

SEASHORE HOUSE



Victorian Cottage with Complete Interior

Seashore House Homeowners Guide

By Ken Gilliland

Seashore House

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Seashore house is a Victorian period cottage. This detailed model replicates a 4-bedroom vacation home from the late twentieth century. Though the model is called Seashore House, it could be located anywhere, from lakeside to urban areas. Its' large wrap-around porch with gingerbread was typical of residential construction in the 1890's. Gingerbread was a key element in the Victorian and Queen Anne architectural styles. One reason for this was that gingerbread changed the appearance of the house throughout the day with what was called a "Stick Dance". The "Stick Dance" is the play of light and shadow through the gingerbread in relation to the sun's movement that gives the appearance of "dancing". This model as well offers excellent opportunities to explore hundreds of unique rendered images entirely based on lighting.

This model was created for Poser and DAZ|Studio uses, however can easily be exported to other programs that can import .obj format. The majority of the exterior has mapped for use with procedural colors so that its' colors are easily changed for almost infinite variations. The interior is fully functioning and textured.

Running Seashore House in DAZ Studio

Load DAZ|Studio. In your "Content Library" tab go to **Environments** : **Architecture** : **Seahouse House folder** and select the Seashore House Complete icon from your preferred renderer folder. This will load the model(s), the cameras and the lighting.

Running Seashore House in Poser

Load Poser. In the "Figures" folder go to the **Seahouse House folder** and select the Seashore House Complete icon from your preferred renderer folder. This will load the model(s). You will need to load the cameras and the lighting (if desired) separately from their respective folders.

Materials

Use of the materials within Seashore House can be a little daunting—there are quite a few materials. More than 50% of these materials use Procedural Colors. What this means is that many of the base texture maps were created in black and white, so that coloring could be combined to achieve unlimited variations in appearance.

Most materials follow the floor plan so that even more customize can be created by the user or by possible expansion pack. For example, each room's drapes are grouped into individual materials. Thus the kitchen drapes could be changed with a new diffuse color or new texture map. Each room's drape cornices are allowed mapped accordingly and could be changed or made independent of other rooms. Most of the interior rooms also use their own materials meaning procedural color room changes are possible.

There are a few exceptions; some rooms share a small portion of polygons.

- Bedroom1 shares some of Bedroom2's material
- Dining room shares some of the Sitting Room's material
- Kitchen shares some of Bedroom3's material.

Exterior Window & Door frames color will be also present in the interior. It is suggested that they be made white for interior camera use.

Customizing Seashore House

Both the DAZ|Studio and Poser versions have several folders of materials that will change the color and look for Seashore House.

- Colors-Doors
- Colors-Finials & Runners
- Colors-Floors
- Colors-Porch
- Colors-Roof
- Colors- Siding & Trim
- Hide & Show
- Prefinished Houses

For example, materials found in the Colors-Porch folder will alter the colors of the porch while Colors-Roof will change the color of the Roofing. If you don't want to play with color choices, there are eight color-coordinated houses available in the **Prefinished Houses** folder.

Locations of some of the Materials used



Description of Mapped Area	Texture Map Name	Material Name	Procedural Color
Chimney	PT06_BR3FIRE	Chimney	N
Chimney Stack	PT06_BR3FIRE	ChimneyStack	N
Exterior Door & Windows	PT06_WINDOOR	DoorWin	Y
Exterior Door Knob (glass)	PT06_WINDOOR	EDoorKnob	N
Exterior Door Knob (metal)	PT06_WINDOOR	EDoorMetal	N
Fireplace	PT06_BR3FIRE	I_Fireplace	N
Rear Stairs	PT06_BR4KIT	I_RearStairs	N
Interior Door Knob (glass)	PT06_INTDOOR	IDoorKnob	N
Interior Door Knob (metal)	PT06_INTDOOR	IDoorMetal	N
Bedroom1	PT06_BR1BR2	IW_Bedroom1	N
Bedroom2	PT06_BR1BR2	IW_Bedroom2	N
Bath-Closet	PT06_BR1BR2	IW_Bedroom2	N
Bedroom3	PT06_BR3FIRE	IW_Bedroom3	N
Bedroom4	PT06_BR4KIT	IW_Bedroom4	N
Upstairs Hall	PT06_BRHALL	IW_BedroomHall	N
1st Floor Ceiling	PT06_CEILING1	IW_Ceiling1	N
2nd Floor Ceiling/eaves	PT06_EXTF	IW_Ceiling2	N
Dining Room	PT06_SITRM	IW_DiningRm	N
Interior Doors	PT06_INTDOOR	IW_Doors	N
Interior Door Trim	PT06_INTDOOR	IW_DoorTrim	N
Entry Hall	PT06_ENTRY	IW_EntryHall	N
1st Floor (Interior and Exterior)	PT06_FLOOR1	IW_Floor1	N
2nd Floor	PT06_SITRM	IW_Floor2	N
Front Stairway	PT06_ENTRY	IW_FrontStairs	N
Kitchen	PT06_BR4KIT	IW_Kitchen	N
Sitting Room	PT06_SITRM	IW_SittingRm	N
Interior Stair Railings	PT06_INTDOOR	IW_StairRailings	N
Porch Eaves	PT06_PORCHEAVES	PorchEaves	N
Roofs	PT06_ROOF	Roof	Y
Siding East & Rear Facing	PT06_EXTER	SidingER	Y
Siding Front Facing	PT06_EXTF	SidingF	Y
Siding on Porch	PT06_PORCHEAVES	SidingPorch	Y
Siding West Facing	PT06_EXTW	SidingW	Y
Porch Detail	PT06_PORCHTRIM	TrimArch	Y
Porch Detail	PT06_FLOOR1	TrimCopper	N
Porch Detail	PT06_PORCHTRIM	TrimCorbel	Y
Porch Detail	PT06_PORCHTRIM	TrimCorbellnt	Y
Trim Pieces Exterior	PT06_TRIMEXT	TrimExterior	Y
Top Finial Span	PT06_CEILING1	TrimFinialTopSpan	Y
Top Finial Span	PT06_CEILING1	TrimFinialTopSpan Edge	Y
Roof Flashing	PT06_PORCHEAVES	TrimFlashing	Y

Front Finial	PT06_FLOOR1	TrimFrontFinial	Y
Front Runner	PT06_FLOOR1	TrimFrontRunner	Y
Front steps Landing	PT06_PORCHEAVES	TrimFrStepLanding	Y
Porch Detail	PT06_PORCHEAVES	TrimFrStepLattice	Y
Front Steps Railings and Gingerbread	PT06_PORCHEAVES	TrimFrSteps	Y
Porch Detail	PT06_PORCHTRIM	TrimFrStepsArch	Y
Porch Detail	PT06_PORCHTRIM	TrimFrStepsPost	Y
Porch Detail	PT06_PORCHEAVES	TrimFrStepsRailing	Y
Gable Runners	PT06_FLOOR1	TrimGableRunners	Y
Porch Detail	PT06_PORCHTRIM	TrimLattice	Y
Porch Detail	PT06_PORCHTRIM	TrimPanels	Y
Porch Railings and Gingerbread	PT06_PORCHTRIM	TrimPorch	Y
Porch Finial	PT06_FLOOR1	TrimPorchFinial	Y
Porch Detail	PT06_PORCHTRIM	TrimPosts	Y
Fascia Rear	PT06_CEILING1	TrimRearFascia	Y
Rear Porch Header supports	PT06_FLOOR1	TrimRearHeaders	Y
Trim Sawtooth	PT06_CEILING1	TrimSawtooth	Y
Main Roof Finial and Span	PT06_CEILING1	TrimTopFinial	Y
Porch Detail	PT06_PORCHTRIM	TrimTopRailings	Y
Exterior Door Trim	PT06_WINDOOR	TrimWindows	Y
Bedroom1 Window Boxes	PT06_DRAPES	WB_Bedroom1	N
Bedroom2 Window Boxes	PT06_DRAPES	WB_Bedroom2	N
Bedroom3 Window Boxes	PT06_DRAPES	WB_Bedroom3	N
Bedroom4 Window Boxes	PT06_DRAPES	WB_Bedroom4	N
Dining Room Window Box	PT06_DRAPES	WB_DiningRm	N
Entry Hall Window Boxes	PT06_DRAPES	WB_EntryHall	N
Kitchen Window Box	PT06_DRAPES	WB_Kitchen	N
Rear Stairs Window Box	PT06_DRAPES	WB_RearStairs	N
Sitting Room Window Box	PT06_DRAPES	WB_SittingRm	N
Bedroom1 Window Drapes	PT06_DRAPES	WD_Bedroom1	N
Bedroom2 Window Drapes	PT06_DRAPES	WD_Bedroom2	N
Bedroom3 Window Drapes	PT06_DRAPES	WD_Bedroom3	N
Bedroom4 Window Drapes	PT06_DRAPES	WD_Bedroom4	N
Dining Room Window Drapes	PT06_DRAPES	WD_DiningRm	N
Entry Hall Window Drapes	PT06_DRAPES	WD_EntryHall	N
Kitchen Window Drapes	PT06_DRAPES	WD_Kitchen	N
Rear Stairs Window Drapes	PT06_DRAPES	WD_RearStairs	N
Sitting Room Window Drapes	PT06_DRAPES	WD_SittingRm	N
Post under rear decks	PT06_FLOOR1	WoodExt	Y

The Floor Plan

The first thing, you'll notice from the floor plan that the bedrooms are very small and the bathrooms are almost non-existent. Chamber pots and "dry sinks" took the place of toilet and sink. I've remodeled a little to convert a closet between Bedrooms 1 and 2 to create toilet area. The kitchen closet under the rear stairway could be converted as well.



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FIRST FLOOR



SECOND FLOOR



Hide & Show Commands

Within “Hide & Show” folder, there are three sets of Material Poses that will Hide and Show materials on Seashore House.

The Hide commands for the Roof and 2nd could be useful for the placement of additional characters or props within Seashore House or allowing extra light into the interior. The Show commands return the house to the default state.

Both the “Show” and “Load” commands will return Seashore door to it’s default state erasing any applied colors to the roof, runners and finial and interior doors. It be necessary to reapply those colors if desired.

Morphs

The “TightenExtDoors” morph found in the BODY section of the model will close all gaps in exterior doors, stopping any light that might leak out from the edges of the doors.



It's always better to give fair warning to the occupants before “Hiding” the roof

Special thanks to my Beta Team...

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