VINTAGE FURNISINGS

Lighting, Kitchen & Bathroom
Furnishings from 1910-1930

by Ken Gilliland

Introduction

This product attempts to recapture the stylistic charm of many common day furnishings when they were first introduced to households. The set includes both kitchen appliances and bathroom items from the turn of the the 20th century. For instance, the bath tub was introduced during the 1880s and was common place by about 1910, while the shower attachment didn't become popular until the 1930s. The gas oven in the set is a circa 1910 model and the refrigerator is based on a 1928 Frigidaire.

The appliances and plumbing fixtures includes numerous controls and morphs to allow knobs to turn, doors to open, and latches to unlatch.

Overview and Use

To find the "Vintage Furnishings" product, go to the Props folder in DAZ Studio or in Poser (Within Poser, these folders are found in the *Figures* library).

- **Character based Models**
  - **Vintage Oven**
    - All the morphs/controls are located in the BODY section.
      - **Left Door Open, Right Door Open** & **Bottom Door Open**… As expected, these controls will open the refrigerator doors.
      - **Turn Stove Knob1-4** & **Turn Oven Knob**… These controls turn the knobs at the front on the stove to on/off positions.
  - **Vintage Refrigerator**
    - All the morphs/controls are located in the BODY section.
      - **Left Bottom Door Open, Left Top Door Open** & **Right Door Open**… As expected, these controls will open the oven doors.
      - **Lift Left Door Latch** & **Lift Right Door Latch**… Both the left and right doors are secured by latches. These controls lift those latches to lock/unlock positions.
  - **Vintage Sink**
    - All the morphs/controls are located in the BODY section.
      - **Water Hot On-Off** & **Water Cold On-Off**… These controls turn the knobs at the top of the sink to on/off positions.
      - **Water Level Raise-Lower** & **No Water in Sink**… These controls deal with the water plane in the sink.
      - **Place Stopper by Valve** & **Stopper-xrot, Stopper-yrot, etc…** The "Place Stopper…" control unplugs the sink drain and places the stopper beside the On-Off valves. The Rotate and Trans controls allow free-form movement of the drain plug.
  - **Vintage Toilet**
    - All the morphs/controls are located in the BODY section.
      - **Flush Toilet**… this control activates the pull chain and handle.
      - **Lift Lid** & **Seat**… These controls lift the toilet set and lid. Since the hinge on the lid is attached to the seat, the "Lift Lid" setting <u>should be at zero when the"Lift Seat" control is used</u>.

- o **Vintage Clawfoot Tub**
  - ▪ All the morphs/controls are located in the BODY section.
    - **Open Drain**… This control raises/lowers a plunger on the plumbing cluster in the middle (above the faucet) and raises/lowers the drain plug.
    - **Lower Water** & **Empty Water**… These controls deal with the water plane in the tub.
    - **Water Hot On-Off** & **Water Cold On-Off**… These controls turn the valves to on/off positions.
    - **Shower On-Off**… This control turns the selection valve (above the facet) to tub or shower positions.
    - **Hot Shut Off** & **Cold Shut Off**… These controls turn the feed line valves near the base of the floor to on/off positions
- o **Vintage Clawfoot Tub Curtain**
  - ▪ All the morphs/controls are located in the BODY section (and some in the TUB section in DAZ Studio). The curtain is a conforming/"Fit to" model, designed to attach to the already loaded Clawfoot Tub.
    - **Tuck Curtain Inside Tub**… This morph places the entire shower curtain inside the tub which would be the practice when taking a shower.
    - **Ceiling Mount Height**… This morph allows the ceiling mount to adjust to the height of the ceiling in your scene. If the ceiling is higher than the limits allows, go to the parameters of this control and adjust the maximum limit.
    - **Open Front Curtain** & **Open Both Curtains**… These are stepped morphs at use combinations of the "OpenCurtain_A, _B, _C" / "OpenBothSides_A, _B, _C" to open and close the shower curtain(s). While not 100% perfect, it's pretty close and helpful.
      - o **OpenCurtain_A** & **OpenBothSides_A**… These morphs open the curtain(s) just enough to access the plumbing from within the shower.
      - o **OpenCurtain_B** & **OpenBothSides_B**… These morphs open the curtain(s) to clear the front end curve of the Shower rod.
      - o **OpenCurtain_C** & **OpenBothSides_C**… These morphs open the curtain(s) to the back end of the tub.
    - **Deformers**… There are 4 deformers which will correct the shower curtain when the "Open Curtain (B-C)" morphs are used in conjunction with the "Tuck Curtain Inside Tub" morph. These deformers should work automatically when using Poser. DAZ Studio is less cooperative. These deformers are found in the "Tub" part of the Curtain model and should be activated when needed (for example, if the OpenCurtain_B is used, the TuckInFrontB deformer should be used.
- • **Prop based Models**
  - o **Light Fixture**
  - o **Light Fixture2**
  - o **Vintage Paper Holder**

Using Vintage Furnishings within Seashore House

Vintage Furnishings came about thanks to my re-release of my 2007 [Seashore House](#). I decided I needs some kitchen appliances and ceiling lights to supplement the renders of that model. The sink, oven and refrigerator will fit in the kitchen (as shown on this manuals cover art)… but it's a tight fit. Fitting a bathroom is more problematic. Seashore House has a small pass-through between Bedrooms 1 and 2, but there's only enough room for the toilet. I'd suggest converting a bedroom to a bathroom to fit everything…. I think Bedroom 3 would be best.

FIRST FLOOR

SECOND FLOOR