

PIXEL DOWNS RACETRACK



Using Pixel Downs Racetrack

Pixel Downs Racetrack can be used several different ways; as a complete racetrack environment or as a series of sectional props. There are two different versions of the Pixel Downs Racetrack and each version has been specifically tuned for the Poser and/or DAZ Studio v platforms. While both versions can be imported into the others platform, it is strongly recommended that you use the appropriate version for that platform.

Finding the Pixel Downs Racetrack...

After installing the product, the files can be found in **DAZ Studio**:

- **Environment / Architecture / Pixel Downs Racetrack**

And in Poser:

- **Runtime / Libraries / Character (Figures) / Pixel Downs Racetrack**

Using the Pixel Downs Racetrack

The easiest way to use the Pixel Downs Racetrack is simply to load the “Pixel Downs Complete” file which will load the entire Racetrack. The Racetrack is quite large and will take considerable camera scrolling to get around. It is suggested you use the built-in cameras to make navigation easier. **Poser Note:** The default Camera will need to be adjusted to see the entire racetrack. **Enter “860000” in the Yon and “0” in the Hither dials to see the entire Racetrack.**

Placement Poses

Placing figures in Pixel Downs can be a repetitive and difficult experience with endless dial spinning to get your characters from one side of the track to the other. 6 Placement poses are included to cut down on these actions. Placement poses simply contain a BODY X-Y-Z position to help you easily move your figures closer to their final pose position.

Parts Folder

This folder contains all the parts of the racetrack model. Most parts will load-off center to their positions in the “Pixel Downs Racetrack Complete” file. A few will load center and need to be moved such as “Hedge-Single” and “Losing Tickets”.

Changing the Course from “dirt to turf” or “turf to dirt”... There are two parts you can choose from; “Race Track-Full Dirt” or “Race Track-Full Turf”. If you have a track already loaded (such as preloaded with the “complete” preset), simply select the track part, delete it and replace it with the one you want from the Parts section.

Materials Folder

This folder contains mostly default versions of the parts found in the Parts folder. There are a few significant material changes. For instance, there are materials to change the quarter and eight pole colors, as well as the skydome look.

Toteboard Materials

There a ridiculous amount of materials in this folder (over 375). The reason why is this is how you control the Toteboard display. You can choose who wins, what odds it has, how many horses are running, what were the track conditions and even decide whether whether that result is “Official” or if an “Inquiry” is required.

If you don’t want to bother with the details, but want something other than the default textures, there are 5 presets included in this folder.

Bet Pool Numbers... These materials turn on and off the wager numbers under the entrants column.

Odds... These materials turn on and off and/or change the odds at the top of the entrants column. Turning off the odds will automatically also turn off the “Bet Pool Numbers”, but you’ll need to go back to “Bet Pool Numbers” if you want them back on again.

Race Number... Change the race number from 1 to 9.

Race Placing... Choose 1st, 2nd, 3rd and 4th Place from 1 to 14 horses.

Race Results... Choose the winning pay-out amount (low, average, high) and whether the race is official. You can also call an inquiry or a photo finish. These displays can be marked “blank” if the race is in progress.

Race Time... Several different winning times at available depending on the length of the race (1-1/16 mi, 1 mi, 1 mi turf, 7 Furlongs, 6-1/2 Furlongs and 6 Furlongs)

Track Conditions... Select the track conditions (fast, firm (turf), good or sloppy)

Horse Racing, the Sport of Kings

Horse racing is a sport that has a long history, dating as far back as ancient Babylon, Syria, and Egypt. In the first Greek Olympics, chariot racing and mounted horse racing were events. In ancient Rome, both chariot and mounted horse racing were major industries. As Thoroughbred racing developed as a sport, it became popular with the aristocrats and royalty and achieved the title "Sport of Kings." Today's Horse racing is enjoyed throughout the world using several breeds of horses including Thoroughbreds, Quarter Horses, Arabians, Paints, and Appaloosas.

Types of Races

Various types of racing have given rise to horse breeds that excel in the specific disciplines of each sport. There are three types of racing which are most common, Flat racing (generally an oval track), the Steeplechase (jumping over a series of obstacles along a set course) and Harness racing (a buggy/sulky drawn by a horse generally on an oval track).

Flat racing is the most common form of Thoroughbred racing. The track is typically oval in shape and the race is based on speed and stamina. The types of horses used in flat racing are the Thoroughbred, Arabian, Quarter Horse, Paint, and Appaloosa.

There are several different categories of Flat racing.

- In Handicapped and/or Allowance races, better horses are required to carry additional weight in their saddles to help balance the field.
- Graded Stakes races by far are the most prestigious and have the largest winning purses. The most recognizable of the stakes races is the Triple Crown; a series of 3 consecutive races held over a 5 week period which includes the Kentucky Derby, the Preakness and the Belmont. Another very high profile set of Graded Stakes are included in the Breeder's Cup.
- A Maiden race includes horses that have never won a race. All horses are weighted the same and may only race against horses their own age.
- Claiming Races include horses which are up for sale for the amount described in the race title (e.g. \$15,000 Claiming race). This race generally attracts buyers who feel that an entry hasn't been trained properly or is undervalued.

A typical Thoroughbred race is run on dirt or turf surfaces and generally five to twelve furlongs. A furlong is a distance measurement equal to one eighth of a mile, 220 yards or 201.168 meters.

Betting Guide:

In North America, the most common types of bets on horse races include:

Straight Wagers

- **Win:** The bettor must pick the horse that wins the race.
- **Place:** The bettor must pick a horse that finishes either first or second.
- **Show:** the bettor must pick a horse that finishes first, second or third.

Exotic Wagers

- **Exacta, perfecta, or exactor:** The bettor must pick the two horses that finish first and second, in the exact order.
- **Trifecta or triactor:** The bettor must pick the three horses that finish first, second, and third, in the exact order.
- **Superfecta:** The bettor must pick the four horses that finish first, second, third and fourth, in the exact order.
- **Box:** Used in Exacta, Trifecta and Superfecta wagering, this wager includes all the placing combinations and its cost is amplified by the number of bets. For example, a \$2 Exacta Box with Horse #1 and #2 would cost an additional \$2 because there are actually 2 wagers 1-2 and 2-1. A \$1 Trifecta Box using Horses #1, #2 and #3 would cost \$6 because there are 6 \$1 wagers (1-2-3, 1-3-2, 2-1-3, 2-3-1, 3-1-2 and 3-2-1)
- **Quinella:** The same thing as a Exacta Box except it's a single bet.
- **Any2 or Duet:** The bettor must pick the two horses who will place first, second or third but can finish in any order.
- **Parlay:** A parlay, accumulator or roll-up consists of a series of bets in which bettors stake the winnings from one race on the next, in order, until either the bettor loses or the series completes successfully.
- **Double:** The bettor must pick the winners of 2 consecutive races.
- **Triple:** The bettor must pick the winners of 3 consecutive races.
- **Pick-4:** The bettor must pick the winners of 4 consecutive races.
- **Pick-6:** The bettor must pick the winners of 6 consecutive races.
- **Place-Pick8/9/10:** In order to have a winning ticket, the bettor must pick the Win or Place winners of each race at a particular track on that day.

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