



BY: IGNISSERPENTUS

DATE OF RELEASE: MARCH 2016

EMAIL : [IGNISSERPENTUS@DAMAGEINC3D.NET](mailto:IGNISSERPENTUS@DAMAGEINC3D.NET)

| [STORE ON DAZ](#) | [DAMAGE INC WEBSITE](#) |

# LIST OF CONTENTS

## :: FIGURES INCLUDED ::

- SKULL WITH POSABLE JAW
- CONFORMING POSABLE FLAMES

## :: MATERIALS ::

- 7 DARK FIRE FLAMES/SKULLS
- 7 MYSTIC FIRE FLAMES/SKULLS
- 7 TRIBAL FIRE FLAMES/SKULLS
- PLAIN BONE SKULL
- TRIBAL BONE SKULL
- 3DELIGHT AND IRAY INCLUDED

## :: UTILITY MATS/POSES ::

- SKULL SSS/TRANSLUCENCY OFF
- SKULL EYES OFF
- IRAY BLOOM HIGH/LOW/OFF

# INSTRUCTIONS

## :: USING PHANTOMS ::

PHANTOMS II IS COOLER THAN EVER! THIS SET GOT A MAJOR UPGRADE SO THAT IT COULD BE EVERYTHING THE FIRST VERSION WAS NOT.

THE FIRST THING I CHANGED WAS HOW THE FLAMES WORKED. IN THE ORIGINAL, THIS WAS DONE BY TRAIL MORPHS AND FIRE TRANS TEXTURES. I DECIDED THIS ONE SHOULD HAVE ITS VERY OWN CONFORMING FLAMES AND SOME REALLY COOL GLOWING EFFECTS.

YOU WILL FIND ALL THE FIGURES IN YOUR FIGURES FOLDER, IN DAMAGE INC/PHANTOMS II

### SKULL:

THE FIRST IS THE SKULL. YOU CAN USE THIS SKULL ALONE, OR IN TANDEM WITH THE FLAMES. THE SKULL HAS A POSABLE JAW (WHICH CAN BE HIDDEN AS WELL AS SCALED BIGGER/SMALLER)

THIS ALSO HAS A BUNCH OF MORPHS. THERE ARE EXPRESSIONS, WHICH WILL GIVE YOU A RANGE OF EMOTIONS YOU CAN USE (WHICH CAN MAKE IT LOOK EVEN MORE EVIL, SILLY AND SUCH) THE NEXT SET OF MORPHS ARE DEMON MORPHS THAT CHANGE HOW IT LOOKS. IT ALSO HAS MORPHS THAT WILL HIDE CERTAIN TEETH, LEAVE ONLY THE FANGS, AND SO FORTH, FOR OPTIMAL RANDOMIZATION. THERE ARE ALSO SOME FACE CONTROL, SO YOU CAN CHANGE HOW THE SKULL LOOKS.

### THE FLAMES:

THE FLAMES CONFORM TO THE SKULL FIGURE, AND HAVE 15 POSABLE JOINTS. YOU CAN SELECT THE ENTIRE LIST OF JOINTS IN THE SCENE TAB AND POSE THE WHOLE CHAIN TO MAKE BROAD SWEEPING MOTION... OR YOU CAN POSE EACH JOINT INDIVIDUALLY.

IF YOU DON'T LIKE TO POSE, DON'T WORRY.... LOTS OF POSES ARE INCLUDED (WHICH IS COVERED LATER IN THE PDF)

THE FLAMES ALSO HAVE SOME MORPHS ON THEM, SO YOU CAN MAKE THEM WAVY, FLARED AND CHANGE THE SHAPE A BIT.... EFFECTIVELY WOBBLING THE GLOW EFFECT AND MAKING IT ABLE TO LOOK DIFFERENTLY.

### SCALING THE FLAMES AND SKULL:

YOU CAN ALSO SCALE THE FLAMES, USING THE SCALE DIALS. THE TRICK IS YOU WANT TO SELECT FLAME JOINTS 1-15 (BUT DO NOT SELECT THE HEAD JOINT ON THE FLAMES, AS YOU WANT THIS TO REMAIN THE SAME SIZE AS THE SKULL) AND YOU CAN MAKE THE FLAMES VERY SMALL AND CUTE... OR WAY BIG AND OVERBEARING. YOU CAN MAKE THEM THIN OR THICK. YOU CAN EVEN MAKE THEM REALLY LONG.

IF YOU WANT TO SCALE THE SKULL UP OR DOWN, YOU CAN DO THAT ALSO. YOU CAN EITHER SCALE THE ENTIRE THING BY JUST SELECTING THE SKULL IN YOUR SCENE, OR JUST THE HEAD JOINT ITSELF (THE JAW WILL REMAIN SMALL IN THE LATTER EXAMPLE, GIVING HIM A WEIRD PEANUT HEAD LOOK THAT'S ADORKABLE) THE FLAMES WILL AUTOMATICALLY FOLLOW THE SCALE OF THE SKULL ITSELF OR THE SCALE OF THE SKULL'S HEAD JOINT, SO THAT IT ALWAYS FITS PROPERLY.

## MATERIALS:

THE MATERIALS ARE THE BIGGEST PART OF THIS SET. THERE ARE BOTH IRAY AND 3DELIGHT MATERIALS, AND EACH LOOK FAIRLY DIFFERENT WHEN RENDERED (THESE WILL BE IN THE FIGURES/MATERIALS FOLDER)

FIRST, WE WILL COVER THE FLAMES. THERE ARE 3 SETS OF FLAMES: DARK FIRE, MYSTIC FIRE AND TRIBAL FIRE. IN EACH SET, THERE ARE 7 COLORS... BOTH FOR THE FLAMES AND THE SKULL. BUT THE SKULL MATERIALS VARY BETWEEN EACH SET... IN THAT THEY HAVE DIFFERENT MARKINGS AND GLOW IN DIFFERENT WAYS. YOU CAN, OF COURSE, USE ANY SKULL FROM ANY SET WITH ANY OTHER SET YOU CHOOSE (OR EVEN DIFFERENT COLORS)

ALL THE SETS LOOK VERY DIFFERENT FROM ONE ANOTHER, FROM THE SKULLS (AS ALREADY MENTIONED) TO THE FLAMES THEMSELVES. DARK FIRE LOOKS KIND OF WICKED WITH ALMOST ELECTRICITY RUNNING THRU IT, AND ITS MATCHING SKULL TEXTURE HAVE PYROCLASTICS, AS IF THE SKULL IS CRACKING FROM THE FIRE. MYSTIC FIRE IS YOUR CLASSIC LOOK OF FIRE, AND THE SKULLS ALSO HAVE MARKINGS ON THEM. THEN TRIBAL FIRE HAS ALMOST A FIBER OPTIC LOOK AND THE SKULLS HAVE TRIBAL MARKINGS.

NEXT, THERE ARE 2 REGULAR BONE SKULL TEXTURES, IN CASE YOU'D LIKE TO USE THE SKULL AS A NORMAL SKULL. THERE'S A PLAIN BONE SKULL AND ONE WITH DIFFERENT TRIBAL MARKINGS ON IT. THESE CAN ALSO BE USED WITH THE FLAMES, AND WILL TAKE ON THE GLOW AS THE OTHER SKULLS DO (3DELIGHT VERSION ONLY) IN ADDITION, THESE ARE NOT SAVED WITH THE SFX EYE INFORMATION. SO SHOULD YOU WANT THE EYES TO GLOW WITH ANY COLOR, SIMPLY CLICK THE COLORED SKULLS THEN CLICK THE BONE SKULL. THIS WILL EFFECTIVELY GIVE IT GLOWING EYES AND NORMAL SKULL TEXTURES (IF YOU WANT TO TURN THE SFX EYES OFF COMPLETELY, YOU CAN USE THE UTILITY MAT THAT TURNS THEM OFF)

FINALLY, UTILITY MATS. WHILE NOT A HUGE AMOUNT, THERE ARE 2, NOTABLY. THE FIRST TURNS OFF THE SSS (OR TRANSLUCENCY FOR IRAY) ON THE SKULL. THIS IS TO MAKE THE SKULL "NORMAL" AND NON-GLOWING, IN THE CASE OF 3DELIGHT... JUST IN CASE YOU WANT THAT TURNED OFF. IN THE CASE OF IRAY, IT JUST ZEROES THE TRANSLUCENCY FOR A DARKER, LESS OPAQUE LOOK. IN THE CASE OF IRAY, THE TRANSLUCENCY OFF ONLY CONTROLS THE BONE SKULL TEXTURES – THERE IS NO TRANSLUCENCY ON THE COLORED SKULLS. FINALLY... THE SECOND UTILITY TURNS OFF THE SFX EYES ON THE SKULL, LEAVING A DARKENED CAVITY. .

LAST BUT NOT LEAST – BLOOM OPTIONS. THESE ARE FOR IRAY (AND ARE LOCATED IN THE IRAY MATERIALS FOLDER, UNDER UTILITY) THERE IS BLOOM HIGH (WHICH IS OPTIMIZED FOR THE DARK FIRE AND MYSTIC FIRE) AND BLOOM LOW (WHICH WORKS BEST ON THE TRIBAL FIRE, SO THE GLOW ISN'T AS OVERBEARING) FINALLY, THERE IS BLOOM OFF., SO YOU CAN QUICKLY TURN IT OFF COMPLETELY. WHAT THIS DOES IS MAKE IT ALL GLOWY WHEN YOU RENDER YOUR SCENE. THE CAVEAT HERE IS THAT, THIS WILL NOT WORK IF YOU ARE RENDERING TO A TRANSPARENT PNG... YOU MUST ACTUALLY HAVE A BACKDROP OR BACKGROUND MESH IN THE SCENE WITH IT. ALSO, THE BLOOM OPTIONS WILL ONLY CONTROL THE BLOOM, SO YOU DONT HAVE TO WORRY ABOUT IT MESSING UP YOUR IRAY RENDER SETTINGS. I DO HIGHLY RECOMMEND USING THE BLOOM, AS IT WILL REALLY MAKE YOUR PHANTOMS GLOW, WITHOUT HAVING TO DO ANY POSTWORK... AND ADD THAT EXTRA PUNCH TO THE SCENE.

THAT SAID, THE 3DELIGHT VERSIONS DO GLOW, BUT NOT IN THE SAME FASHION. IT WILL CAST LIGHT ONTO THE SKULL ITSELF, AROUND THE EYES AND WHERE THE FLAMES ATTACH TO THE HEAD... BUT NOT IN AN OUTWARD FASHION ON THE FLAMES LIKE THE IRAY/BLOOM DOES. IN THIS CASE, SHOULD YOU WANT THEM TO GLOW THE SAME WAY, ALL YOU NEED TO DO IS RENDER ON A TRANSPARENT BACKGROUND/EXPORT AS A PNG. THEN, IN PHOTOSHOP (OR SOME EQUIVALENT) YOU WILL OVERLAY IT ATOP OF YOUR ACTUAL RENDER. ADD A BIT OF GAUSSIAN BLUR, AND SET THE MODE TO SCREEN. YOU CAN LEAVE IT IN THE FOREFRONT, BUT I ACTUALLY PREFER TO PULL IT BEHIND (WHICH IS EASY IF YOU RENDER IN LAYERS... NOT SO EASY, IF YOU HAVE A FULL SCENE RENDERED OUT. IN THIS CASE, YOU MAY WANT TO ERASE BITS, SUCH AS AROUND THE SKULL ITSELF OR EVEN LOWER THE LAYER OPACITY, BUT I LEAVE IT TO YOUR DISCRETION)

## POSES:

THE SET WOULD NOT BE COMPLETE WITHOUT POSES... AND IT HAS THE MOTHERLOAD. I GOT CARRIED AWAY, BECAUSE I WANTED TO OFFER THE SAME CONTROL THE FIRST PHANTOMS HAD, AND EVEN MORE.

THE FIRST 10 HAVE 2-5 VERSIONS (STRAIGHT, LEFT AND RIGHT, WHERE APPLICABLE, PLUS SOME MOVE UPWARD AND DOWNWARD AS WELL)

11-30 ARE JUST RANDOM DIFFERENT POSES I CREATED FOR QUICK USAGE IN A 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:

TEXTURES ARE 2048X2048

### PROMOTIONAL CREDITS:

- ALCHEMY CHASM BY JACK TOMALIN
- WORLDS OF FANTASY BY STONEMASON
- LYN'S DARK RITES BY DANIE AND MARFORNO

## :: QUICK REFERENCE TROUBLESHOOTING :

- NO KNOWN ISSUES

FOR FURTHER DETAILS ON USING THE SET, PLEASE SEE EACH SECTION IN THIS PDF.

YOU CAN CONTACT ME DIRECTLY BY EMAIL : [IGNISSERPENTUS@DAMAGEINC3D.NET](mailto:IGNISSERPENTUS@DAMAGEINC3D.NET)