

The village's road

Any brief notes

What's it?

The village's road is a very simple and efficient system to accomplish a whole and realistic village scene. For sure, it's suitable for middle-large views, but it can be fine, also for more close shots.

How it's composed.

This pack include: 1 Vue scene, 6 components (1 *chair*, 1 *table*, 2 *umbrellas*, 2 *structures*), 12 *alpha masks*. The Vue scene contain 2 terrains (1 for the road and village and 1 for background).

ATTENTION: this "the village's road" pack, **not include** none houses-objects (*see you below*).

What you need to complete this scene.

ATTENTION: although, (but I never have tested) you could be able to complete the scene, using every house you want, to upload the pertinent ecosystems-layers, you have to keep in mind that this scene has been projected on purpose for the "**Eco-oldhouses pack2**", therefore, if you want the best achievement, you need buy and download the "**Eco-oldhouses pack2**", placed on my C3D store (http://www.cornucopia3d.com/purchase.php?item_id=7157).

Keep in mind:

- a) in order to the render-setting, you have to already remember to disable the "*Texture anti-aliasing*", because it yield artifacts jointly with the "*Distance to Object Center*" function (input node). Normally, the final render mode is more that satisfying.
- b) If it's always possible to change the terrain position (also with the ecosystems empty), **it isn't possible to change the terrain rotation (if the ecosystems are empty)**, because the orientation-feature, inside each ecosystems, will be upset.

Any little bugs.

Could be happen, a partial overlapping, for some buildings, but it isn't bothering, because it's blent with the scene, almost always in convincing way. However, if you want, you can re-populate the ecosystem to get a new, unlike, result.

How using it.

At the begin, opening the Vue scene, you will get 3 objects with ecosystems (2 terrains and 1 town-object). The first thing to do is upload the "**Eco-oldhouses pack2**" in the pertinent ecosystem-layer ("*houses*" on the town-object). At this point, you can re-populate all the ecosystems. That's all !
Enjoy!