

PIXEL DOWNS
RACETRACK
GRANDSTAND



GRANDSTAND, PADDOCK & STABLES

Using the Pixel Downs Grandstand

Pixel Downs Grandstand was designed as an add-on to the Pixel Down Racetrack set. This set adds a Grandstand that sits alongside the racetrack and can sit over 11,000 people. This grandstand includes 4 types of seating; box seats equipped with personal monitor, cushioned reserved seats, bench general admission seats and cafe-styled seating with tables. This set also includes a complete paddock area with a post parade route, paddock oval and gardens and a paddock holding stable for up to 15 horses.

The set is broken into parented parts so that it doesn't become too polygon heavy. While this Grandstand set was designed for the Pixel Downs Racetrack set, it is versatile enough to be incorporated into other scenes as well.

This product has separate versions of DAZ Studio and Poser. It supports 3Delight, Iray, Firefly and Superfly render engines.

Finding the Pixel Downs Racetrack Grandstand...

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 Grandstand Complete" file which will load the entire Grandstand, Stables and Paddock area. 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 Model.**

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.

Managing the Grandstand and Avoiding Crashes

The Grandstand model is huge despite efforts to keep the polygon count as low as possible. Add to that Horses with complete racing tack and Jockeys fully clothed and you have a recipe for crashes. For that reason, the model has been broken up into several section that parent on each other.

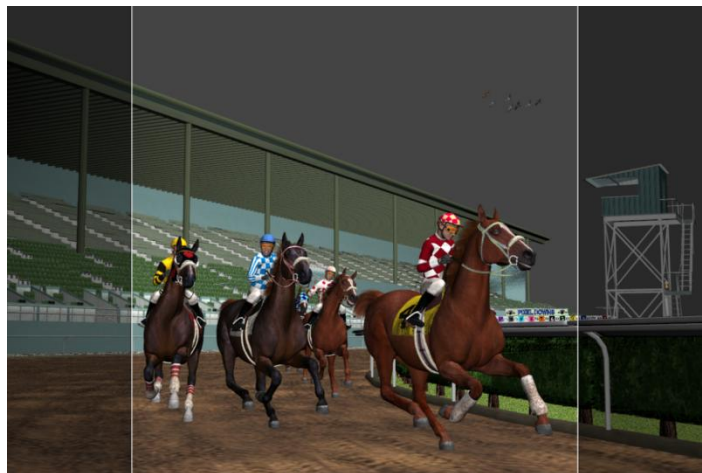
The main base model is the Grandstand Building itself which is fairly polygon light. The trouble starts when you add the seating; which adds in the box seats, reserved seats and general admission bench seating... this part is very polygon heavy. There's a small sibling prop to the box seats that adds programs and betting tickets to the box seat shelves, The cafe patio tables and chairs is another parented model as well as the Paddock Grounds and Stables. The last sibling model is the front hedges which is fairly polygon light. The "complete" version of this loads everything

The reason for detailing all these parts is to let you know that you don't have to keep them all in your scene. If you're rendering the paddock grounds, there's no reason to have the seating or cafe models loaded too. The camera will never see them. The same goes for most racetrack oriented scenes-- there's no need to have the paddock and front hedges models loaded.

So here's some thoughts on scene building and rendering.

1. Save, save, save... when working on a scene save constantly and maybe use alternate filenames. In creating the main promo for the Grandstand, I alternated between saving Grandstand1 and Grandstand2-- just in case there was a crash during saving.

2. Eliminate everything you can that isn't in camera. Again, when creating the main promo in the image to the right, there's no need to keep the Steward's Towers, the Cafe seating, the Finish line, Paddock or Front Hedges. In fact, the back horse (whose head is showing) doesn't have a saddle or a rider because they're not seen.



3. For resource challenged computers...

render twice... create your scene and save it. Then remove all the foreground items and render the background (like the grandstand, sky, etc) and then save it as an image (or in Poser "Paste into Background). CTRL Z (undo) your way back to the full scene and now delete those background items.

Other Ideas...

There's a lot of wide open space on the Paddock Plaza. Eventually I may create more add-on parts for this area like betting windows, staff building, restrooms, more gardens etc... but what do you do with it now? There's a smaller grouping Cafe tables and chairs prop that can be loaded and moved to this area as well as any suitable props you may already have in your content folders.

The tiling in the plaza can be changed for one of the other three tiles in the texture folder using DAZ Studio and Poser's material editors.

Special Thanks to my beta teams

- 2023 Release: Alisa and FlintHawk

