

ROGUE ELEMENT

ARSENAL



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LIST OF CONTENTS

:: FIGURES INCLUDED ::

- GLAIVE
- POLEARM
- SHIELD

:: MATERIALS ::

- BANE (GREEN/BROWN/GOLD METAL)
- EMBER (RED/RUSSET WITH COPPER METAL)
- ETHER (PURPLE/GREY WITH SILVER METAL)
- NIMBUS (TEAL/TAN WITH BRONZE METAL)
- UMBRA (BLUE/BLACK WITH PEWTER METAL)
- BONUS CIRRUS (WHITE/YELLOW WITH BRASS METAL)
- BONUS ALLOY ARGENTUM/AURUM/CUPRUM

:: UTILITY MATS/UTILITY PRESETS::

- POLEARM – SPEAR MODE AND POLEARM MODE
- GLAIVE – SINGLE AND DOUBLE GLAIVE MODE

:: POSES ::

- 10 SENTINEL POSES (SPEAR MODE AND SHIELD)
- 10 IMPERIAL POSES (POLEARM TWO-HANDED)
- 10 REVENANT POSES (GLAIVE DUAL WIELD)
- POSES CONTROL LION CLOTH AND HAIR OF MAIN SET

INSTRUCTIONS

:: USING ROGUE ELEMENT ARSENAL ::

ONCE AGAIN, I HAVE DONE AN ARSENAL... MUCH LIKE HEX ARCANUM. YOU WILL FIND THESE WEAPONS IN GENESIS 8 FEMALE/CLOTHING/DAMAGE INC/ROGUE ELEMENT (ALONG WITH THE CLOTHING FILES IF YOU OWN THE MAIN SET) THE WEAPONS WILL BE LAST IN THE LIST. WHEN YOU LOAD THEM, IT WILL POSE THE HAND PROPERLY FOR THE GRIP... BUT BE SURE TO HAVE GENESIS SELECTED FIRST.

LETS GO OVER EACH PIECE INCLUDED:

GLAIVE: THE FIRST WEAPON IS A GLAIVE. ITS ACTUALLY A DUAL GLAIVE, AS GLAIVES ARE TYPICALLY A SHORT SWORD WITH ONE BLADE - THIS HAS ONE ON EACH SIDE. BUT THIS CAN ALSO GO SINGLE GLAIVE MODE VIA A MORPH THAT'S INCLUDED UNDER STYLES IN THE PARAMETERS TAB. THIS ALSO GETS USED IN A DUAL WIELD FASHION, USING BOTH HANDS (THOUGH, I SUPPOSE YOU COULD WIELD JUST ONE IF YOU WANT TO) THE GLAIVE HAS NO LION, AS SUCH A THING WOULD BE COMPLETELY LOST ON THIS WEAPONS DESIGN, BUT IT DOES TIE INTO THE MAIN OUTFIT WITH THE DIAMOND SHAPED JEWELS.

POLEARM: THIS IS A POLEARM... WHICH IS A STAFF WITH A BLADE ATTACHED. BUT THIS POLEARM IS TRICKY, TOO, MUCH LIKE THE GLAIVE. IT MORPHS INTO A SPEAR, MAKING TWO WEAPONS IN ONE (YOU WILL FIND THIS MORPH IN STYLES, ON THE PARAMETERS TAB) IT COULD ALSO BE USED AS AN AXE IF YOU WERE TO HIDE THE BLADE AND LEAVE THE FLANGES, THOUGH ITS NOT AN OFFICIAL STYLE (AS AN AXE WOULD HAVE A RE-BAR OF SORTS ACROSS IT TO REINFORCE THE BLADES, AND THEY'D BE DIFFERENTLY SHAPED TO BOOT... BUT MAYBE AS A STYLISTIC ONE) THERE IS ALSO A LION ROARING ON THE FRONT FACING SIDE, WHICH MATCHES THE SHIELD. THIS IS BECAUSE THEY WERE DESIGNED TO BE USED IN TANDEM (EVEN THOUGH YOU CAN WIELD THE POLEARM ALONE)

SHIELD: THERE IS ALSO A SHIELD, WITH A LION'S ROARING HEAD ON IT (A PSYCHOLOGICAL WAR TACTIC THAT WAS USED TO SCARE ENEMIES) THE SHIELD ALSO HAS LEFT AND RIGHT HAND PARENTS INCLUDED, BUT ITS IMPORTANT TO NOTE THAT THE RIGHT SIDE IS ACTUALLY A MIRRORED VERSION OF THE LEFT. BECAUSE OF THE HANDLES POSITIONING, IT HAD TO BE DONE THIS WAY TO WORK WITH GENESIS' HANDS. SO YOU WONT BE ABLE TO USE THE LEFT SHIELD IN THE RIGHT HAND.

TO LOAD ANY WEAPON, YOU MUST FIRST SELECT GENESIS 8 FEMALE (SO THE PARENTS WILL TAKE HOLD)

MATERIALS:

THIS SET ALSO HAS MATERIALS WHICH MATCH THE MATERIALS OF THE MAIN SET.

YOU WILL FIND THE MATERIALS IN THE ARSENAL FOLDER, IN THE MIX AND MATCH FOLDER. THE MATERIALS FOR THE WEAPONS ARE PARTED OUT SO YOU CAN MIX AND MATCH ELEMENTS (SUCH AS INNER COLOR, METAL AND JEWELS/GLOWING LION EYES) BUT THERE ARE ALSO FULL MATERIALS FOR BOTH WORN AND SHINY VERSIONS.

THERE ARE 5 COLORS LISTED BELOW:

NIMBUS - TEAL AND BRONZE METAL

EMBER - RED AND COPPER METAL

BANE - GREEN AND GOLD METAL

UMBRA - BLUE AND SILVER METAL.

ETHER - PURPLE AND PEWTER METAL

CIRRUS - WHITE AND BRASS METAL. THIS IS A BONUS MATERIAL ONLY INCLUDED IN THE GENESIS 8 VERSION OF ROGUE ELEMENT/ARSENAL.

ALLOY MATERIALS - AURUM, ARGENTUM AND CUPRUM WHICH COME IN BOTH WORN/CLEAN OPTIONS. ANOTHER BONUS THAT IS ONLY IN THE GENESIS 8 FEMALE VERSION OF THE SET.

THESE THUMBNAILS ARE ALSO COLOR CODED TO CUT DOWN ON CONFUSION WHEN USING THEM, JUST LIKE THE MAIN SET'S... SO YOU WILL BE ABLE TO LOOK AT THE THUMBNAIL AND SEE WHAT COLOR YOU ARE LOADING FOR EACH WEAPON.

THERE ARE ALSO UTILITY PRESETS, WHICH INSTALL INTO THE UTILITY MATS FOLDER. AMONG THEM ARE: ONE FOR THE GLAIVE (WHICH TURNS IT INTO A SINGLE GLAIVE, AS WELL AS BACK TO DUAL) AND ONE FOR THE POLEARM WHICH TURNS IT INTO A SPEAR AND BACK TO POLEARM. THESE ARE DONE VIA MORPHS, BUT THE PRESETS ARE ALSO INCLUDED TO QUICKLY TURN THEM ON AND OFF, RATHER THAN HAVING TO HUNT FOR THE DIAL. THEY WILL WORK ON EITHER HAND, BUT MAKE SURE YOU HAVE THE WEAPON LOADED AND SELECTED BEFORE CLICKING THEM.

MUCH LIKE THE MAIN SET, THE WEAPONS ALSO HAVE MATERIAL SETS. THIS WON'T BENEFIT EVERYONE, AS ONLY THOSE WHO WISH TO MAKE DIFFERENT MATS... BUT IT MAKES AN EASIER WORK OUT OF DOING SO.

POSES:

THE SET WOULD NOT BE COMPLETE WITHOUT POSES, WHICH ARE LOCATED IN THE POSES FOLDER IN WITH THE CLOTHING.

THE ARSENAL INCLUDES 30 POSES (40 IN ALL, IF YOU OWN THE MAIN SET) WHICH ARE INTENDED FOR EACH WEAPON INCLUDED (EACH ONE HAS A SET OF 10) IT IS IMPORTANT TO NOTE WHICH WEAPON SIDE (LEFT OR RIGHT) TO USE WITH ITS RESPECTIVE POSE, AS USING THE OPPOSITE PARENT WILL NOT POSE PROPERLY (THE THUMBNAILS ARE LABELED TO MAKE IT EASIER) BUT FOR QUICK REFERENCE, LEFT ALWAYS COMES FIRST, THEN RIGHT (1-5 ARE LEFT, 6-10 ARE RIGHT) THE GLAIVE POSES ARE DUAL WIELD, SO IT DOESN'T MATTER HERE, AS YOU WILL HAVE BOTH LOADED ANYHOW. EVEN IF YOU WERE TO OPT TO LOAD ONLY ONE, IT WILL STILL WORK. THE SENTINEL WILL USE BOTH POLEARM (IN SPEAR MODE) AND THE SHIELD, BUT IT DEFERS TO THE SHIELD HERE (1-5 IS LEFT, 6-10 IS RIGHT)

AS MENTIONED IN THE WEAPONS SECTION, THE WEAPONS HAVE MORPHS. THESE ARE INTENTIONALLY SAVED AS POSE CONTROL TYPE MORPHS, SO THAT THE POSES WILL ACCOUNT FOR THEM AUTOMATICALLY. WHEN YOU CLICK THEM.

THE THREE SETS OF POSES ARE:

SENTINEL POSES: THE POLEARM IN SPEAR MODE AND THE SHIELD ARE FEATURED IN THIS SET OF POSES. NO NEED TO DIAL THE SPEAR MODE MORPH IN, AS THE POSES WILL DO THIS FOR YOU. YOU CAN ALWAYS OPT TO ZERO IT AND USE IT IN POLEARM MODE, BUT YOU WILL HAVE TO DO SO ANY TIME YOU USE THIS GROUP OF POSES.

IMPERIAL POSES: THEN THE POLEARM IS FEATURED BY ITSELF IN ONE SET OF POSES. THESE ARE INTENDED TO BE IN POLEARM FASHION, BUT CAN BE USED IN SPEAR MODE. THE ONLY CAVEAT, IS THAT YOU WILL HAVE TO DIAL THAT MORPH IN AFTER APPLYING ANY OF THESE POSES, AS THE POSES WILL ZERO IT.

REVENANT POSES: FINALLY THE GLAIVE, HAS ITS OWN SET AND AS MENTIONED, ARE ALL DUAL WIELD. YOU CAN CHOOSE SINGLE WIELD, AND THE POSES WILL STILL WORK. YOU CAN ALSO CHOOSE TO USE THE SINGLE GLAIVE MORPH (SO YOU HAVE A SHORT SWORD INSTEAD) BUT MUCH LIKE THE POLEARM, YOU WILL HAVE TO DIAL IT IN AFTER APPLYING ANY OF THESE POSES, AS IN THEIR DEFAULT STATE THEY WILL ZERO THAT MORPH.

THE POSES ALSO ACCOUNT FOR THE LOIN CLOTH, ARMOR AND THE HAIR OF THE MAIN SET, SO THEY WILL PROPERLY POSE WITH EACH POSE, GIVING YOU DYNAMIC MOVEMENT. ALONG WITH THAT, THEY WILL PROPERLY ALIGN THE WEAPONS TO BE FRONT FACING, SO THE LION SHOWS (AT LEAST IN MOST CASES, WHERE IT WAS FEASIBLE)

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:

- **MUELSFELL ATLANTIS ARMOR BY E-ARKHAM**
- **SAGITTARIUS POSES BY MUSCLEMAN**
- **ENCHANTED FOREST BY STONEMASON**
- **THORNS OF TIME (COLUMNS), CIRCLE BY DANIE AND MARFORNO**
- **PALACE OF KNOSSOS (BRAZIER) BY MERLIN**
- **ECHOES OF ANDROMEDA BY PREDATRON**
- **ANCIENT RUINS BY ANDREY PETSTRYAKOV**
- **CTHULHU BY LUTHBEL**
- **MINOS OUTFIT AND MORNING STAR WINGS BY MADA**
- **BIG CAT 2 AT DAZ**
- **HYBRID TREES BY WHITEMAGUS**
- **IPO BY FWSA**
- **TEEN JOSIE 8/OLYMPIA 8/EMACIATED 8 BY DAZ**

:: QUICK REFERENCE TROUBLESHOOTING ::

- **NO KNOWN ISSUES.**
- **BECAUSE THESE TWO SETS CONTAIN SO MANY MATS COMBINED (SOMETHING TO THE EFFECT OF OVER 450), IF FOR ANY REASON YOU SEEM TO BE MISSING SOME AND CAN'T SEE ALL THE FILES, YOU NEED TO INCREASE THE NUMBER OF FILES DAZ STUDIO CAN READ IN THE LIBRARY. THIS IS DONE BY A LITTLE UP AND DOWN BUTTON WHILE IN THE CONTENT TAB AND VIEWING THE LIBRARY. I'VE DONE MY BEST TO GUARD AGAINST IT, BY MOVING THEM TO DIFF FOLDERS RESPECTIVELY, BUT WITH THE ADDITION OF NEW MATS IN THE GENESIS 8 VERSION, SOME MAY RUN INTO THIS ISSUE, AND JUST IN CASE, I WANTED TO ADD IT.**

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

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