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DATE OF RELEASE: SEPTEMBER 2012

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MORPH LIST

<u>CORSET</u>	<u>PANTS</u>	<u>BELT</u>	<u>BOOTS</u>	<u>CHOKER</u>	<u>HAT</u>	<u>EYESCOPE</u>
AMAZON	AMAZON	AMAZON	AMAZON	AMAZON	RIBBON MOVEMENTS	FIT TO FOREHEAD
FITNESS	FITNESS	FITNESS	FITNESS	FITNESS	ADJUSTMENT MORPHS	ADJUSTMENT MORPHS
THIN	THIN	THIN	THIN	THIN		
VOLUPTUOUS	VOLUPTUOUS	VOLUPTUOUS	VOLUPTUOUS	VOLUPTUOUS		
FANTASIA	FANTASIA	FANTASIA	FANTASIA	FANTASIA		
SYLPH	SYLPH	SYLPH	SYLPH	SYLPH		
UTOPIAN	UTOPIAN	UTOPIAN	UTOPIAN	UTOPIAN		
BREASTS LARGE	GLUTES SIZE	GLUTES SIZE	ADJUSTMENT MORPHS	ADJUSTMENT MORPHS		
BREASTS IMPLANT	HIPS SIZE	HIPS SIZE		STYLE MORPHS		
BREASTS NATURAL	ADJUSTMENT MORPHS	ADJUSTMENT MORPHS				
BREASTS SIZE						
GLUTES SIZE						
HIPS SIZE						
ADJUSTMENT MORPHS						



INSTRUCTIONS

:: USING CONFORMING CLOTHING ::

THIS SET ALSO INCLUDES CONFORMING OUTFIT. TO LOCATE THESE FIGURES, YOU WILL BROWSE TO YOUR FIGURES LIBRARY, INTO THE EDEN'S FLAME FOLDER. HERE YOU WILL SEE CR2'S FOR ALL 7 PIECES OF THE OUTFIT.

SUPERCONFORMING:

SUPER-CONFORMING BASICALLY MEANS, WHEN YOU DIAL IN A MORPH, THE CLOTHING WILL AUTOMATICALLY DIAL IN THE MORPHS TO MATCH (AS LONG AS THE MORPH IS INCLUDED AMONG THE OUTFIT PIECES – NATURALLY, IF YOU USE ONE THAT'S NOT, IT WILL NOT WORK) SHOULD YOU ENCOUNTER POKETHRU, YOU CAN USE THE ADJUSTMENT MORPHS ON ALL THE PIECES TO FIX IT.

IN POSER, TO USE SUPERCONFORMING, THERE IS A SEQUENCE TO HOW YOU HAVE TO LOAD THINGS, IN ORDER TO GET MULTIPLE CONFORMERS TO SUPERCONFORM TO ONE FIGURE. YOU MUST SELECT V4'S HIP BETWEEN LOADING AND CONFORMING EACH FIGURE, OR THE SUPERCONFORMING FUNCTION WILL BREAK (I SUPPOSE THIS IS BECAUSE ITS ONLY SEEING THE LAST CONFORMER, AS OPPOSED TO THE FIGURE ITS SUPPOSED TO BE CONFORMING TO) SO FOR EXAMPLE, THIS OUTFIT – YOU WILL HAVE TO FIRST LOAD V4, SELECT HER HIP, LOAD THE BODICE, CONFORM IT, THEN SELECT HER HIP AGAIN, LOAD THE LEGS AND CONFORM IT, SELECT V4'S HIP AGAIN, LOAD THE NEXT ITEM AND CONFORM, AND SO ON DOWN THE LINE.

THIS LOADING SEQUENCE IS INTENDED ONLY FOR POSER USERS, HOWEVER, AS DAZ DEVELOPED DS TO WORK FOR SUPERCONFORMING. SO IN THERE, THE LOAD ORDER DOESN'T MATTER AND WILL WORK FLAWLESSLY.

KEEP IN MIND, YOU MOST LIKELY WILL ENCOUNTER POKE WHEN IT COMES TO CERTAIN MORPHS AND WHEN THE JCM'S ENGAGE (MOST NOTABLE ON THE LEGS AND THE KI'ARA MORPH) LIKE ANYTHING ELSE, YOU CAN FIX THESE WITH ADJUSTMENT MORPHS. BE SURE TO DIAL THEM FROM THE BODY ACTOR, AS THESE ARE FBM'S THAT WILL CONTROL THE MORPH OVER THE ENTIRE BODY, RATHER THAN HAVING TO DIAL THEM IN INDIVIDUALLY ON EACH BODY PART.

YOU MAY ALSO NEED TO USE THE MAGNETIZE TO VICTORIA POSES THAT COME INCLUDED WITH VICTORIA 4 WHEN YOU BUY HER – ESPECIALLY IF YOU'RE USING POSER (AS THIS IS NOT AN ISSUE IN DAZ STUDIO) TO LOCATE THESE POSES, BROWSE TO YOUR POSE LIBRARY, LOCATE THE VICTORIA 4 FOLDER, AND YOU WILL SEE A FOLDER IN THERE THAT IS LABELED “MAGNETIZE POSES.” THEN, LOAD THE ITEM, CONFORM IT AND SELECT IT, THEN CLICK THE “! MAGNETIZE TO V4” POSE IN THE MAGNETIZE CLOTHING POSE FOLDER, AND FROM THEN ON OUT, YOU WILL HAVE NO POKE THRU. YOU ALSO HAVE TO BE CAREFUL THAT WHICHEVER MAGNETIZE POSE YOU USE MATCHES THE NUMERIC VALUE OF V4 WHICH POSER HAS GIVEN HER (SUCH AS V4, V4 2, V4 3 AND SO ON)

SPECIAL NOTES ON CERTAIN CONFORMERS

THIS SECTION COVERS EACH CONFORMER SPECIFICALLY, AND THINGS YOU WILL ENCOUNTER USING THEM.

CORSET:

THIS CONFORMS AS ALL CLOTHING DOES. HAS FITS AND ADJUSTMENT MORPHS. ALSO HAS JCM'S THAT AUTOMATICALLY DIAL IN WHEN BENDING V4'S COLLARS UP.

PANTS:

THIS CONFORMS AS ALL CLOTHING DOES. HAS FITS AND ADJUSTMENT MORPHS. ALSO HAS JCM'S THAT AUTOMATICALLY DIAL IN WHEN BENDING THE LEGS AND SHINS. THE PANTS WORK BEST WHEN YOU KEEP LIMITS ON IN POSER OR DS. SHOULD YOU VENTURE OUTSIDE OF LIMITS, POKE MAY OCCUR, IN WHICH CASE, YOU CAN USE ADJUSTMENT MORPHS TO FIX IT.

BOOTS:

THESE CONFORM AS ALL CLOTHING DOES. THERE IS A POSE INCLUDED TO ACCOUNT FOR THE HIGH HEELS ON THE BOOTS (MEANING, HER FOOT WILL BE POSED AS A HIGH HEELED FOOT WOULD) THIS WILL ALSO PLACE HER ON THE FLOOR OF POSER AT THE SAME TIME. ALSO HAS JCM'S THAT AUTOMATICALLY DIAL IN WHEN BENDING THE SHINS (AND THESE JCM'S MATCH THE PANTS' JCM'S)

CHOKER:

THIS CONFORMS AS ALL CLOTHING DOES. HAS ADJUSTMENT AND FIT MORPHS. THERE ARE ALSO 5 STYLE MORPHS YOU CAN USE TO CHANGE UP THE STYLE OF IT A LITTLE BIT.

HAT:

THIS CONFORMS AS ALL CLOTHING DOES. HAS A SERIES OF MOVEMENT MORPHS FOR THE RIBBON, SO IT WILL LOOK WINDBLOWN. ALSO ADJUSTMENTS, FOR CONTROLLING THE FIT OF THE HAT ITSELF, AND TO CORRECT ANY RIBBON POKE THAT COULD OCCUR WHEN BENDING V4 AT THE ABDOMEN/CHEST. THERE ARE NO SPECIFIC FIT MORPHS FOR THIS, SINCE THE BODY MORPHS WOULD NOT AFFECT THE HAT. ALSO NOTE, AS I HAVE ADDED AN ADJUSTMENT THAT WILL ADJUST THE INSIDE BRIM OF THE HAT (AMONG OTHER ADJUSTMENTS AS WELL) THAT WILL MAKE IT SO THIS HAT WILL WORK WITH MANY HAIR MODELS ON THE MARKET. KEEP IN MIND THOUGH, IT WILL NOT WORK WITH ALL HAIR MODELS. STICKING WITH FLATTER HAIR STYLES WITHOUT PONY TAILS AND OTHER SUCH APPENDAGES WILL BE NECESSARY.

EYE SCOPE:

CONFORMS AS MOST CLOTHING DOES. THERE ARE ADJUSTMENT MORPHS ON THIS, TO ADJUST THE STRAPS TO MAKE THE EYE SCOPE LARGER, FOR THINGS LIKE HAIR, OR TO JUST TWEAK ANY POKE THAT MIGHT OCCUR ON RANDOM HEAD MORPHS (THERE ARE NO SPECIFIC FIT MORPHS, SINCE THE MISCELLANEOUS BODY MORPHS DO NOT AFFECT THE HEAD) THERE IS ONE STYLE MORPH FOR THIS - IT WILL PUT THE EYESCOPE UP ON HER FOREHEAD, AS IF SHE WERE WEARING IT THERE INSTEAD.

BELT:

CONFORMS AS ALL CLOTHING DOES. THIS IS BIT OF A UTILITY BELT, WITH LEATHER FLAPS AND METAL RINGS. IT HAS A LITTLE BAG ON THE LEFT HIP, WHICH MOVES INDEPENDENTLY- IT HAS A BEND (FOR WHEN HER LEG IS BENT SIDE-SIDE) AS WELL AS A TWIST, TO SWAY IT FROM SIDE TO SIDE, AS THOUGH IT WERE PIVOTING. THE BELT ALSO HAS ADJUSTMENT MORPHS & FIT MORPHS. AMONG THE ADJUSTMENT MORPHS, ARE TWO MORPHS IN SPECIFIC, THAT OPEN THE BAG. THERE'S A PARTIAL OPEN AS WELL AS FULLY OPEN MORPH (AND NOTE, THESE ARE BEST USED AT 1.0000) NATURALLY, THE FULLY OPEN WOULD NOT BE IDEAL TO USE IF YOU'RE USING THE BEND DIAL, TO BEND THE BAG ON THE BELT.



:: MATERIALS ::

YOU CAN FIND THE MATERIALS IN POSE/EDEN'S FLAME. THERE ARE 5 DIFFERENT COLORED SETS OF MATS INCLUDED - BLACK, BROWN, RUST, SAGE AND TAN. YOU CAN LOAD THEM MATCHED, OR YOU CAN MIX AND MATCH, AS THE COLORS WORK VERY WELL TOGETHER.

THE MATS HAVE VELVET SHADERS ON THEM, SO THEY LOOK SOFT AND VELVETY. THE DS MATS ALSO HAVE VELVET SHADERS, BUT KEEP IN MIND YOU MUST HAVE UBERSURFACE INSTALLED TO DS TO UTILIZE THEM.

POSER AND DAZ STUDIO MATS ARE ALL INCLUDED.



:: OTHER NOTES & REQUIREMENTS ::

THIS SET USES VELVET SHADERS, AS WELL AS SOME MINOR DISPLACEMENT. THE DISPLACEMENT OPTION NEEDS TO BE ENABLED ON YOUR RENDER SETTINGS. THE VELVET REQUIRES NO SPECIFIC SETTING, BUT IN DAZ STUDIO, IT REQUIRES UBERSURFACE INSTALLED, TO RENDER PROPERLY AS VELVET.

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

TEXTURE RESOLUTIONS:

2048 X 2048

KEEP IN MIND, YOU MUST SET YOUR RESOLUTION TO MATCH THE TEXTURE MAP RESOLUTIONS IN POSER (ESPECIALLY WITH THE TATTOO MAT), TO GET GOOD RESULTS AND NO SEAMS (POSER 6 AND BELOW) YOU CAN FIND THIS SETTING UNDER YOUR RENDER SETTINGS.

I'VE INCLUDED DS OPTIMIZED MATS — MEANING, I CREATED THE MATS MYSELF TO GET AS CLOSE AS HUMANLY POSSIBLE RESULTS. BUT GIVEN THAT, THE RESULTS WILL NOT BE EXACT IN ALL CASES.

LARGER THUMBNAI LS:

THE THUMBNAI LS ARE THE STANDARD 91X91 IN THE SET. IF YOU ARE A POSER 5 OR HIGHER USER, AND YOU WISH TO HAVE LARGER THUMBNAI LS (125X125) SINCE THEY ARE EASIER TO SEE, YOU CAN GET THEM HERE:

EDEN'S FLAME THUMBS

THEY WILL INSTALL TO THE DEFAULT DIRECTORIES OF THE MAIN PACK — JUST OVERWRITE THE OLD PNG'S WHEN PROMPTED. ALSO NOTE, DS USERS CANNOT USE THE LARGER THUMBNAI LS, AS THEY WILL SHOW INCORRECTLY.

PROMOTIONAL CREDITS:

- KI'ARA FROM PRISONER OF WAR BY ME
- DIAMOND HAIR BY VALEA AT DAZ

PROMOS RENDERED IN POSER PRO 2012

:: KNOWN ISSUES AND TROUBLESHOOTING ::

THERE ARE NO KNOWN ISSUES BEYOND WHAT YOU WOULD NORMALLY ENCOUNTER

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

