Dear Customer!

Thank you for choosing our product!

Yours sincerely, VK STUDIO team

This document provides the instructions about usage of 3D model ‘Stylized Stickman in T-Pose', product code 'vk0114'.

Model provided:

- Stylized stickman character in T-pose (2250 quad polygons)

The model pack contains the following file formats in corresponding archives:

.max (Autodesk 3ds Max 2011) - vk0114_StickmanTPose_3DSMAX_std.zip
.max (Autodesk 3ds Max 2010) - vk0114_StickmanTPose_3DSMAX_std.zip
.ma (Autodesk Maya 2011) - vk0114_StickmanTPose_MAYA2011_std.zip
.c4d (Maxon Cinema 4D R13) - vk0114_StickmanTPose_C4DR13_std.zip
.fbx (Autodesk FBX version 2013.3) - vk0114_StickmanTPose_FBX_2013_3.zip
.3ds (3D Studio) - vk0114_StickmanTPose_3DS.zip
.dae (Collada) - vk0114_StickmanTPose_DAE.zip
.dwg (Autodesk AutoCAD® 2000) - vk0114_StickmanTPose_DWG.zip
.dxf (Autodesk AutoCAD® 2000) - vk0114_StickmanTPose_DXF.zip
.fbx (Autodesk FBX ver. 2013.3) - vk0114_StickmanTPose_FBX.zip
.obj (Wavefront Technologies) - vk0114_StickmanTPose_OBJ.zip
.stl (STereoLithography) - vk0114_StickmanTPose_STL.zip
.png (Preview images) - vk0114_Previews.zip
.pdf (User Guide) - vk0114_Documents.zip

Note: The original model was created in 3D Studio Max 2011. Previews were rendered using V-Ray renderer. The renderings from other formats and render engines may differ from preview images provided on the seller web page.

Using the model in 3D Studio Max

Note: The model files from ‘vk0114_StickmanTPose_3DSMAX_std.zip’ are compatible with Autodesk 3ds Max 2010 or newer.

- Unzip the contents of archive vk0114_StickmanTPose_3DSMAX_std.zip’ into target folder on your computer drive.

- To open model in 3DS Max:
    1) Go menu File -> Open -> Open
    2) In Open File dialog, navigate to the folder where you have unzipped the archive
    3) In File Type, list select '3ds Max (.max)'
    4) Locate file ‘vk0114_StickmanTPose_max2010_std.max'. Double click it to open (or highlight it and click Open button)

- To merge model to the current scene:
    1) Go menu File -> Import -> Merge
    2) In Merge File dialog, navigate to the folder where you have unzipped archive
    3) In File Type list, select '3ds Max (.max)'
    4) Locate file ‘vk0114_StickmanTPose_max2010_std.max '. Double click it to open (or highlight it and click Open button)
    5) In Merge dialog, select/highlight item ‘vk0114_StickmanTPose’ in the objects list. Click OK button. Model ‘vk0114_StickmanTPose’ will be added to a scene.

Using the model in Autodesk Maya

Note: The model files from ‘vk0114_StickmanTPose_MAYA2011_std.zip’ are compatible with Autodesk Maya 2011 or newer.

- Unzip the contents of archive ‘vk0114_StickmanTPose_MAYA2011_std.zip’ into the target folder on your computer drive.

- To open model in Autodesk Maya:
    1) Go menu File -> Open Scene...
    2) In Open dialog, navigate to the folder where you have unzipped the archive
    3) In File of Type list, select 'Maya Scenes'
    4) Locate file ‘vk0114_StickmanTPose_maya2011_std.ma’. Double click it to open (or highlight it and click Open button)

- To import model and merge it to the current scene:
    1) Go menu File -> Import...
    2) In Import dialog, navigate to the folder where you have unzipped the archive
    3) In File of Type list, select 'Maya Scenes'
    4) Locate file ‘vk0114_StickmanTPose_maya2011_std.ma’. Double click it to open (or highlight it and click Open button)

Using the model in Maxon Cinema 4D

Note: The model files from ‘vk0114_StickmanTPose_C4DR13_std.zip’ are compatible with Maxon Cinema 4D R13 or newer.

- Unzip the contents of archive ‘vk0114_StickmanTPose_C4DR13_std.zip’ into target folder on your computer drive.

- To open model in Maxon Cinema 4D:
    1) Go menu File -> Open...
    2) In Open File dialog, navigate to the folder where you have unzipped the archive
    3) Locate file ‘vk0114_ StickmanTPose_c4dr13_std.c4d’. Double click it to open (or highlight it and click Open button)

- To import model and merge it to the current scene:
    1) Go menu File -> Merge...
    2) In Open File dialog, navigate to the folder where you have unzipped the archive
    3) Locate file ‘vk0114_StickmanTPose_c4dr13_std.c4d’. Double click it to open (or highlight it and click Open button)

Using the model in other 3D applications

To open model in 3D application other than Autodesk 3ds Max, Autodesk Maya, Maxon Cinema 4D, use exchange format files FBX, OBJ, 3DS, DAE, DWG, DXF and STL. They are provided in archives:

- vk0114_StickmanTPose_FBX_2013_3.zip
- vk0114_StickmanTPose_OBJ.zip
- vk0114_StickmanTPose_3DS.zip
- vk0114_StickmanTPose_DAE.zip
- vk0114_StickmanTPose_DWG.zip
- vk0114_StickmanTPose_DXF.zip
- vk0114_StickmanTPose_STL.zip

Refer to the manual of specific application on how to import exchange format files to this application.

Note: exchange file formats DWG and DXF have limit of 32K faces. Therefore, for subdivision levels exceeding this limit, the corresponding DWG and DXF files may not be provided.

Two versions of FBX files

There are two versions of FBX files for each model:

1) FBX files, having suffix ‘PEO’ in their names, were exported with option ‘Preserve edge orientation’ turned ON. In this case the export routine tessellates the mesh automatically with built-in algorithm.
2) FBX files without suffix ‘PEO’ in their names, were exported with option ‘Preserve edge orientation’ turned OFF. In this case the export routine implicitly preserves the orientation of each triangle edge, as it was set by modeler.

The using of the mesh with PEO is preferable compared to the mesh with automatic tessellation. This is because automatic tessellation ignores the flow of the mesh geometry. While the modeler takes into account the geometry flow and can ensure that orientation of triangle edges supports the overall logic of geometry flow. This can be important specifically for the low polygonal meshes.

However, in some cases, the importing of FBX file with PEO option may cause triangulation of the mesh. If this is the unwanted case, then choose to import FBX file without suffix ‘PEO’ in its name.

STL (Stereolithography) file format resolution

For STL exchange format, the level of mesh subdivision (resolution) is 0.

Zero level of mesh subdivision means that no subdivision was applied to the basic mesh. This mesh is supposed to be used in CAD-oriented 3D software for the purpose of compatibility.