



Chestnut Pens

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1. Summary

This is the Help & User Information file for the ChestnutP Athletic Stadium and Running Track model.

The stadium model is a work in progress, with models and updates being added as they are completed.

The Athletic Stadium and Running Track will eventually build up into a fully featured full size Athletic Ground complying with the dimensional requirement of the International Amateur Athletics Federation (IAAF). IAAF member organisations were very helpful in supplying the data, the Australian IAAF subsidiary was particularly helpful in publishing all the stadium requirements on their website.

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3. Downloads.

The various components and related downloads relating to the Athletic Stadium and Running Track may be downloaded here:

3.1 Stretching Poses for G8F



<https://www.renderosity.com/rr/mod/freestuff/g8f-athletic-stretching-01-to-05/87647>

5 poses, 5 mirror poses, 1 zero pose.



<https://www.renderosity.com/rr/mod/freestuff/g8f-athletic-stretching-06-to-10/87666>

5 poses, 5 mirror poses, 1 zero pose.



<https://www.renderosity.com/rr/mod/freestuff/q8f-athletic-stretching-11-to-15/87700>

5 poses, 5 mirror poses, 1 zero pose.

3.2 Stretching Poses for G8M



<https://www.renderosity.com/rr/mod/freestuff/q8m-athletic-stretching-01-to-10/87687>

10 poses, 10 mirror poses, 1 zero pose



<https://www.renderosity.com/rr/mod/freestuff/g8m-athletic-stretching-11-to-15/87704>

5 poses, 5 mirror poses, 1 zero pose.

3.3 Warm-up Poses for G8F



<https://www.renderosity.com/rr/mod/freestuff/g8f-warm-up-1-5/87721>

5 poses, 5 mirror poses, 1 zero pose.

3.4 Warm-up poses for G8M



<https://www.renderosity.com/rr/mod/freestuff/g8m-warm-up-1-to-5/87722>

5 poses, 5 mirror poses, 1 zero pose.

3.5 Athletics Ground



<https://www.renderosity.com/rr/mod/freestuff/athletics-ground/88078>

Athletics Running Track Scene Subset

Running Track Infield Model – where the events occur

Running Track Spectator Bank Model – may be replaced with a stadium.

Running Track Sand, Long Jump Model – separate file to reduce future morph datafile size

Running Track Sand, Triple Jump Model – separate file to reduce future morph datafile size

User Guide.

100m Start Camera

110m Hurdles Start Camera

200m Start Camera

Finish Camera

Helicopter Camera

Long Jump Camera

Triple Jump Camera

Bank Long Grass Iray Material

Bank Short Grass Iray Material

Field Events Black Tartan Iray Material

Field Events Blue Tartan Iray Material

Field Events Green Tartan Iray Material

Field Events Red Tartan Iray Material

Track Black Tartan Iray Material

Track Blue Tartan Iray Material

Track Green Tartan Iray Material

Track Red Tartan Iray Material

Time of Day: Just After Dawn

Time of Day: Mid Morning

Time of Day: Noon

Time of Day: Mid Afternoon.

Time of Day: Early Evening

3.6 Starting block prop & 100m start poses (G8F & G8M)

Not released yet

3.7 Hurdle props, 100m & 110m & hurdling poses (G8F & G8M)

Not released yet.

3.8 Finishing Line Poses. (G8F & G8M)

Not released yet.

3.9 200m Start Poses. (G8F & G8M)

Not released yet.

3.10 Steeplejump jump props and poses. (G8F & G8M)

Not released yet.

3.11 Shotput shot prop and poses. (G8F & G8M)

Not released yet

3.12 Discus and Hammer Cage, Discus Prop and Discus Poses (G8F & G8M)

Not released yet

3.13 Hammer prop and Hammer Throw Poses. (G8F & G8M)

Not released yet

3.14 Pole Vault props and Poses. (G8F & G8M)

Not released yet.

3.15 High Jump props and poses. (G8F & G8M)

Not released yet.

3.16 Javelin prop and poses. (G8F & G8M)

Not released yet.

3.17 Long jump sand morphs and poses. (G8F & G8M)

Not released yet.

3.18 Triple jump sand morphs and poses. (G8F & G8M)

Not released yet.

3.19 Medal Podium & flags props & poses.

Not released yet.

3.20 100m Straight Remote Control Camera and Track Prop.

Not released yet.

4. **Morphs**

The morphs attached to each model are as stated below:

4.1 Running Track Infield Model

There is one morph, "Less-More Prominent".

This morph allows the lines to become Less or More prominent on the track and field.

This morph is intended to cure a problem with Iray or DAZ Studio running out of significant digits.

The stadium is very large, and both Iray and DS use floating point numbers, which are accurate to 6 significant digits. Unfortunately, the stadium is such a size that this becomes an issue for things like the lines which are designed to poke 0.4cm through the track surface on a 30,000 cm size stadium. In some circumstances this can mean that the track & lines are rounded to the same digit by DS/Iray and the lines seem to disappear into the track surface the distance. To prevent this happening, dial up the morph until the line becomes visible again.

Sometimes, eg when zoomed in on the start line, a 0.4cm height line looks absurd as they are only 0.05cm high in reality. So, dial down the morph and reduce the line height until the line is nearly level with the track. This will look more realistic in a close-up shot but lines in the distance may disappear.

It was not possible to use a texture for the lines, as the texture couldn't be tiled, and to get the same detail of the knobbles in the Tartan surface, a texture 51200 x 25600 texture image would be needed, which would bring almost any rendering PC to its knees.

Ideally, the morph should be set to be as small as possible without hiding any part of the lines.

4.2 Starting Block Morphs.

Not released yet.

4.3 Hurdle Height Morphs

Not released yet.

4.4 Steeplejump Jump Height Morphs.

Not released yet.

4.5 Pole Vault Pole Morphs

Not released yet.

4.6 Pole Vault Bar Height & Bar Bend Morphs.

Not released yet.

4.7 Pole Vault Mat Morphs

Not released yet.

4.8 High Jump Bar Height and Bar Bend Morphs.

Not released yet.

4.9 High Jump Mat Morphs

Not released yet.

4.10 Long Jump Sand Morphs.

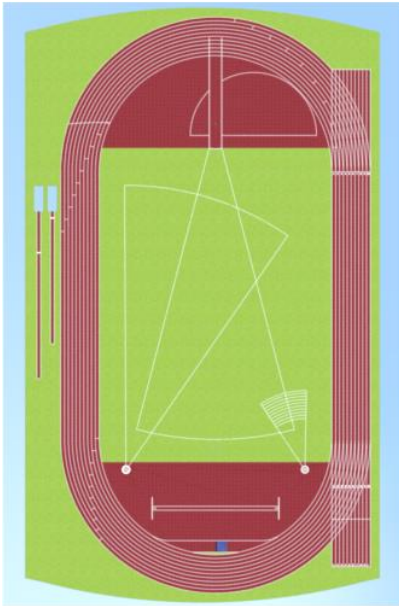
Not released yet.

4.11 Triple Jump Sand Morphs.

Not released yet.

5. General Dimensional Information.

- 5.1 In keeping with IAAF regulations, the lane width is 122 cm, with a 5cm wide lane marking line which overlaps 2.5cm into the lane width. The track is 400m around the inner lane, and lane starts are staggered to match the starting position in the 200 and 400m positions. A 1500m start is included, it is approximate but to within 5cm of the required position.
- 5.2 On loading, the stadium loads so that the DAZ Studio 0,0,0 position is at the 100m start, between lane 5 & 6. The 100m race is run in the +Z direction.



In the image above, +Z is up the image and +X is to the left. The steeplechase water jump pool is the blue spot at the bottom in the middle. The bi-directional 40m pole vault runway is the double white lines above. The Shotput circle is adjacent to the 100m start above that. The 100m start has lane numbers at the start line. The 110m hurdles start has no lane numbers. The circular white blob on the left level with the Shotput circle is the Hammer & Discus circle. The Javelin runway and High Jump arc are at the finish end of the 100m straight. The Long Jump and Triple Jump runways & pits are on the left of the image.

- 5.2 The X positions of the 100m straight lane centres are (in cm):

Lane 1:	X 549
Lane 2:	X 427
Lane 3:	X 305
Lane 4:	X 183
Lane 5:	X 61
Lane 6:	X-61
Lane 7:	X -183
Lane 8:	X -305
Lane 9:	X -427
Lane 10:	X -549

6. Updates

- 6.1 This document will be updated as required to keep up with additional models.