

MIDNIGHT HUNTRESS



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INSTRUCTIONS

:: MIDNIGHT HUNTRESS CLOTHING ::

THIS SET INCLUDES AN OUTFIT DESIGNED FOR A HUNTRESS OF THE NIGHT. YOU WILL FIND THESE FILES LOCATED IN: MY LIBRARY/PEOPLE/GENESIS/CLOTHING/DAMAGE INC/MIDNIGHT HUNTRESS - THIS SET WAS CREATED TO WORK IN TANDEM WITH DARK ELVES (SOLD ON DAZ) IT WILL WORK SEAMLESSLY WITH THAT SET, IN COLOR AND DESIGN.

THE SET CONTAINS A BODYSUIT, BRACERS, PAULDRONS WITH A HOOD, LEGS AND FINALLY, A QUIVER THAT CONFORMS. TO CONFORM TO GENESIS, SIMPLY SELECT ALL THE FILES AND DRAG THEM ONTO GENESIS.

NATURALLY, THESE CONFORMERS WILL TAKE ON ANY SHAPE YOU DIAL IN. IT IS IMPORTANT, HOWEVER, TO NOTE, ONLY CERTAIN SHAPES ARE SUPPORTED (AS THIS CLOTHING SET IS NOT INTENDED FOR MALES) THESE MORPHS ARE: DARK ELF, AND ALL THE ADULT FEMALE DAZ MORPHS, RESPECTIVELY. THESE ARE THE MORPHS THAT ARE DESIGNED TO WORK WITHOUT ISSUE, WHEREAS USING ONES UNSUPPORTED MAY RESULT IN CRUNCHING OR POKE (AS THE MORPHS HAVE NOT BE CUSTOMIZED)

BELOW, CERTAIN CONFORMERS ARE COVERED, AS THEY DON'T WORK STANDARDLY.

BODYSUIT: NOTE THE BODYSUIT DOESN'T WORK EXACTLY THE WAY ALL CLOTHING TYPICALLY DOES. THE SHOULDERS AND COLLAR BONES HAVE BEEN REMOVED. FOR THIS REASON, YOU MAY NEED TO USE ADJUSTMENT MORPHS IN CERTAIN SITUATIONS (MOST NOTABLY, ON THE NEUTER GENESIS DEFAULT WITH THE SHOULDERS BENT DOWN AT THE SIDES) THAT SAID, THE OUTFIT WAS DESIGNED FOR FEMALES (AND SPECIFICALLY FOR DARK ELVES) SO ALL THE DAZ FEMALE MORPHS/DARK ELF IS SUPPORTED.

ALSO NOTE, YOU MAY GET SOME CRUNCHING ON THE GOLD TRIM UNDERNEATH THE ARMS WHEN BENDING THE COLLARS DOWN. FIXING THIS ISSUE IS SIMPLE, HOWEVER, BY USING ADJUSTMENT MORPHS (MOST NOTABLY TOP-L & R SIDE DOWN) THIS WILL PULL THE SIDES DOWN SO THEY ARE NOT INTERACTING WITH THE JOINT TO SUCH AN EXTREME, THUS UNCRUNCHING THE TRIM.

HOOD: THE HOOD ... IS A LITTLE HIGH MAINTENANCE. ITS TRICKY, BECAUSE, WHEN YOU START TO BEND AND TWIST THE NECK, SOME COLLISION WILL OCCUR BETWEEN THE HOOD AND THE PAULDRONS, INSIDE THE HOOD. TO COMBAT THIS, I HAVE PUT IN ADJUSTMENT MORPHS THAT CONTROL THE HOOD ALONE. SO SHOULD YOU ENCOUNTER THAT INNER POKE, THE ADJUSTMENT MORPHS WILL FIX IT SIMPLY.

THAT ASIDE, THERE ARE ADJUSTMENTS TO FIT HAIR UNDERNEATH IT. KEEP IN MIND, NOT ALL HAIR TYPES ARE GOING TO WORK, SO YOU DEFINITELY WANT TO STICK WITH SHORTER, TIGHTER HAIR. THERE IS A ALSO MORPH INCLUDED THAT WILL DRAW THE HOOD BACK, SO ITS RESTING ON HER SHOULDERS (WHICH YOU CAN ALSO OPTIONALLY USE WITH HAIR AS WELL, AS IT WILL ALLOT FOR SOMEWHAT FULLER HAIR) NOTE, YOU MAY HAVE TO USE ADJUSTMENT MORPHS WITH THIS MORPH, WHEN TURNING THE HEAD OR NECK (JUST LIKE IN DEFAULT)

USING THE HOOD WITH DARK ELVES: WHEN USING THE HOOD WITH THE DARK ELF CHARACTER THAT HAS EARS, IT WILL ACCOUNT FOR THE EARS, THUS CAUSING A BIT OF POINTED LOOK TO THE HOOD. IF YOU SHOULD NOT LIKE THAT, OPT TO USE THE DARK ELF-NO EARS MORPH, WHEN USING THE HOOD ON HER HEAD (AS THIS IS THE SAME EXACT MORPH, BUT WITHOUT THE EARS) IF YOU ARE USING THE HOOD DRAW BACK MORPH, THEN YOU CAN USE THE MORPH THAT HAS THE EARS.

QUIVER: WORKS PRETTY STANDARD, EXCEPT THE QUIVER IS ITS OWN BONE (SO THE BODY WILL BE CALLED QUIVER, AND THERE IS A QUIVER GROUP LOWER IN THE HIERARCHY) THIS MEANS IT HAS A SIDE-SIDE AND BEND PIVOT ON IT (WHICH HAS LIMITS FORCED ON EACH) SINCE ITS ON HER BACK, THERE ISN'T A TON OF ROOM TO MANEUVER, BUT ITS JUST ENOUGH TO BE ABLE TO COMBAT POKES THAT COULD OCCUR (ESP WHEN USED IN CONJUNCTION WITH ADJUSTMENTS) THIS ALSO HAS ARROWS THAT PARENT TO IT (UNDER PROPS) SEE THE PROPS SECTION FOR MORE INFO, AND HOW TO USE THE ARROWS WITH THE QUIVER.

LOTS OF ADJUSTMENT MORPHS ARE ALSO ON EVERY CONFORMER, TO HELP COMBAT ANY POKETHRU YOU WOULD POTENTIALLY INCUR.

:: CLOTHING & PROP MATS INCLUDED ::

THE CLOTHING INCLUDED ALSO HAVE EXTRA MAT OPTIONS. YOU WILL FIND THESE IN: MY LIBRARY/PEOPLE/GENESIS/CLOTHING/DAMAGE INC/MIDNIGHT HUNTRESS/MATERIALS

YOU WILL FIND 6 SETS HERE: MIDNIGHT MARAUDER, BLOOD BANDIT, RIVER RENEGADE, SHADOW SENTINEL, WOODLAND WARRIOR AND TOXIC TEMPTRESS. THESE WILL MATCH THE CHARACTER SKINS IN DARK ELVES, AS WELL AS WORK SEAMLESSLY WITH THE EYEBROWS IN THAT SET.

THERE'S ALSO A COUPLE UTILITY MATS FOR THE BODYSUIT – THESE TURN OFF CERTAIN PARTS OF THE ITEM, TO MAKE IT MORE VERSATILE:

- BODYSUIT – LACING OFF
- BODYSUIT – BELTS OFF

IN ADDITION, THE PROPS ALSO HAVE MATERIALS (LOCATED IN THE PROPS FOLDER WITH THE PROPS) THESE WILL ALL WORK SEAMLESSLY WITH THE OTHER MATERIALS AS WELL.

:: USING PROPS ::

THIS SET CONTAINS A FEW PROPS. THE MAIN ONES ARE A BOW AND ARROW. THERE IS ONLY A LEFT HAND ARROW PARENT, AND A RIGHT HAND BOW PARENT. DUE TO THE NATURE OF A BOW AND ARROW, I CHOSE TO ONLY DO ONE HANDED ITEMS FOR EACH. GENESIS MUST BE SELECTED BEFORE LOADING EITHER OF THESE.

THERE IS ALSO A PROP THAT HAS A BUNCH OF ARROWS – THIS IS CALLED QUIVER ARROWS, AND WILL PARENT TO THE QUIVER (AS YOU PROBABLY GUESSED BY THE NAME) PLEASE NOTE YOU MUST HAVE THE QUIVER SELECTED IN YOUR SCENE BEFORE LOADING THE QUIVER ARROWS. YOU MUST ALSO HAVE GENESIS ZEROED/NO MORPHS APPLIED WHEN FIRST LOADING THEM (OTHERWISE, THEY MAY NOT LOAD TO THE CORRECT PLACEMENT)

THAT ASIDE, THESE ARROWS WORK PRETTY STANDARDLY, BUT KEEP IN MIND, YOU MAY NEED TO MOVE THEM TO FIT BACK INSIDE THE QUIVER USING THE TRANSLATE DIALS, WHEN USING CERTAIN ADJUSTMENTS OR CERTAIN FIT MORPHS THAT MOVE THE QUIVER. SINCE ITS A PROP, HOWEVER, THAT IS SIMPLY DONE. THE ARROWS WILL, HOWEVER, FOLLOW WHEN ROTATING THE QUIVER ITSELF BY THE BEND AND SIDE-SIDE DIALS (NOT THE BODY, TO BE CLEAR, BUT THE ACTUAL QUIVER GROUP) IT JUST WILL NOT WHEN APPLYING MORPHS TO IT, MOST LIKELY DUE TO THE RIGIDITY THE QUIVER HAS.

AS ALREADY MENTIONED IN THE CLOTHING & PROP MATS SECTION, THERE ARE ALSO MATS FOR THE BOW AND ARROW/QUIVER ARROWS INCLUDED, WHICH MATCH THE OUTFIT MATS (REFER TO THE CLOTHING & PROP MATS SECTION ABOVE FOR MORE DETAILS)

10 OF THE POSES ALSO WORK WITH THE BOW AND ARROW (SEE BELOW)

:: USING POSES ::

THERE ARE ALSO 20 POSES INCLUDED IN THE SET. SOME OF THESE ARE JUST LONE POSES MEANT TO GIVE HER CHARACTER, AND SOME ARE INTENDED TO WORK WITH THE BOW AND ARROW THAT COMES IN THE PACK. KEEP IN MIND, THE POSES DO NOT ACCOUNT FOR THE CLOTHING, SO ADJUSTMENTS TO ACCOUNT FOR THOSE THINGS MIGHT BE NECESSARY (EITHER BY ADJUSTING THE POSE, OR USING AN ADJUSTMENT MORPH)

NOTE – THE POSES ARE INTENDED TO GO OUTSIDE OF LIMITS, DUE TO THE NATURE OF ARCHERY. AND EXTREME ARM MOVEMENTS THAT GO WITH IT. BECAUSE IT GOES OUT OF LIMITS, YOU MAY INCUR SOME POKES WITH THE CLOTHING, WHICH THE ADJUSTMENT MORPHS WILL FIX. FOR THE MOST PART, I HAVE TRIED TO ADJUST FOR THIS, BUT NATURALLY, OUTSIDE OF LIMITS, IT CAN'T BE PERFECT.

NOTES ABOUT THE SSS AND GLOWING FEATURES:

CERTAIN PARTS OF THIS SET GLOW IN THE DARK. AND BY GLOW, I MEAN THEY ACTUALLY CAST LIGHT ONTO SURROUNDING OBJECTS. TO MAKE THESE THINGS GLOW, YOU WILL NEED TO HAVE THE SUBSURFACE SHADER BY AGE OF ARMOR INSTALLED IN YOUR DAZ STUDIO. YOU CAN FIND IT ON DAZ (THOUGH I DO BELIEVE IT CAME FREE WITH DAZ STUDIO 4.6) IT ALSO REQUIRES DAZ STUDIO 4.6 TO BE INSTALLED ON YOUR MACHINE.

THE ONLY THING IN MIDNIGHT HUNTRESS THAT GLOWS, IS THE BOW DESIGNS – AND THESE WILL MATCH THE EYES IN THE DARK ELVES CHARACTER SET. YOU WILL ALSO NOTICE OTHER PARTS OF THE BOW TAKE ON THAT GLOW, TO MAKE IT AN OUTWARD MANIFESTATION, AS THOUGH IT WERE CASTING PHYSICAL LIGHT. THESE BLEEDING FEATURES ARE ON THE BOW, AND THE BOW TIPS MATERIALS. SHOULD YOU FIND THIS UNFAVORABLE ON THE SURROUNDING ITEMS, YOU CAN EASILY REMOVE THIS OUTWARD GLOW, BY SELECTING THE ITEMS IN YOUR SCENE, GOING TO YOUR SURFACE TAB AND ZEROING OUT THE SSS CONTRIBUTION DIAL AT THE VERY TOP. THIS WILL PROHIBIT IT FROM BLEEDING OUT, AND AS LONG AS YOU DON'T ZERO THE AMBIENT, THEY WILL STILL GLOW IN DARK LIGHT (BUT THEY WILL NOT BLEED OUT)

SINCE THE BOW ALSO USES SUBSURFACE SCATTERING (IN ADDITION TO THE GLOWING SSS CONTRIBUTION) SHOULD YOU FIND A RENDER SHOWS ARTIFACTS (A SORT OF SCALY LOOK TO IT) YOU CAN ADJUST THE SSS SHADING SCALE ON THE BOW/BOW TIPS MATERIALS. THIS SET HAS BEEN TESTED, AND DID NOT SHOW THESE ARTIFACTS WHEN RENDERING UP TO 1000X1300 RESOLUTIONS... BUT MASSIVELY SCALED RENDERS HAVE NOT BEEN TESTED, SO ITS SOMETHING TO KEEP IN MIND. YOU CAN ALSO TURN THE SSS OFF COMPLETELY, BY ZEROING THE SSS OFF ON DIAL. YOU CAN FIND THE SUBSURFACE SETTINGS LOWER ON THE SURFACE, WHEN YOU HAVE THE PROPER MATERIALS SELECTED IN THE SCENE.

:: OTHER NOTES & REQUIREMENTS ::

THIS SET INCLUDES TEMPLATES FOR EVERY MODEL IN IT, SHOULD YOU WISH TO MAKE YOUR OWN TEXTURES AND ADD-ONS. THEY ARE COLOR CODED FOR EASIER USE.

TEXTURE RESOLUTIONS:

CLOTHING AND PROP TEXTURES ARE 2048 x 2048

PROMOTIONAL CREDITS:

- DARK ELVES BY ME (SOLD IN TANDEM WITH THIS SET)
- ALL THE LOVELY BACKDROPS ARE BY DIDI_MC (AMONG THE TREES 1, 2, AND 3) AT RENDEROSITY
- FOREST PRINCESS HAIR BY VALEA ON DAZ

:: KNOWN ISSUES AND TROUBLESHOOTING ::

- THE BODYSUIT MAY REQUIRE USING ADJUSTMENT MORPHS IN CERTAIN SITUATIONS (SEE THE MIDNIGHT HUNTRESS CLOTHING SECTION FOR MORE DETAILS.
- USING THE HOOD WITH THE NECK/HEAD ROTATIONS MAY CREATE COLLISION BETWEEN THE HOOD AND PAULDRONS – YOU CAN USE THE INCLUDED ADJUSTMENT MORPHS TO FIX THAT
- WHEN FIRST LOADING THE QUIVER ARROWS ON THE QUIVER, THE QUIVER MUST BE SELECTED, AND GENESIS MUST BE ZEROED/HAVE NO MORPHS (OTHERWISE, THEY MAY LOAD TO THE WRONG PLACEMENT) ALSO, WHEN USING CERTAIN MORPHS/ADJUSTMENT MORPHS THAT MOVE THE QUIVER, YOU MAY NEED TO MOVE THE QUIVER ARROWS (PARENTED PROP) TO FIT INSIDE THE QUIVER. SEE THE PROPS SECTION FOR FULL DETAILS.

SEE THE SECTIONS COVERED IN THE TUTORIAL FOR MORE INFORMATION ON THE CONTENTS OF THE SET. EACH SECTION COVERS USING THE SET IN FULL INSTRUCTION, AS WELL AS TROUBLESHOOTING KNOWN ISSUES.

IF YOU FIND YOU EVER HAVE A QUESTION OR NEED FURTHER TECHNICAL SUPPORT, FEEL FREE TO CONTACT ME. I AM USUALLY ALWAYS AROUND (BUT JUST IN CASE, ALLOW 24-48 HOURS FOR A REPLY)

YOU CAN CONTACT ME DIRECTLY BY EMAIL : IGNISSERPENTUS@DAMAGEINC3D.NET