

FIRST OF ALL,

THANK YOU for your purchase! You are helping a small studio planning to unite artists for great film and animation works in the future :)

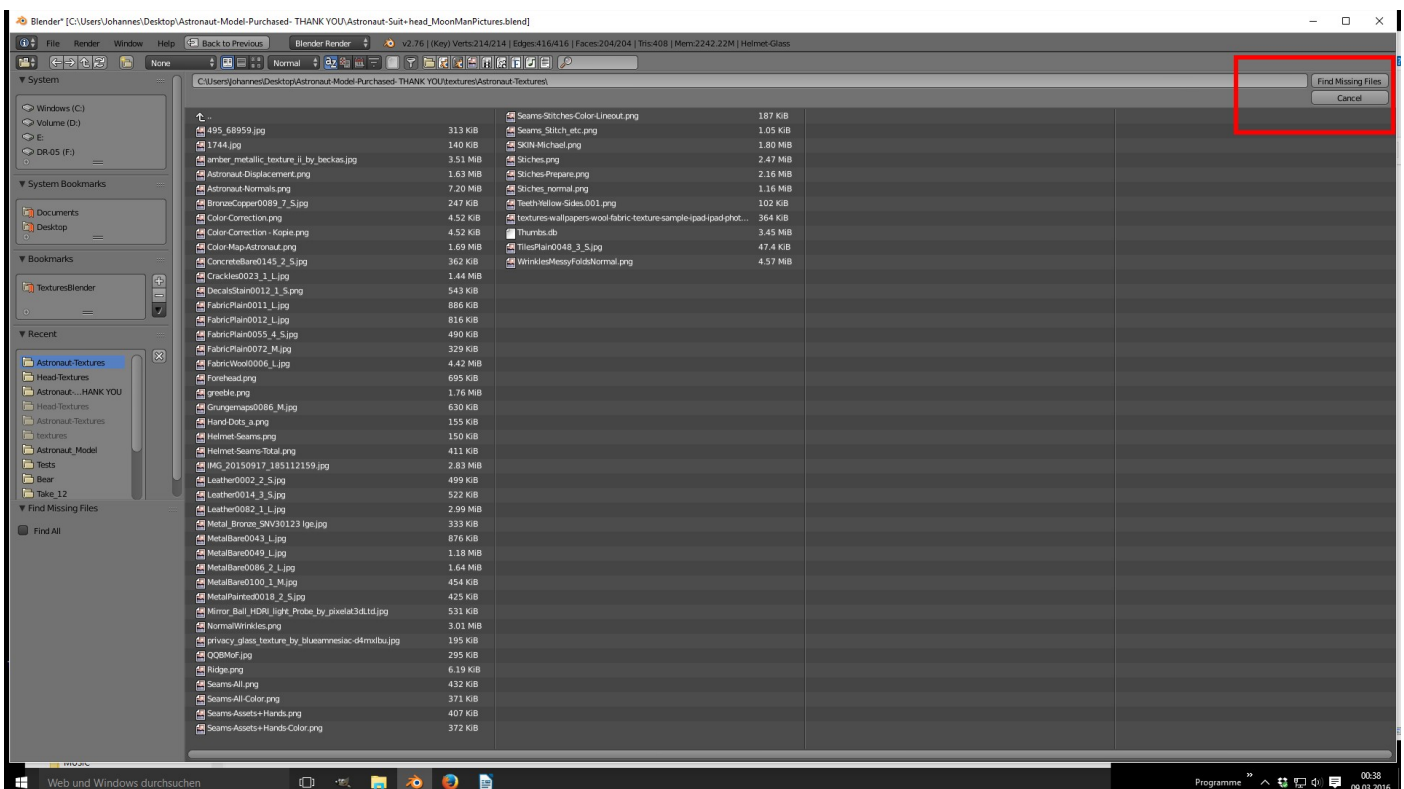
TROUBLESHOOTING

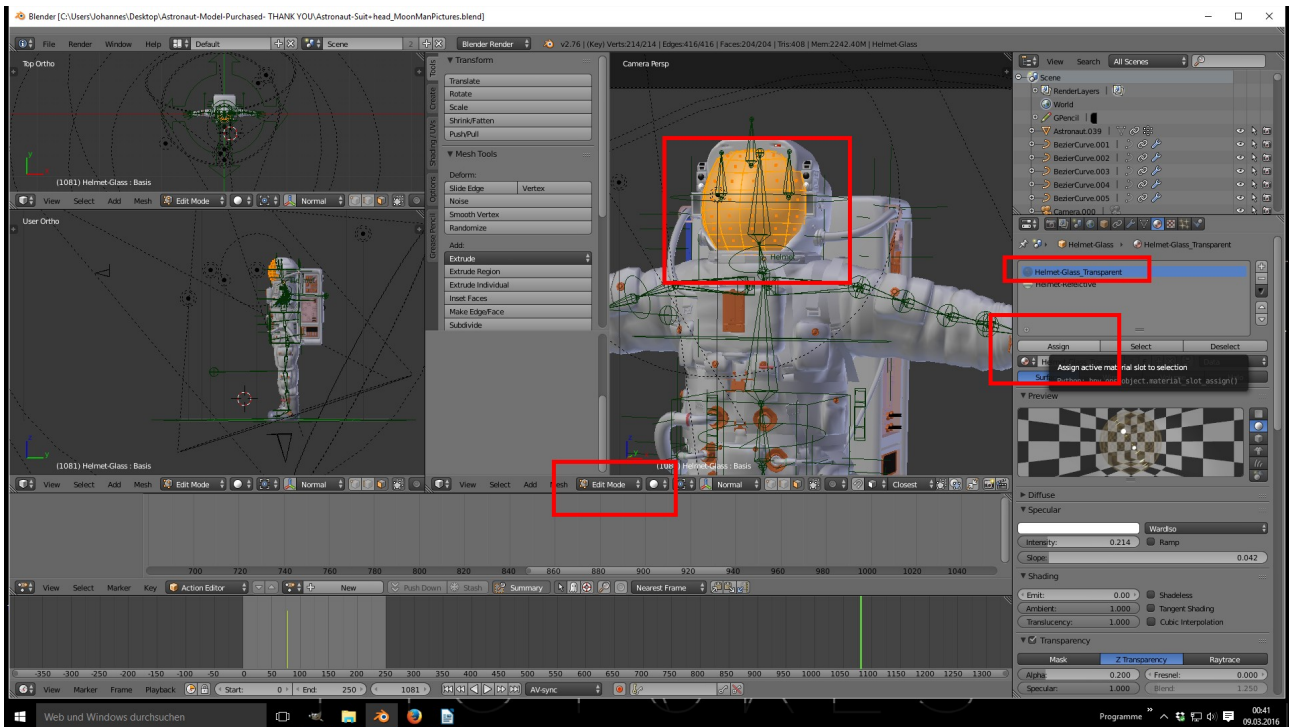
VERY IMPORTANT!

1. Textures are not showing?

Solution: Go to FILE (upper left corner) -> EXTERNAL DATA -> FIND MISSING FILES. Search for the textures Astronaut-Textures/Head-Textures which were included in the download. -> Then hit FIND MISSING FILES in the upper right corner

(NOTE: some files will still be reported missing. These were painting or testing textures. Just ignore the warning therefore as they do no longer exist and are not relevant)

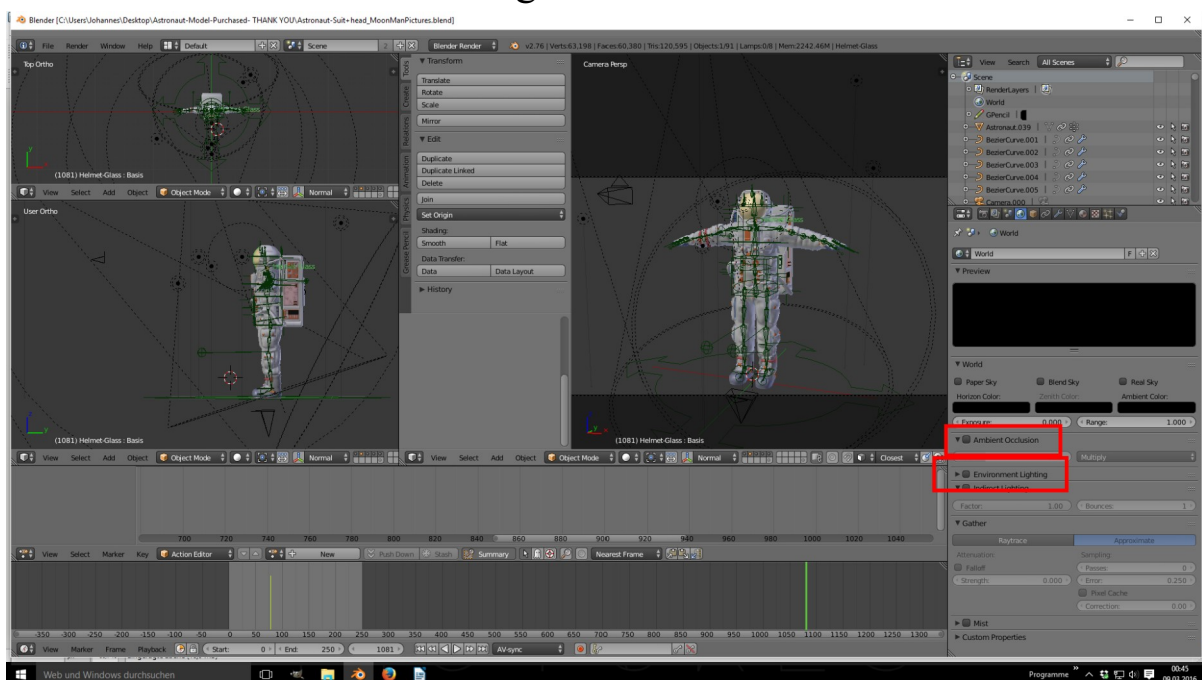




2. Head mesh is **UNSELECTED** by default (on layer 15). Just enable layer 15 and ...

3. Helmet is non transparent by default. Select the Helmet-Glass. Go into Edit-Mode and select all vertices (hit A). select the material Helmet-Glass_Transparent and hit Assign. Voila the head mesh should be visible now.

4. You may enable Environment Lighting and Ambient Occlusion. This will **increase render time** though!



5. The default-render resolution is set to 1920x1080 and Anti-Aliasing to 08.

If your computer can't handle that you should set a lower resolution.

6. Any more troubles? Report them to me via Email at jsteidele@yahoo.com

YOU ROCK!
NOW HAVE FUN WITH THE ASTRONAUT!

**A MOONMAN PICTURES
PRODUCTION**

