



DEATH STRIKE – FOR GENESIS 8 MALE(S)  
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DATE OF RELEASE: APRIL 2021

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## LIST OF CONTENTS

### :: FIGURES INCLUDED ::

BOOTS  
CUIRASS  
GLOVES  
PANTS  
SHORTS  
GAUNTLETS  
GREAVES  
PAULDRONS  
TASSETS  
HELM  
FULL OUTFIT WEARABLE PRESET

### :: FULL MATERIAL SETS ::

DARK OMEN  
DEATH DEALER  
DEMON KNIGHT  
NIGHT CREEP  
SOUL REAVER  
TOXIC VIPER  
IMPERIAL, REVENANT AND SENTINEL VERSION OF EACH  
PARTIAL AND HIERARCHICAL MATERIALS ARE INCLUDED

### :: UTILITY MATS/POSES ::

SEE FULL LIST OF UTILITY MATS, IN THE MATERIALS SECTION

### :: POSES ::

10 GENERAL POSES  
10 GREAT AXE POSES  
LEFT AND RIGHT HAND POSES FOR GREAT AXE  
POSES CONTROL SKIRT/HAIR MOVEMENT

# INSTRUCTIONS

## :: USING DEATH STRIKE OUTFIT ::

DEATH STRIKE, STRIKES AGAIN! ONLY THIS TIME, ITS FOR YOUR GENESIS 8 MALES! A COMPLEMENT TO THE FEMALE SET, THIS HAS BEEN REBUILT FROM THE GROUND UP TO BE VERY DIFFERENT, YET COMPLIMENTARY FOR THOSE WHO OWN BOTH SETS.

THE SET IS PRETTY STRAIGHTFORWARD, IF YOU'VE OWN MY SETS BEFORE. BUT I'M GOING TO GO OVER EACH ITEM, SO YOU CAN UNDERSTAND HOW THEY WORK TOGETHER, AND GET THE MOST OUT OF THE SET.

## CUIRASS

MUCH LIKE THE BODYSUIT IN THE FEMALE VERSION, THIS IS A MASCULINE CUIRASS WITH A RIB CAGE AND A SPINE AT THE BACK. ITS RELATIVELY STRAIGHTFORWARD IN HOW IT CONFORMS AND WORKS.

## GAUNTLETS/GREAVES/PAULDRONS:

THESE ALL WORK SIMILARLY – THEY ARE PLATE ARMOR THAT CONFORMS OVER THE THE PANTS, SHORTS, GLOVES AND BOOTS. THEY FEATURE SKULLS AND CLAWS ON THE PLATE, TO TIE IT IN WITH THE BONE/DEATH THEME. THESE HAVE ADJUSTMENT MORPHS, AND THE PAULDRON/HELM HAVE STYLES. THEY WORK PRETTY STANDARD (IN THAT, YOU DON'T HAVE TO DO REALLY ANYTHING TO THEM) THESE ALSO HAVE FIT TO GENESIS MORPHS, SHOULD YOU WANT TO USE THEM WITHOUT THE UNDERLYING PIECES THEY OVERLAP. THESE ALSO ALL HAVE FIT TO GENESIS MORPHS, FOR USING THEM WITHOUT THEIR UNDERLYING ITEMS. THE ONE NOTABLE EXCEPTION, IS THAT THE GREAVES HAVE AN EXTRA FIT TO GENESIS – BOOTS ON MORPH. THIS WILL BE WHAT YOU WANT TO USE, WHEN USING THE SHORTS, WITH THE BOOTS AND GREAVES ON.

OF NOTABLE DIFFERENCE, ARE THE GAUNTLETS. THESE ARE SIMILAR TO THE BRACERS OF THE FEMALE VERSION... BUT THESE HAVE A SKELETON HAND FEATURED ON THE LOWER PORTION THAT OVERLAPS THE ACTUAL HAND OF GENESIS 8 MALE AND THE GLOVE. THESE HAVE RINGS THAT ATTACH THE SKELETAL FINGERS TO GENESIS 8 MALE'S FINGERS (BUT YOU CAN TURN THOSE RINGS OFF IF YOU'D LIKE, USING UTILITY MATS) YOU CAN ALSO USE THE GAUNTLETS SANS GLOVES, BY DIALING IN THE FIT TO GENESIS MORPH.

THE OTHER DIFFERENCE IS THESE PAULDRONS ARE MUCH BIGGER AND RUGGED LOOKING THAN THE FEMALE VERSION, AND THE SKULLS HAVE HUGE HORNS THAT COME DOWN AND CURL DOWN ONTO THE FRONT AND BACK CHEST OF GENESIS 8 MALE IN PROTECTIVE FASHION. THESE CAN BE TURNED OFF USING UTILITY MATS AS WELL.

FINALLY, THE GREAVES ARE DIFFERENT IN THAT, THEY'RE GREAVES AND NOT FULL THIGH HIGH LEGS OF THE FEMALE VERSION. THEY HAVE A MORE WICKED, SPIKY POLEYN AT THE KNEE (WHICH CAN BE TURNED OFF VIA UTILITY MATS) AND WORK DIFFERENTLY WITH THE COMBAT STYLED BOOTS OF THE MALE VERSION THAN THE FEMALE'S HIGH HEELED BOOTS.

## HELM

THIS TOO BOASTS A HELM LIKE THE FEMALE VERSION DID. BUT THIS ONE IS DONE MORE MASCULINELY WITH MORE SPIKES AND DIFFERENT MORE FOREBODING LARGE HORNS. THE SKULL ON THE FACE CAN BE TURNED OFF (AS WELL AS ITS EYES) AND THERE ARE EXPRESSION MORPHS FOR IT, TO GIVE IT A LITTLE BIT OF CHARACTER IF YOU'D LIKE.

IF YOU PURCHASE THE HAIR (SOLD SEPARATELY) IT WILL WORK WITH THE HELM. IT WILL FIT IN DEFAULT, BUT THE BEARD REQUIRES A FIT TO BEARD MORPH DIALED IN ON THE HELM. THE BEARD WAS ACTUALLY NEVER INTENDED TO WORK WITH THE HELM, SINCE IT IS VERY CONFINED THERE, AND THE HELM COVERS IT MOSTLY (AND SO, THE POSES WILL NOT POSE IT) BUT YOU CAN USE THEM TOGETHER IF YOU WISH.



## TASSETS

THE TASSETS REPLACE THE FEMALE SKIRT... BUT THIS IS WAY MORE MANLY! THIS NOT ONLY FEATURES CLOTHS, BUT THIGH PLATES WITH A VERY THICK LEATHER BELT FEATURING A SKULL, AND CLAWS THAT ENCIRCLE HIS WAIST (AS WELL AS SMALLER ONES ON THE PLATES) THE CLOTHS HAVE ONE IN THE FRONT, TWO IN THE BACK, AND THESE ARE CHAIN RIGGED, SO YOU CAN BLOW THEM ABOUT YOUR SCENES (INCLUDED POSES WILL POSE THESE FOR YOU) THE CLOTHS ARE ALSO DFORCE COMPLIANT. THIS ALSO HAS A FIT TO GENESIS MORPH, IN CASE YOU WANT TO OMIT THE CUIRASS... AND A FIT TO SHORTS MORPH, FOR USING THE SHORTS INSTEAD OF THE PANTS.

THE TASSETS ALSO HAVE MOVEMENT MORPHS THAT WILL HELP YOU MAKE HIM SIT OR HELP WITH BENDING THE THIGHS SINGULARLY AT 90\* THESE NOT JUST POSE THE CLOTHS, BUT ALSO THE BELT WITH SKULL AND PLATES IN THE FRONT. THESE MOVEMENT MORPHS YOU'LL NOT FIND ON THE SHAPING TAB, AS THEY'VE BEEN MADE INTO POSE CONTROLS (WHICH ARE BAKED INTO THE INCLUDED POSES) SO YOU CAN FIND THEM ON THE PARAMETER TAB UNDER MOVEMENT, SHOULD YOU NEED TO USE THEM WITH OTHER POSES AND SCENARIOS.

## BOOTS:

A PAIR OF COMBAT STYLED BOOTS, WITH METAL PLATES WHICH CAN BE TURNED OFF. THESE WORK UNDERNEATH THE GREAVES. THESE WORK PRETTY STANDARD ALONG WITH THE REST.

## GLOVES/SHORTS/PANTS

THIS SET HAS TWO PAIRS OF BOTTOMS YOU CAN USE (BUT NOT IN TANDEM, OF COURSE) YOU CAN OPT FOR THE PANTS OR A PAIR OF SHORTS FOR A SEXIER, LEGGY LOOK. DO NOTE, WHEN USING THE SHORTS WITH THE TASSETS, YOU MUST DIAL A FIT TO SHORTS MORPH IN ON THE TASSETS (SO IT FITS PROPERLY) THERE ARE ALSO GLOVES THAT WORK IN TANDEM WITH THE GAUNTLETS (THOUGH, YOU CAN HAVE THE GAUNTLETS ON THEIR OWN IF YOU WISH)

## GENERAL NOTES ON THE CLOTHING:

ALL OF THE ITEMS HAVE ADJUSTMENT MORPHS. ITS IMPORTANT TO NOTE THAT, THESE ITEMS OVERLAP ONE ANOTHER. ON EACH, THERE IS A SERIES OF ADJUSTMENT MORPHS THAT WORK WITH THE OTHER PIECES. THESE HAVE BEEN SUB-GROUPED ACCORDING TO THE ITEMS THEY INTERSECT WITH (OR, IF YOU PREFER TO HAVE ALL THE ADJUSTMENT MORPHS LISTED, YOU CAN SELECT THE TOP "ADJUSTMENT MORPH" GROUP) THIS WAS TO HELP MAKE IT LESS CONFUSING AND OVERWHELMING IN FINDING MATCHED DIALS ACROSS ALL THE ITEMS WHEN YOU USE THE FULL OUTFIT.

ALSO AS MENTIONED ABOVE, THERE ARE FIT TO GENESIS MORPHS ON ALL OF THE OVERLAPPING FIGURES. THIS WILL ALLOW YOU TO FIT IT DIRECTLY TO GENESIS 8 MALE, WITH THE OMISSION OF UNDERLYING PIECES. YOU WILL FIND THESE UNDER STYLE ON THE SHAPING TAB. USING THIS IN TANDEM WITH FIGURE MORPHS ON GENESIS 8 MALE MAY NOT GIVE PERFECT RESULTS, HOWEVER... IN THIS SCENARIO, YOU WILL NEED TO USE ADJUSTMENT MORPHS TO FURTHER FIT IT.

THERE ARE MULTIPLE WEARABLE PRESETS (LOCATED IN THE FULL LOAD FOLDER) THESE DO DIFFERENT THINGS. YOU HAVE PANTS AND SHORTS OPTIONS, FIRST AND FOREMOST, AND OF THOSE, THERE IS A SUB D ON AND OFF OPTION. THE SUB D OFF IS FOR PEOPLE WITH SLOWER MACHINES, SO YOUR LOAD SPEED IS BETTER (BUT IT WILL STILL RENDER SUB D – IF YOU FIND THE RENDER SPEED TOO SLOW, YOU CAN FURTHER LOWER THAT OPTION TO 0 MANUALLY) THE SUB D ON OPTIONS HAVE THE SUB D ON VIEWPORT AND RENDER. THESE ARE FOR PEOPLE WHO HAVE FASTER MACHINES, AND DON'T REALLY NEED IT TO BE LOWER. FINALLY, THE GREAT AXE LOADS BY DEFAULT WITH VIEWPORT SUB D OFF, BUT RENDER SUB D ON.

## GREAT AXE

THIS ALSO OF COURSE INCLUDES A WEAPON. I WANTED TO KEEP THE WEAPON SIMILAR TO THE FEMALE VERSION, BUT STILL DIFFERENT. SO, WHAT WE HAVE HERE IS A GREAT AXE WITH A GENERAL DIFFERENT LOOK AND FEEL. THE BLADES ARE DIFFERENT, AND IT FEATURES SPINE LIKE BONES ON THE SHAFT. ALSO, UNLIKE HER SMALLER, DUAL WIELDED AXES IN BOTH HANDS, THIS IS A TWO HANDED AXE THAT'S MASSIVE AND MADE FOR A WARLORD. BUT YOU CAN ALSO WIELD IT TWO HANDED (AS THERE ARE A SET OF POSES FOR BOTH MODES) THE AXE ALSO HAS A SPECIAL FX LAYER, THAT GIVES IT GLOWING MAGIC THAT CHANGES DEPENDING ON WHAT SET OF MATERIALS YOU USE (THERE'S 6 IN ALL) YOU CAN ALSO TURN THE SPECIAL FX OFF COMPLETELY (ALONG WITH OTHER PARTS OF THE AXE – SEE UTILITY MATS FOR MORE) FIANLLY, THERE IS A SMOOTH HORNS MORPH ALSO INCLUDED.



## DFORCE:

THIS SET, ALONG WITH ITS USUAL POSABLE JOINTS (WHICH IS COVERED IN THE PREVIOUS SECTION) IS ALSO DFORCE COMPLIANT. SPECIFICALLY, THE THE CLOTHS OF THE TASSETS (WHEREAS THE REST ARE STATIC)

OBVIOUSLY THIS SET HAS POSES INCLUDED, WHICH ALSO CONTROL THE OUTFIT AND HOW IT POSES. BUT THOSE POSES ARE TO CREATE A MORE WINDBLOWN EFFECT ON THE CLOTHING. SHOULD YOU WISH YOUR SCENE TO HAVE A MORE DRAPEY LOOK FOR THE OUTFIT, USING DFORCE AND SIMULATING IT IS THE WAY YOU WILL GO.

TO USE DFORCE, YOU WILL JUST NEED TO POSE AFTER CONFORMING THE OUTFIT, AND CLICK THE SIMULATE BUTTON (IF YOU ARE USING POSES OUTSIDE THE SET – THE POSES WITHIN THE SET ARE ALREADY DONE FOR YOU BY BAKED SIMULATION MORPHS, WHICH WILL DIAL IN WHEN YOU CLICK A POSE) YOU CAN ADJUST THE ENVIRONMENT (THE GRAVITY AND AIR RESISTANCE, RESPECTIVELY) TO GET DIFFERENT RESULTS

I ALSO RECOMMEND YOU USE THE TIMELINE FOR BETTER RESULTS. YOU WILL NEED THE TIMELINE LOADED IN YOUR USER INTERFACE OF DAZ STUDIO. THERE, YOU CAN SET THE FRAMES TO 50 OR HIGHER, AND THEN IN THE DFORCE TAB SETTINGS, GO TO “DURATION” AND IN THE DROP DOWN SELECT ANIMATED (USE TIMELINE FRAME RANGE) BEFORE YOU POSE OR DO ANYTHING, SELECT THE 50 FRAME IN THE TIMELINE, THEN POSE HOW YOU ARE WANTING IT TO BE FOR THE SCENE. THEN YOU CAN HIT SIMULATE.

## DEALING WITH DFORCE POKETHROUGH:

IF YOU USE DFORCE TO ANY DEGREE, YOU ARE AWARE THAT ITS NOT PERFECT, AND OFTEN THERE IS POKETHROUGH SOMEWHERE. I’VE DONE MY BEST TO ALLEVIATE THIS ISSUE, USING A COUPLE METHODS:

### USING JOINTS:

PROBABLY THE MOST OBVIOUS METHOD. THE SKIRT ITSELF HAS JOINTS ON THE CLOTH AS MENTIONED ABOVE. AND WHILE THE INCLUDED POSES MORE CAPITALIZE ON THE WINDBLOWY DRAMA (AND USING THESE WILL GIVE YOU PERFECT RESULTS WITHOUT POKETHROUGH) YOU CAN ABSOLUTELY ALSO USE THESE JOINTS TO ADJUST POKETHROUGH AFTER A SIMULATION. BUT IT WON’T BE PERFECT IN ALL SITUATIONS, BECAUSE AS DFORCE DISTORTS THE CLOTH, THE JOINTS WILL BE THROWN OUT OF WHACK. THERE ARE WAYS TO DEAL WITH THIS (SUCH AS SELECTING ALL THE EXTRA JOINTS ON EACH ITEM AND ADJUSTING THE RIG TO THE SHAPE) BUT THAT’S A REALLY INVOLVED (NOT TO MENTION ADVANCED) PROCESS NOT MANY WILL WANT TO ENDEAVOR (THOUGH, ITS AN OPTION IF YOU’RE HIP AND KNOW YOU’RE WAY AROUND DAZ STUDIO)

### WEIGHTMAP POKETHROUGH CONTROL:

THIS METHOD IS A LITTLE MORE INVOLVED, BUT ITS ALSO MORE EXACTING. I HAVE SET UP PUSH NODES ON ALL THE DFORCED ITEMS, WHICH HAVE ZEROED WEIGHTMAPS IN THEIR DEFAULT STATE. IF YOU SELECT THIS POKETHROUGH CONTROL NODE IN YOUR SCENE (ON EACH RESPECTIVE ITEM YOU WANT TO ADJUST) AND CHOOSE THE WEIGHT TOOL, THIS WILL ALLOW YOU TO PAINT A CUSTOM MAP, THAT WILL ALLOW YOU TO PULL OUT THE CLOTH ONLY IN PLACES THAT IT NEEDS PULLED OUT. YOU WILL OBVIOUSLY WANT TO DO THIS AFTER YOU’VE SIMULATED THE SCENE, TO DAB OUT LITTLE POKES. THIS WILL FIX THESE POKES WITHOUT BLOATING THE ENTIRE THING... THE TRADE-OFF HERE IS THAT ITS OBVIOUSLY MORE EXACTING AND TIME CONSUMING (THOUGH ARGUABLY, YOU WILL ONLY HAVE TO DO WHAT SHOWS) ALSO, YOU WILL WANT TO BE SURE NOT TO DO THIS ON ANY HARD SURFACE OR ON AREAS THAT AREN’T INTENDED TO BE SIMULATED. ONLY DO SO ON THE CLOTHS THEMSELVES.

CNTRL + PAINT: WILL ADD TO THE MAP  
(BRIGHT RED IS IN TOTALITY., AND WILL AFFECT THE CLOTH.  
BLUE WILL MEAN IT HAS ZERO EFFECT)

ALT + PAINT: WILL REMOVE FROM THE MAP  
(YOU WOULD DO THIS TIL IT TURNS GRAY, TO ZERO IT OUT)

AND YOU CAN ALSO USE THE SMOOTH TOOL,  
TO SMOOTH THE TRANSITION SO IT DOESN’T JUT OUT OBTRUSIVELY.



YOU CAN ALSO CONTROL HOW MUCH THEY POKE OUT. BY DEFAULT, THE PUSH NODE ITSELF IS SET TO 1.00. YOU CAN ADJUST THIS DIAL WHILE THE WEIGHT NODE BUTTON IS SELECTED, IN YOUR TOOL TAB... AND SELECTING THE ITEM'S WEIGHTMAP PUSH NODE YOU WANT TO ADJUST IN THE SCENE. AFTER THOSE ARE ALL SELECTED, IN THE TOOL TAB YOU WILL SEE THE PUSH NODE WITH ITS DIAL. I FELT 1.00 WAS A GOOD SOLID STRENGTH, SO THAT IT WASN'T TOO MUCH OR TOO LITTLE.

### MATERIALS:

OK SO WE COME TO MATERIALS. THIS HAS A LOT OF MATERIALS AND OF NOTE, THIS ACTUALLY HAS AN EXTRA SET OF MATERIALS THAT THE FEMALE VERSION DOESN'T HAVE. I WANTED TO INCLUDE A LITTLE BIT EXTRA LOVE FOR THE MALES, SINCE THEY ARE SO OFTEN IGNORED.

THESE MATERIALS ARE IRAY ONLY.

BASICALLY, THERE ARE 6 SETS OF FULL MATERIALS:

DARK OMEN – BROWN AND RED WITH BRONZE METAL –  
THIS IS YOUR BASIC DIRT AND BLOOD OF WAR MATERIAL

DEATH DEALER – BEIGE AND TEAL WITH BRASS METAL  
THIS IS MY SIGNATURE TEAL INCLUSION

DEMON KNIGHT – RED AND YELLOW WITH COPPER METAL  
THIS ONE IS REPRESENTATIVE OF FIRE, LIKE DEMONS AND HELL, SO THE COLORS REFLECT

NIGHT CREEP – BLACK AND BLUE WITH SILVER METAL  
A NIGHTCRAWLER VERSION THAT IS DARK LIKE SHADOW

SOUL REAVER – WHITE AND PURPLE WITH PLATINUM METAL  
THIS IS YOUR PHANTOMESQUE SPECTER VERSION

TOXIC VIPER – YELLOW AND GREEN WITH GOLD METAL  
THIS ONE IS INTENDED TO REPRESENT SOMETHING MORE VIPER LIKE, WITH VENOM

EACH OF THESE MATERIALS SETS HAVE THREE MODES: IMPERIAL, REVENANT AND SENTINEL

IMPERIAL IS YOUR “KNIGHT IN SHINING ARMOR” MODE, SOMETHING RESERVED FOR MORE REGAL SCENES. IT HAS A SATINY FEEL, WITH SUEDE SECONDARIES (PANTS/SHORTS/GLOVES) AND IS ENTIRELY METALLIC (SANS COLORS, SUCH AS SENTINEL MODE FEATURES) THIS SERIES OF H.MATS WILL ALSO DIAL UP A SMOOTH HORN MORPH ON THE PAULDRONS/HELM/AXE, WHICH GIVES IT A VERY DIFFERENT FEEL. IF YOU WANT THEM RIDGED INSTEAD, YOU CAN USE THE IMPERIAL RIDGED OPTION HERE AS WELL, BY USING THE PARTIAL MATERIALS (AS THERE IS A SMOOTH/RIDGED OPTION IN THAT FOLDER FOR ALL THE AFOREMENTIONED FIGURES)

REVENANT IS YOUR WAR BEATEN MODE, WITH TATTERING ON THE VELVET CLOTHS AND SCRATCHED UP DINGY METALS. THIS HAS BONE BONES INSTEAD OF METALLIC BONES, AS ITS SUPPOSED TO HAVE A MORE DEATHLY, FOREBODING, BEEN THRU A WAR FEEL TO IT. THE H.MATS WILL ZERO THE HORNS ON THE PAULDRONS/HELM/AXE TO MAKE THEM RIDGED (BUT YOU CAN MAKE THEM SMOOTH WITH THE BONE OPTION ALSO, USING PARTIAL MATS)

AND FINALLY SENTINEL IS YOUR BASIC TOUGHENED WARRIOR LOOK, AND IS A COLORED PLATE AND HORN VERSION, WITH SHINY METALS, SHINY LEATHER AND CHAINMAIL CLOTHS. THE CUIRASS HAS A QUILTED LEATHER TEXTURE AS WELL, WHICH CHANGES THAT SIGNIFICANTLY FROM THE OTHER TWO VERSIONS. THIS ONE WILL ALSO GIVE YOU COLORED RIDGED HORNS ON THE PAULDRONS/HELM/AXE (BUT YOU CAN OPT FOR COLORED SMOOTH ONES, BY USING THE SENTINEL PARTIAL MATERIALS)

SINGULAR MATERIALS PER ITEM AND HIERARCHICAL MATERIALS ARE INCLUDED.

THE SINGULAR MATERIALS ARE DIVIDED INTO FOLDERS FOR THE TEXTURE NAMES/COLORS. THESE WILL CONTAIN ALL THREE MODES (IMPERIAL, REVENANT AND SENTINEL) FOR EACH OPTION.

THE HELM/PAULDRON/AXE ALL HAVE A RIDGED AND SMOOTH OPTION FOR EACH MODE AND MATERIAL SET, RESPECTIVELY. THESE WILL AUTOMATICALLY DIAL IN THE MORPH AND LOAD THE HORN MATERIAL THAT WORKS FOR THAT MORPH, ON BOTH THE H.MATS AND THE PARTIAL MATS. THE PARTIAL RIDGED AND SMOOTH MATS WILL LOAD THE ENTIRE HELM MATERIAL BESIDES (SO YOU CAN USE EITHER AT WILL)

THE H.MATS ARE IN A FOLDER OF THEIR OWN AS WELL. TO USE THE HIERARCHICAL MATERIALS, YOU MUST HAVE THE OUTFIT LOADED ON GENESIS 8 MALE (AND SELECT HIM IN THE SCENE) TO APPLY IT IN ITS ENTIRETY. OTHERWISE, YOU WOULD USE THE PARTIAL MATS (AND SELECT EACH RESPECTIVE ITEM BEFORE USING THEM) THE HIERARCHICAL MATS WILL LOAD THE ENTIRE OUTFIT MATERIALS, AS WELL AS THE CORRESPONDING AXE MATERIALS, AND THEY WILL DIAL IN THE SMOOTH HORN MORPHS, OR REMOVE THEM.

IN ADDITION, THERE ARE TRANS CONTROLS FOR THE TASSET CLOTHS, WHICH ARE INCLUDED IN THE UTILITY POSE FOLDER. THIS WILL REMOVE THE TATTERING ON ANY REVENANT OPTION, AND MAKE IT SOLID INSTEAD. BUT A WORD OF CAUTION – DON'T USE THIS WITH THE CHAINMAIL OPTIONS... AS OBVIOUSLY, IT NEEDS IT'S TRANSMAP TO BE CHAINMAIL.

I DID NOT MAKE THIS SET MIX AND MATCH... BUT IT CAN ABSOLUTELY WORK THAT WAY, WITH A TRICK. I HAVE PUT SELECTION SETS ON THE MATERIALS (TO MAKE IT EASIER TO TEXTURE, BY GROUPING SIMILAR PIECES INTO ONE SELECTION SET) USING THESE WILL ALLOW YOU TO QUICKLY SELECT A MATERIAL TYPE (LIKE BONES, CLOTH, ETC) FROM THERE, YOU WILL WANT TO HOLD CNTRL AND CLICK ON AN H.MAT. IN THE DROP DOWNS, SELECT "SELECTION" AND THEN, "REPLACE" THIS WILL LOAD THAT MATERIAL IN PLACE OF THE ONE YOU ORIGINALLY LOADED. SO IF YOU WANT TO USE REVENANT MODE WITH METAL BONES, FOR EXAMPLE, YOU CAN DO THAT.

THE SKULL EYES AND AXE SPECIAL FX ALL GLOW IN THE DARK AND COME IN MANY DIFF COLORS TO PICK FROM. BUT YOU CAN ALSO TURN THEM OFF (OR THE SKULL OFF ENTIRELY) SHOULD YOU WISH TO DO SO...

WHICH BRINGS ME TO THE NEXT TOPIC....



## UTILITY MATS:

THERE ARE UTILITY MATS INCLUDED, INSIDE THE MATERIALS FOLDER, WHICH WILL TURN OFF CERTAIN PARTS, AND ALLOW THE SET TO BE MORE KITBASHABLE:

### CUIRASS:

RIB CAGE OFF  
SPINE OFF

### GAUNTLETS/GREAVES/PAULDRONS:

ALL - CLAWS OFF  
ALL - SKULL EYES OFF  
ALL - SKULLS OFF  
PAULDRONS - SKULL HORNS OFF  
PAULDRONS - LOWER PLATES OFF  
GAUNTLETS - SKELETON HAND OFF  
GAUNTLETS - SKELETON RINGS OFF  
GREAVES - POLEYN OFF

### PANTS/SHORTS/GLOVES:

ALL - TONGUE OFF

### BOOTS:

FOOT STRAP OFF  
TOE OR HEEL PLATES OFF  
SOLE PLATES OFF

### HELM:

CLAWS OFF  
CREST OFF  
HORNS OFF  
SKULL OFF  
SKULL EYES OFF  
SKULL HORNS OFF  
SKULL LOWER JAW OFF

### TASSETS:

BELT CLAWS OFF  
CLOTHS BACK OFF  
CLOTH FRONT OFF  
SKULL EYES OFF  
SKULL OFF  
PLATE CLAWS OFF  
PLATES OFF

### GREAT AXE:



## POSES:

THE SET WOULD NOT BE COMPLETE WITHOUT POSES, WHICH ARE LOCATED IN THE POSES FOLDER IN WITH THE CLOTHING. BUT THESE POSES ARE TRICKY, AS THEY NOT ONLY CONTROL GENESIS 8 MALE, AND POSE THE INCLUDED GREAT AXES IN A WAY THAT MAKES SENSE TO EACH POSE... BUT THEY WILL ALSO POSE THE TASSETS' CLOTH/FRONT PLATE AS WELL, AND THE HAIR TOO, IF YOU OWN THE HAIR SET. THEY WILL MAKE THE CLOTHS AND HAIR BLOW AROUND IN DIFFERENT WAYS, AND WILL ENSURE YOU GET ABSOLUTELY NO COLLISION AT THE SAME TIME.

THE CAVEAT IS MAKING SURE YOU SELECT GENESIS 8 MALE BEFORE LOADING THE OUTFIT/HAIR/AXES, BECAUSE IF YOU DON'T LOAD THESE ITEMS PROPERLY, THE POSES WILL NOT CONTROL THE TASSETS, HAIR AND AXE AS THEY SHOULD (THEY HAVE TO BE IN A HIERARCHY)

IN THE POSE FOLDER, YOU WILL FIND THREE SETS OF POSES:

THE FIRST SET (TITLED "AXE POSES") UTILIZE THE LEFT AND RIGHT HANDED AXE (1-5 IS LEFT HAND, 6-10 IS RIGHT HAND) THESE WIELD A SINGLE AXE IN BLUDGEON LIKE FASHION AS A TWO HANDED WEAPON. TO USE THEM, SELECT GENESIS 8 MALE FIRST, AND LOAD WHICHEVER AXE HAND IS LABELED ON THE THUMB OF THE POSE YOU WANT TO USE. YOU MUST FOLLOW THE LABELS, BECAUSE IF YOU USE A LEFT HAND AXE ON A RIGHT HAND POSE, IT WILL NOT POSE PROPERLY

THE NEXT SET ARE TITLED "DOUBLE AXE POSES" THIS SET OF 10 WIELDS TWO AXES AT ONCE (SELECT GENESIS 8 MALE AND LOAD THE LEFT AND RIGHT AXE BEFORE USING THIS SET OF POSES)

FINALLY, A SET OF POSES TITLED "GENERAL POSES" THESE DO NOT USE THE AXES AT ALL. THESE ARE JUST STANDARD POSES THAT HAVE HIM FIGHTING OR WIELDING MAGIC AND SUCH.

## :: ADD-ONS ::

BE SURE TO CHECK OUT DEATH STRIKE HAIR FOR GENESIS 8 MALE, WHICH ADDS A MALE WARRIOR STYLED SHAVED HEAD WITH A MESSY BRAID, A MATCHING BRAIDED BEARD, AND EYEBROWS. IT WAS BUILT TO WORK WITH THIS SET, AND ALSO FEATURES SKULLS AND SPIKES.

## :: 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

## :: 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 :  
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PROMOTIONAL CREDITS:

STRIKE HARDER



TEARS OF DOOM/TOTEM TALES – DANIE AND MARFORNO  
THEM BONES – ORESTES GRAPHICS  
FIREWORX IRAY – KINDRED ARTS  
PHANTOMS II – IGNISSERPENTUS  
REST IS POSTWORKED



THE SOULS I KEEP



CLOUD TEMPLE BY STONEMASON  
GRAVE GHOUL BY JOSH CROCKETT  
PHANTOMS II BY ME



DEADLY DUO



BY DANIE AND MARFORNO



LIGHT BEARER



MIXED FANTASY BY DANIE AND MARFORNO  
TEARS OF DOOM BY DANIE AND MARFORNO  
MORNINGSTAR WINGS BY MADA

ALL OTHER PROMOS ARE STRAIGHT OUT OF THE BOX, PLAIN RENDERS