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## :: FULL SET MATERIALS ::

- SL-SANGUINIS LIBIDINUS (RED WITH BLACK LEATHER)
- SO-STELLUM OBSCURUM (TEAL WITH BROWN LEATHER)

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# INSTRUCTIONS

## :: CLOTHING ::

THE MAIN PART OF THE SET IS THE CLOTHING. TO LOAD IT, BROWSE TO YOUR CLOTHING LIBRARY, LOCATED DAMAGE INC/NOX AETERNA. IN HERE YOU WILL SEE 4 PIECES: A BRACER, SHIRT, SHORTS AND BOOTS. MOST OF IT WORKS STANDARD, BUT THERE ARE SOME TRICKS TO A COUPLE THINGS.

### BOOTS:

WHEN YOU LOAD THEM, THEY WILL AUTOMATICALLY BEND THE FEET PROPERLY TO FIT THE HIGH HEELED BOOT. YOU CAN CHOOSE TO LOCK THE FEET IN PLACE, IF USING OTHER POSES NOT INCLUDED... THERE IS ALSO A FOOT POSE INCLUDED IN CASE YOU DO LOSE THE FOOT BEND VIA POSING. THE INCLUDED POSES ACCOUNT FOR THE FEET BENDS.

THERE ARE ALSO STYLE MORPHS INCLUDED FOR THE BOOTS AND ADJUSTMENT MORPHS AS WELL.

### SHIRT:

THE SHIRT IS PRETTY STRAIGHTFORWARD.... NOTHING REALLY TRICKY TO IT AT ALL. IT DOES HAVE SOME STYLE MORPHS INCLUDED, THOUGH, AND ADJUSTMENT MORPHS.

### SHORTS:

THESE HAVE JCM'S TO CONTROL THE BELT WHEN BENDING HER LEFT LEG TO THE SIDE. THIS WILL DIAL IN AUTOMATICALLY, BUT KEEP IN MIND... IF YOU ARE USING THE SHORT SHORTS MORPH WITH THE LEG SIDE BEND, YOU WILL NEED TO ADDITIONALLY DIAL IN "SHORTS SHORTER- ADJ BELT" AS THIS WILL FIX THE POKE THAT OCCURS WHEN THE SHORTS ARE REALLY SHORT (YOU DON'T NEED TO USE IT OTHERWISE)

IN ADDITION, LIKE THE OTHER PIECES, THIS TOO HAS ADJUSTMENT MORPHS TO IT.

### BRACER:

THERE IS ONLY ONE OF THESE, TO LEND TO THE OUTFITS ASYMMETRY... AND IT GOES ON THE RIGHT ARM. YOU WILL FIND THIS PIECE WITH THE OTHERS, IN THE CLOTHING FOLDER.

IT WORKS PRETTY STANDARD, AS THERE ISN'T MUCH TO IT. BUT THERE IS A MORPH TO FIT IT TO HER ARM ITSELF (AS OPPOSED TO THE SLEEVE, AS IT IS IN DEFAULT) THIS MORPH YOU WILL USE WHEN YOU WANT TO USE IT WITH A DIFFERENT SHIRT ENTIRELY.

### USING THE ZIPPERS:

THE SHIRT AND THE SHORTS HAVE ZIPPERS. WHAT'S MORE, IS THAT THEY FUNCTION VIA MORPHS. THE THING TO NOTE, HOWEVER, IS THAT THERE ARE LIMITATIONS TO THIS FUNCTION.

FOR INSTANCE, THEY WILL NOT LOOK RIGHT WHEN HALF DIALED IN... YOU HAVE TO USE THEM DIALED IN FULLY OR NONE AT ALL. THIS IS MOSTLY BECAUSE THERE IS NO PERFECT WAY TO MORPH IT, SO THAT IT SLOWLY UNZIPS, AND SLOWLY OPENS AT THE SAME TIME (THE MINUTE YOU MAKE THE TOP WIDER, IT WILL THROW IT OFF SOMEWHERE DOWN THE LINE) SO YOU CAN'T USE THEM THAT WAY. BUT, THERE ARE TWO UNZIP MORPHS - ONE THAT'S OPEN A LITTLE BIT, AND ONE THAT IS FULLY OPEN ALL THE WAY

THE NEXT LIMITATION YOU WILL ENCOUNTER, IS WHEN USING THEM AND DIALING IN GENESIS 2 FEMALE'S MORPHS. EXCESSIVELY BULKY ONES ARE THE WORST (OR ANY THAT DEFORM THE AREA THE ZIPPER UNZIPS TO, TO A GREAT DEGREE) WHAT WILL HAPPEN IN THESE SCENARIOS, IS THE DANGLY BIT ON THE ZIPPER YOU USE TO PULL IT UP AND DOWN, WILL SHIFT AWAY FROM THE ZIPPER. TO FIX THIS ISSUE, I HAVE ALSO INCLUDED ZIPPER TRANSLATION MORPHS - WHICH WILL ONLY CONTROL THE DANGLY BIT OF THE ZIPPER. THIS WILL HELP YOU REALIGN IT, SO THAT ITS SITTING PROPERLY ON THE ZIPPER ITSELF.

YOU MAY, HOWEVER, STILL ENCOUNTER SOME ISSUES (FOR INSTANCE, THE TEETH DISAPPEARING INTO THE CLOTH IN CERTAIN SCENARIOS) THIS ACTUALLY COMES DOWN TO THE SMOOTHING THAT'S ENABLED ON THE SHORTS (IF YOU TURN OFF SMOOTHING, IT WILL FIX THE PROBLEM - BUT YOU MAY ENCOUNTER POKE IN PLACES, WHICH YOU CAN USE ADJUSTMENT MORPHS TO FIX)

USING STYLES IN CONJUNCTION WITH CHARACTER MORPHS MAY ALSO CAUSE SOME POKE. IN THESE INSTANCES, YOU CAN USE THE ADJUSTMENT MORPHS TO FIX THEM (SADLY, THERE IS NO WAY TO MAKE IT ONE SIZE FITS ALL)

## THE WEAPONS:

WHAT ASSASSIN WOULD BE COMPLETE WITHOUT WEAPONS? THERE ARE A FEW INCLUDED (WHICH ARE LOCATED IN THE SAME DIRECTORY, IN THE WEAPONS FOLDER) BUT MUCH LIKE THE CLOTHING, THERE ARE SOME TRICKS TO BE AWARE OF.

### THIGH HOLSTER:

THERE IS A THIGH HOLSTER (AS WELL AS ITS OWN DAGGER, WHICH I'LL GET TO NEXT) THIS CONFORMS TO GENESIS 2 FEMALE AND THE HOLSTER ITSELF CAN BE ROTATED A LITTLE IF NEEDED. THE HOLSTER ITSELF IS A SELECTABLE REGION, SO YOU CAN CLICK IT IN YOUR SCENE WINDOW. THERE ARE ALSO ADJUSTMENT MORPHS, IN CASE YOU NEED THEM (INCLUDING ONE THAT FITS IT TIGHTER TO THE THIGH)

ALSO OF NOTE, YOU WILL NOTICE THIS FITS A LITTLE BIT BIG. THIS IS TO ACCOUNT FOR JCMS THAT FIRE WHEN YOU BEND THE LEG LEFT, AND TWIST THE LEG. AT FULL SIDE BEND, YOU WILL NOTICE THE STRAPS BECOME LARGE IN THE FRONT AND BACK. SADLY, I COULD NOT MAKE IT FIT AT FULL BEND AND FIT AT PARTIAL BEND... SO I OPTED FOR IT TO WORK FOR BOTH, WHICH MAKES THE STRAPS BIG WHEN ITS BENT ALL THE WAY. TO FIX THIS, YOU WILL HAVE TO USE THE ADJUSTMENT MORPHS FOR THE STRAPS. IN PARTICULAR, THERE IS A MORPH THAT'S CALLED "FITTIGHT-LLEGBENDLEFT" THAT IS TO BE USED IN CONJUNCTION WITH THE LEFT LEG SIDE BEND (TO MAKE IT FIT WITH THE JCM) THERE IS ALSO A MORPH CALLED "HOLSTER-FIT TIGHTER" THAT WORKS IN MOST SCENARIOS. UNFORTUNATELY, THE JCM'S WILL NOT WORK WITH EVERY MORPH. IN THIS CASE, YOU WILL NEED TO USE ADJUSTMENT MORPHS FOR THE LEG STRAPS.

YOU CAN USE THE HOLSTER WHEN BENDING THE LEFT LEG FULLY TO THE LEFT SIDE... BUT YOU CAN'T HAVE THE DAGGER LOADED IN IT (AS IT WILL POKE INTO HER SIDE)

### THIGH HOLSTER DAGGER:

IN ORDER TO LOAD THIS, YOU MUST FIRST SELECT THE HOLSTER GROUP ON THE THIGH HOLSTER ITSELF (YOU CAN SELECT IT VIA THE SCENE, AS IT'S A SELECTABLE REGION) THEN SIMPLY CLICK ITS ICON TO LOAD IT IN THE HOLSTER, OR DRAG AND DROP IT TO THE HOLSTER (NOT GENESIS 2 FEMALE) THIS DAGGER ISN'T A PROP, BUT A CONFORMER (BECAUSE IT GENERALLY WORKS BETTER THIS WAY AND MAKES IT EASIER ON YOU GUYS) AND THE DAGGER CONFORMS DIRECTLY TO THE THIGH HOLSTER ITSELF. IF YOU DON'T CLICK THE HOLSTER FIRST OR OTHERWISE DRAG IT TO THE HOLSTER, IT WILL KICK UP THE UNSUPPORTED WINDOW, AND NOT CONFORM PROPERLY.

AS A CONFORMER, IT WILL FOLLOW THE HOLSTERS MOTIONS AND MORPHS. THERE ARE ADDITIONALLY ROTATION/TRANSLATION MORPHS ON IT, SO YOU CAN FURTHER ADJUST IF NEED BE (BUT IT HAS MORPHS FOR ALL THE EXISTING FEMALE MORPHS FOR GENESIS 2 FEMALE, SO THEY WILL WORK EFFORTLESSLY)

### DAGGERS (PROPS)

THESE ARE THE ONLY PROPS IN THE SET. YOU WILL NOTICE THERE ARE 4 DAGGER FILES (NOT INCLUDING THE HOLSTER DAGGER) AND WHAT THEY DO IS EXPLAINED BELOW.

L AND R HAND DAGGERS – THESE PARENT TO THE LEFT AND RIGHT HANDS OF GENESIS, WITH THE BLADE POINTING UPWARD.

L AND R HAND DAGGERS DOWN – THESE ALSO PARENT TO THE LEFT AND RIGHT HANDS... BUT POINT DOWNWARD, SO YOU CAN ACTUALLY STAB WITH THEM, RATHER THAN JAB.

TO LOAD THESE SO THE PARENTS TAKE EFFECT, BE SURE TO HAVE GENESIS 2 FEMALE SELECTED IN YOUR SCENE BEFORE LOADING EACH ONE. THERE ARE HAND POSES INCLUDED FOR THEM (BUT THE INCLUDED POSES FOR THE DAGGERS ALREADY ACCOUNT FOR THEM – THE POSE FOR THE HANDS ARE ONLY INCLUDED JUST IN CASE) ALSO NOTE, THE POSES FOR THE DAGGER UTILIZE BOTH UP AND DOWN OPTIONS... SO TAKE CAREFUL NOTE. (SEE POSE SECTION FOR MORE)

## MATERIALS:

THE MATERIALS ARE RIGHT IN THE FOLDER, WITH THE CLOTHING, NEATLY TUCKED IN ITS OWN FOLDER. THEY ARE SEPARATED BY THE TWO SETS: STELLUM OBSCURUM (DARK STAR) AND SANGUINIS LIBIDINUS (BLOOD LUST)

THERE ARE MATCHING MATERIALS FOR EVERYTHING LOCATED IN THIS FOLDER (THOUGH, YOU COULD MIX THEM TOO, IF YOU WANT) THIS INCLUDES THE WEAPONS.

## POSES:

LAST BUT NOT LEAST, POSES. THERE ARE A FEW UTILITY POSES (SUCH AS THE LEFT AND RIGHT HANDS FOR THE DAGGERS, AND THE HIGH HEELED FOOT POSE) AND THEN THERE ARE 20 OTHER POSES. THESE ARE ALL LOCATED IN THE POSES FOLDER, LOCATED IN THE NOX AETERNA CLOTHING FOLDER.

POSES 1-10 ARE PIN-UP STYLED POSES. THEY ARE INTENDED TO BE STAND ALONE, GENERAL POSES. POSE 08, HOWEVER, MIMICS AS THOUGH SHE IS UNZIPPING HER SHIRT (AND WORKS WITH THE ZIPPER OPEN MORPH ON THE SHIRT AKA THE PARTIAL OPEN ONE.... BUT IT WILL NOT WORK ON ZIPPER FULLY OPEN)

THE OTHER 10 OF THEM WORK WITH THE DAGGERS (5 FOR UPWARD DAGGERS, 5 FOR DOWNWARD DAGGERS) THEY ARE LABELED WITH WHAT DAGGERS THEY WORK WITH.... BUT POSES 11-15 ARE FOR THE UPWARD DAGGERS, 15-20 ARE FOR DOWNWARD DAGGERS. POSE 11, HOWEVER, IS THE ONLY ONE THAT UTILIZES ONLY ONE DAGGER (THE RIGHT DAGGER, FACING UP)

OF COURSE, YOU ARE NOT BOUND TO WHAT I HAVE PROVIDED FOR POSES. SINCE THE HAND POSES ARE INCLUDED IN THE SET, YOU CAN FEEL FREE TO CHANGE EM UP, OR EVEN USE COMPLETELY DIFFERENT POSES. THE POSES ALSO ACCOUNT FOR THE HIGH HEELED FOOT POSE, FOR HAVING THE BOOTS IN THE SET LOADED. IF YOU ARE USING THEM WITHOUT HIGH HEELED BOOTS, YOU WILL HAVE TO ZERO THE FEET/TOES.

ON A FINAL NOTE, YOU MUST HAVE LIMITS TURNED OFF FOR THESE POSES TO WORK PROPERLY.

## :: 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.

THIS SET DOES NOT SUPPORT THE TEENS OR CHILDREN

### TEXTURE RESOLUTIONS:

TEXTURES ARE 2048 x 2048

THESE ARE FAIRLY HIGH POLY MESHES AT BASE LEVEL (ESP THE CLOTHING) SO THAT PROPER WRINKLING COULD BE ACHIEVED. I CHOSE TO DO IT THIS WAY, INSTEAD OF ADDING SUBD TO IT, BECAUSE ITS MORE OPTIMIZED TO ONLY HAVE CERTAIN PARTS HIGH POLY RATHER THAN THE ENTIRETY (WHICH WOULD BE UNNECESSARY)

### PROMOTIONAL CREDITS:

- KROSS COURT, PROMPT FANTASY AND FANTASY MUSINGS BY DANIE AND MARFORNO AT RENDEROSITY
- DAZ DRAGON 3
- DAZ BIG CAT 2
- DEA ARANEAM HAIR BY ME @ DAZ

## :: QUICK REFERENCE TROUBLESHOOTING :

- SELECT THE HOLSTER GROUP ON THE THIGH HOLSTER BEFORE LOADING ITS DAGGER (OTHERWISE, IT WILL KICK UP THE UNSUPPORTED DIALOG, AND NOT CONFORM PROPERLY)
- IF USING THE LEFT LEG SIDE BEND AND THE SHORTS – SHORTER MORPH, YOU MUST ALSO USE SHORTS SHORTER-ADJ BELT MORPH TO FIX THE BELT POKE.
- TO LOAD THE PARENTED DAGGERS, SELECT GENESIS 2 FEMALE IN THE SCENE BEFORE LOADING EACH ONE

FOR FURTHER DETAILS ON WHAT IS MENTIONED HERE, PLEASE SEE EACH SECTION IN THE PDF.

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