



A 3D Model Set by Ken Gilliland

The Hanging Gardens of Nimrud

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Historical Overview

Nimrud was an ancient Assyrian city found on the left bank of the river Tigris in Northern Mesopotamia. The city built in the 13th century BC, stood for a thousand years. In ancient times the city was called Kalḫu. Some scholars believe that Nimrud was the site of the biblical city of Calah. The Arabs called the city Nimrud after the Biblical Nimrod, a legendary hunting hero (Genesis 10:11-12, Micah 5:6, and 1Chronicles 1:10).

The city covered an area of around 41 km² (16 square miles) and the ruins of the city are found in modern day Iraq, some 30 kilometers (19 mi) southeast of Mosul.

Assyrian king, Shalmaneser I, founded Nimrud as his capital in the 13th century BC. The city gained fame when king Ashurnasirpal II of Assyria (c. 880 BC) made it his capital. He built a large palace and temples on the site of an earlier city that had long fallen into ruins. Thousands of men worked to build a 5-mile (8.0 km) long wall surrounding the city and a grand palace. Nimrud under King Ashurnasirpal II had a population of about 100,000 inhabitants and contained botanic gardens and a zoologic garden. There were many inscriptions carved into limestone including one that said "The palace of cedar, cypress, juniper, boxwood, mulberry, pistachio wood, and tamarisk, for my royal dwelling and for my lordly pleasure for all time, I founded therein. Beasts of the mountains and of the seas, of white limestone and alabaster I fashioned and set them up on its gates."



The inscriptions described plunder stored at the palace. "Silver, gold, lead, copper and iron, the spoil of my hand from the lands which I had brought under my sway, in great quantities I took and placed therein." The inscriptions also described great feasts he had to celebrate his conquests. However his victims were horrified by his conquests. The text also said "Many of the captives I have taken and burned in a fire. Many I took alive from some I cut off their hands to the wrists, from others I cut off their noses, ears and fingers; I put out the eyes of many of the soldiers. I burned their young men women and children to death." About a conquest in another vanquished city he wrote "I flayed the nobles as many as rebelled and spread their skins out on the piles." These shock tactics brought success



in 877 BC, when after a march to the Mediterranean he announced "I cleaned my weapons in the deep sea and performed sheep-offerings to the gods."

His son, Shalmaneser III (858–824 BC), built the monument known as the Great Ziggurat, and an associated temple. The palace, restored as a site museum, is one of only two preserved Assyrian palaces in the world, the other being Sennacherib's palace at Nineveh.

Nimrud remained the Assyrian capital until 706 BC when Sargon II moved the capital to Khorsabad. It remained a major center and a royal residence until the city was completely destroyed in 612 BC when Assyria succumbed under the invasion of the Medes and the Babylonians.

The name Nimrud in connection with the site is apparently first used in the writings of Carsten Niebuhr, who was in Mosul in March 1766.

Loading the Model:

Depending on what version you are using the model will be located in one or several folders.

In the Poser Version:

- Character section: “Hanging Gardens of Nimrud” Folder (2 flags)
- Pose section: “Hanging Gardens of Nimrud” Folder (Placement Poses for Figures)
- Props section: “Hanging Gardens of Nimrud” Folder and “Parts” subfolder (Main Model)
- Camera section: “Hanging Gardens of Nimrud” Folder (All Cameras)
- Light Section: “Hanging Gardens of Nimrud” Folder (One Light)
- Textures in the Notung : Nimrud folder
- Geometry in the Notung : Nimrud folder

In the DAZ Version:

- Go to the Content : Props : Architecture: “Hanging Gardens of Nimrud” Folder and “Parts” subfolder
- Textures in the Runtime : Textures : Notung : Nimrud folder
- Geometry in the Data folder

In the Vue Version:

- Go to the Objects : Architecture: “Hanging Gardens of Nimrud”

Seeing and Positioning the Model:

With Poser and DAZ Studio you will have trouble initially seeing the model. The reason for this is because the model is huge.

In **Poser** preview mode, you will need to adjust your Main Camera in adjust the “YON” setting to 5,000+. Use the Cameras provided with the model or set your DollyY set to:

Sea Level= 30
Market Level = 280
Wall Parapet Level=370
Tower Level=375
Temple Tier1=345
TempleTier2=365
TempleTier3=390
TempleTier4=402

DAZ Studio doesn't have the preview “YON” issues Poser has, so if you pan out enough you will see the model. Use the Cameras provided with the model or set your DollyY set to:

Sea Level= 100
Market Level = 9537
Wall Parapet Level=10363

Tower Level=10695
Temple Tier1=9792
TempleTier2=10415
TempleTier3=11075
TempleTier4=11437

Positioning the Model

Because this model is actually a series of separate smaller models you'll want to be careful when moving it. In Poser and DAZ Studio, the model is set in an hierarchy format with the "City Base" part being the parent. In Vue, the model has been grouped into section for easy movement.



Morphs and Customizing:

This model does have some morphs that are available in the Poser and DAZ Studio versions.

- **Flags:** The Flags have numerous morphs found in the BODY section of the model.
- **The Gate:** The gate is in four pieces that are children of the "Temple Enclosure" part. You will need to select each of these four parented props to access their morphs
 - **Left and Right Gate Parts-** The Door Open morphs allow the Gate to be opened. These actions will not raise the Door Bolt.
 - **Door Brace-** The Door Brace raises and lowers the brace. Only settings of "1" or "0" are recommended. Settings in between may cause the rope to sag and/or misalign.
 - **Door Rope Crank-** This crank simply spins emulating the mechanism to raise the Gate Brace.

- **Doorway:** This doorway can be placed on a tower, building or wall section to emulate access to the structure. It has a simple morph to extend the back of the door frame to fit over irregular surfaces.

Customizing

Because of the modular nature of this model, many different forms of customization are available. Numerous additional wall, arch and tower parts have been included. The Vue and Poser versions have very simple billboard plants on the temple garden areas. Heavier displacement can be used to make these areas more three dimensional. You can also import/add more 3D plants to the scene from other vendors such as LB Botanicals or Greenworks.

Within Vue, materials have been arranged to take advantage of the Eco-system feature to create much more realistic plants. I suggest using 100% density on these areas. Suggest painting the areas around the temple for more control; sometimes the plants grow into the temple stairway.

Plant Friendly materials for Vue:

- City Base for Walled Enclosure part: use material **RBaseIntG**.
- Temple/Ziggurat part: use materials **Gardens1**, **Gardens2** and **GardenF**. You could also use other **Roof** materials.
- The Black Obelisk part: use materials **ObeliskGarden1** and **ObeliskGarden2**.

Improving the Main and Temple Plazas

You can remove the existing material from the Main City Base part (**RBaseInt**) and replace it with a higher resolution tileable texture in Vue or Poser/DAZ Studio (later versions).

Placing Additional Figures and Props

Because of the epic scale of this model, placing additional figures and props can be challenging if not discouraging at times. They get dwarfed by the architecture. Included with the model (on Poser and DAZ Studio versions) are "Place Figure" poses. These poses will place any figure at a specific location on the model. The poses only include X-Y-ZTrans information for the BODY section, so they will not interfere with your pre-existing poses. Poser props cannot be moved with these poses, but if the props are parented to a figure, they'll go with the figure, then once transported... unparent them. There is a matching set of Camera poses included in the Poser and DAZ Studio versions.

Special Thanks to...

....my beta team (Ali, Bea, Jan, Kelvin, Rhonda, Sandra)

Appendix I: Materials and Associated Maps

City Base

RBaseInt	kg_ziggerat7a.jpg	Interior of Temple enclosure. Tileable, better to use Vue Material
RBaseInG	kg_ziggerat7b.jpg	Garden area around temple. Tileable, use Eco-system painter here
RBase	kg_ziggerat7.jpg	Walls of City Base
RBaseTop	kg_ziggerat7.jpg	Top of all City bases. Could to use Vue Material
StairsFacing	kg_ziggerat6.jpg	Stair Walls going to River
StarisTemple	kg_ziggerat6.jpg	Stairs going to River

Market Stalls

StallPoles	Stall.jpg	
StallRope	Stall.jpg	This material has some displacement on it
StallStake	Stall.jpg	
StallTable	Stall.jpg	
StallTableLegs	Stall.jpg	
StallTarp	Stall.jpg (color variations (1-8))	Suggest using Translucent feature on this

Temple Enclosure

Arch	kg_ziggerat1.jpg	The arches between the towers
ArchFacing	kg_ziggerat1.jpg	This is the checkered half-circle above the arches
ArchParapit	kg_ziggerat1.jpg	The Parapet above the arch
DoorBraceEye	kg_ziggerat1.jpg	Main Gate part
DoorBracePivot	kg_ziggerat1.jpg	Main Gate part
GateDoor Jamb	kg_ziggerat1.jpg	Main Gate part
Tower	kg_ziggerat1.jpg	
TowerDoor	kg_ziggerat1.jpg	
TowerDoorFrame	kg_ziggerat1.jpg	
TowerStairs	kg_ziggerat1.jpg	
Wall	kg_ziggerat8.jpg	
WallParapit	kg_ziggerat8.jpg	
WallShort	kg_ziggerat8.jpg	

Gate, Brace & Crank

Door	kg_ziggerat1.jpg	Main Gate part
DoorBrace	kg_ziggerat1.jpg	Main Gate part
DoorBraceBckt	kg_ziggerat1.jpg	Main Gate part
DoorBraceEye	kg_ziggerat1.jpg	Main Gate part
DoorBraceRope	kg_ziggerat1.jpg	This material has some displacement on it
DoorBraceRopeC	kg_ziggerat1.jpg	This material has some displacement on it
DoorCrossBrace	kg_ziggerat1.jpg	Main Gate part, cross braces on Gate

Temple

Balcony	kg_ziggerat2.jpg	The Balcony of the Walls2 area
Columns	kg_ziggerat2.jpg	Columns of the balcony
DoorF2	kg_ziggerat2.jpg	Doors on the sides of Facing2
GardenF	kg_ziggerat3.jpg	place Vue Eco-system
Gardens1	kg_ziggerat6.jpg	place Vue Eco-system
Gardens2	kg_ziggerat4.jpg	place Vue Eco-system
Plant_HVines1	kg_ziggerat9a.jpg	This material has some displacement on it
Plant_HVines2	kg_ziggerat9b.jpg	This material has some displacement on it
Plant_HVines3	kg_ziggerat9c.jpg	This material has some displacement on it
PlanterWall1a	kg_ziggerat5.jpg	These are the planter walls in the balcony
PlanterWall1b	kg_ziggerat5.jpg	These are the planter walls in the balcony
PlantShrub1	kg_ziggerat6.jpg	This material has some displacement on it
PlantShrub2	kg_ziggerat6.jpg	This material has some displacement on it
PlantShrub3	kg_ziggerat6.jpg	This material has some displacement on it
Roof1	kg_ziggerat6.jpg	
Roof2	kg_ziggerat4.jpg	
Roof3	kg_ziggerat2.jpg	
Roof3Center	kg_ziggerat2.jpg	
Roof4	kg_ziggerat3.jpg	
Roof4Top	kg_ziggerat3.jpg	
RoofF1	kg_ziggerat3.jpg	
RoofF2	kg_ziggerat2.jpg	
RoofF2Top	kg_ziggerat2.jpg	
StairsFacing	kg_ziggerat6.jpg	The big stairway
StairsTemple	kg_ziggerat6.jpg	The big stairway
TempleTrim	kg_ziggerat3.jpg	This is part of the Wall 4 group
Walls1	kg_ziggerat5.jpg	
Walls2	kg_ziggerat4.jpg	
Walls2Ceiling	kg_ziggerat4.jpg	Interior Ceiling of Walls2 Interior
Walls2Int	kg_ziggerat4.jpg	Walls2 Interior (balcony entrances)
Walls3	kg_ziggerat2.jpg	
Walls4	kg_ziggerat3.jpg	
Walls4Floor	kg_ziggerat3.jpg	Floor inside the Top of the Ziggurat
Walls4Int	kg_ziggerat3.jpg	Walls inside the Top of the Ziggurat
Walls4Panel	kg_ziggerat3.jpg	
WallsF1	kg_ziggerat3.jpg	Lower front facing
WallsF2	kg_ziggerat2.jpg	Upper front facing that stairway goes through
WallsF2Int	kg_ziggerat2.jpg	Upper front facing interior

Black Obelisk

Obelisk	kg_zigBGObelisk.jpg	
ObeliskBase	kg_zigBGObelisk.jpg	
ObeliskGarden1	kg_zigBGObelisk.jpg	place Vue Eco-system
ObeliskGarden2	kg_zigBGObelisk.jpg	place Vue Eco-system
ObeliskTier1	kg_zigBGObelisk.jpg	
ObeliskTier1c	kg_zigBGObelisk.jpg	
ObeliskTrough	kg_zigBGObelisk.jpg	
ObeliskWater	kg_zigBGObelisk.jpg	Replace with Vue Water



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