each buildings-elements.

See following:

Using

The only way to use this vob objects it's inside the ecosystems. You have to charge all of them in a ecosystem.

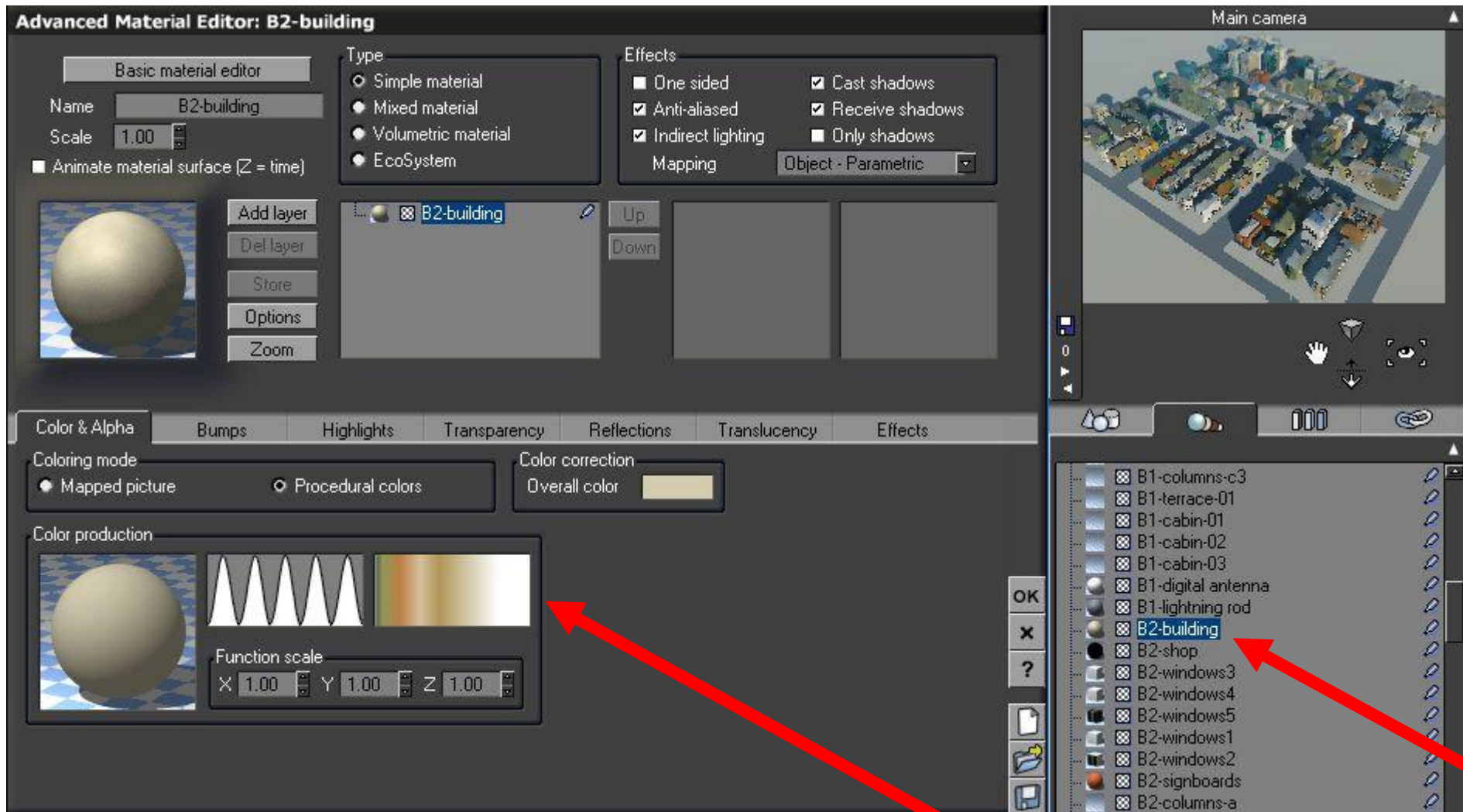


Therefore, you will see, in the material browser, a long list of items. They are the buildings-elements, anticipated by prefix (B1=Building1, B2=Building2, and so on).

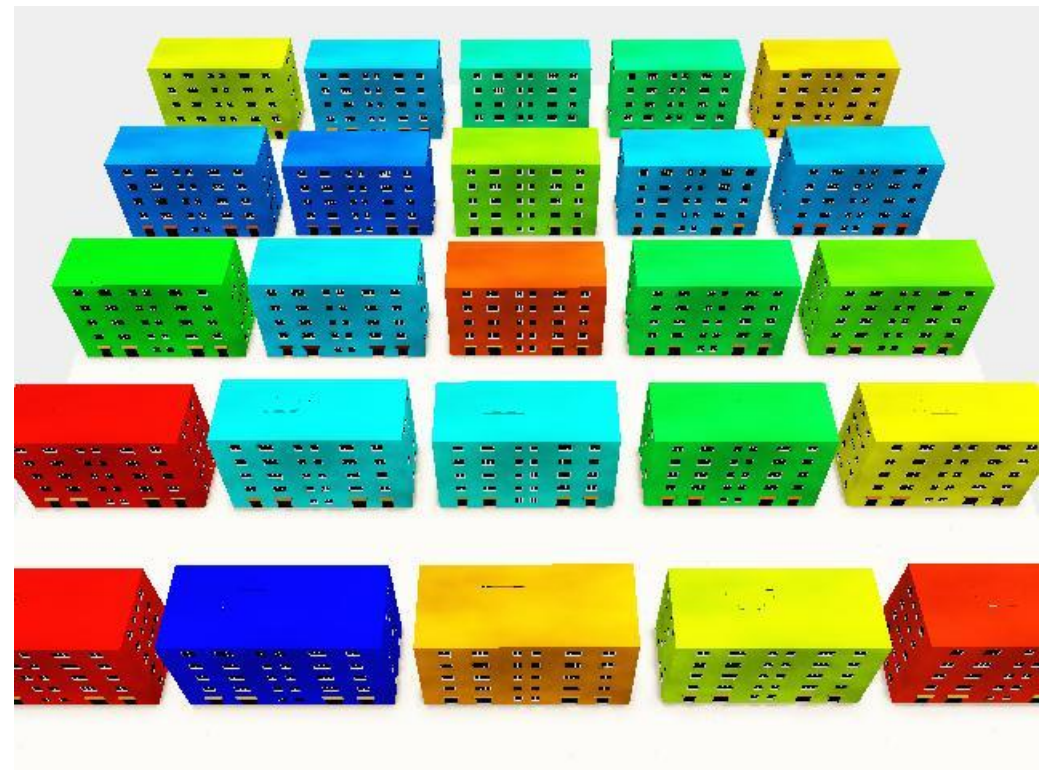
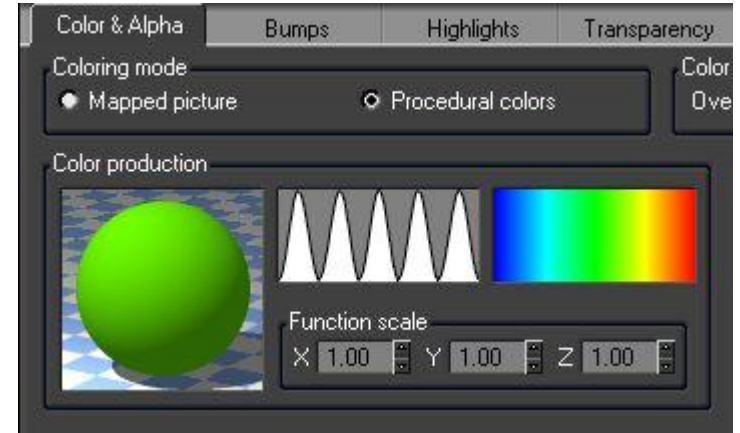
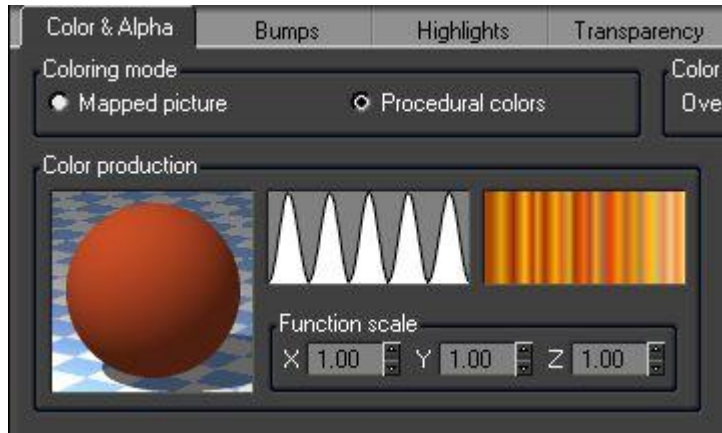
To change the colors variability for the buildings elements.

It's very simple:

- select, by material browser, the building-element you want to change the colormap,
- active the "Color & Alpha" tab, double click in the colormap and choose a new colormap, or edit it as you like.



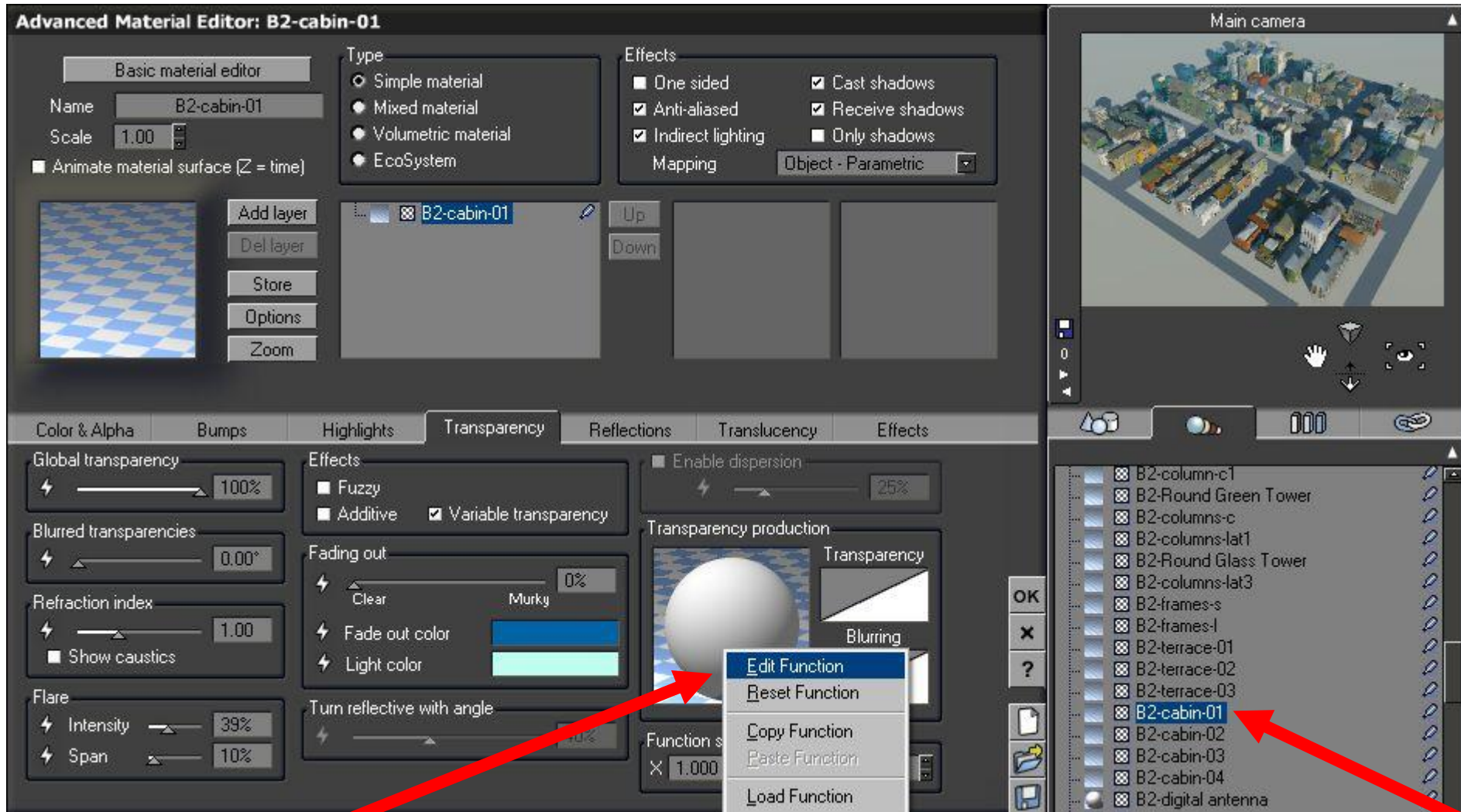
any samples:



To change the frequency variability for the buildings elements.

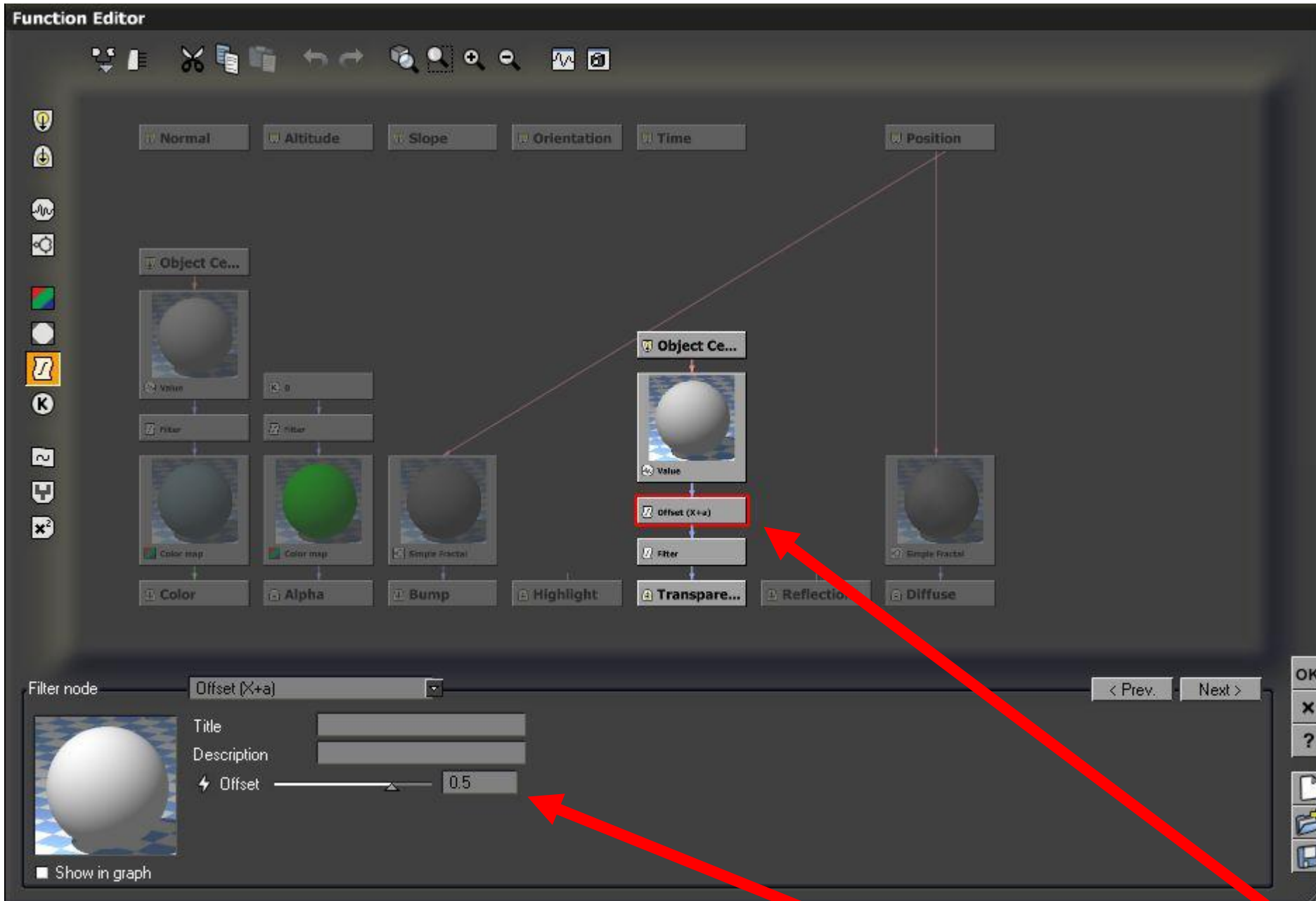
Also this one it's very simple:

- select, by material browser, the building-element you want to change the frequency range (building-windows-shops-signboards elements not have this feature),
- active the "Transparency" tab, right click on "Transparency production" parameter and choose "Edit function", by contextual menù.

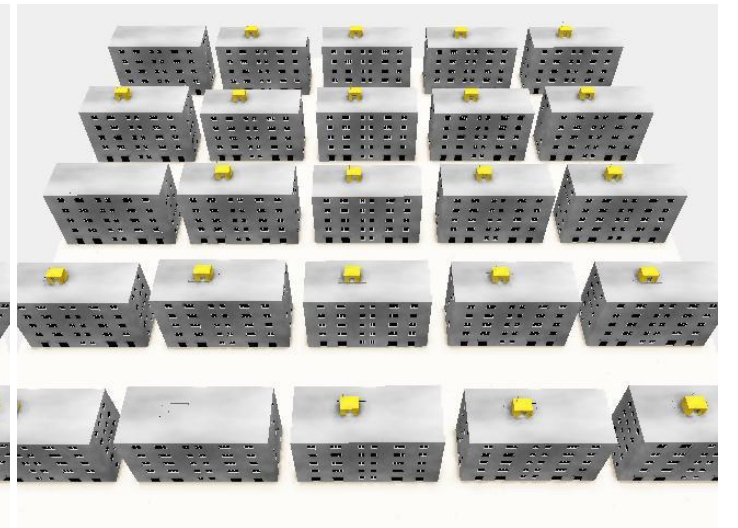
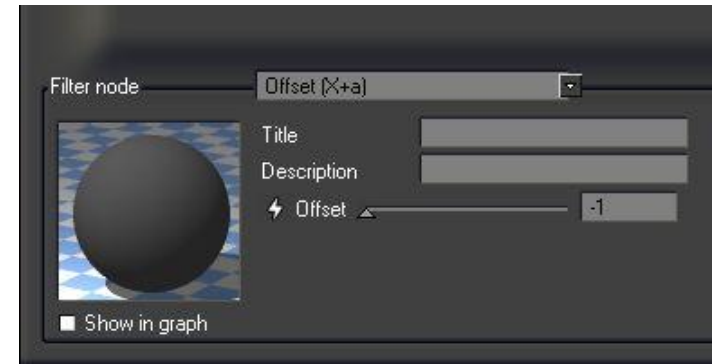
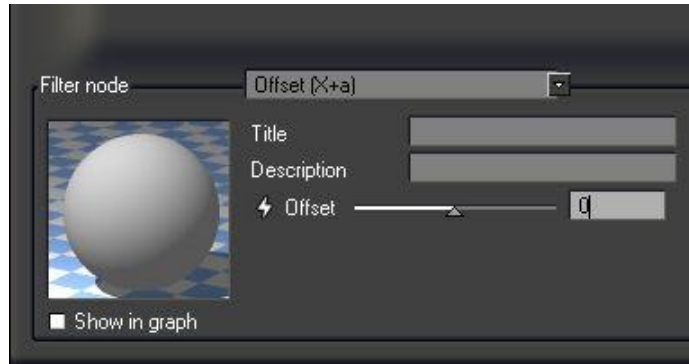
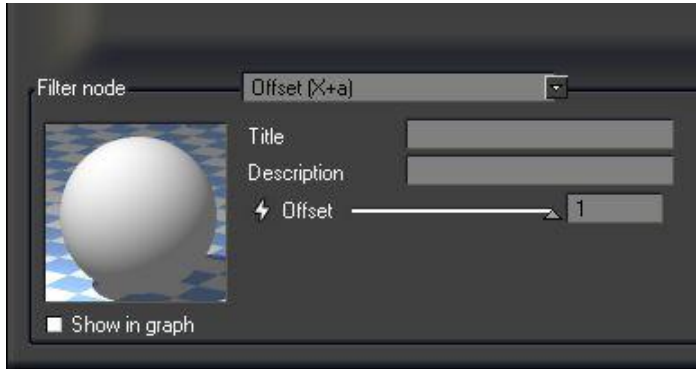


in the Function editor:

- select the “Offset (X+a)” filter
- by “Offset” slider, you can change the frequency range building-element.



any samples:



That's all !