

Serpent Goddess



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SERPENT GODDESS

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- BODICE - NECK STRAP OFF
- BODICE - SNAKES OFF
- SKIRT - BACK OFF
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GUARDIANS OF THE DEAD



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- HAIR HOLDER MATS FOR ALL OF THE ABOVE MENTIONED

DS MATS INCLUDED FOR ALL

CLOTHING MORPHS

<u>BODICE</u>	<u>SKIRT</u>	<u>ARMLETS</u>	<u>CROWN</u>	<u>SANDALS</u>	<u>PECTORAL</u>
AMAZON	AMAZON	AMAZON	ADJUSTMENT MORPHS	ADJUSTMENT MORPHS	AMAZON
FITNESS	FITNESS	FITNESS	STYLE MORPHS		FITNESS
THIN	THIN	THIN			THIN
VOLUPTUOUS	VOLUPTUOUS	VOLUPTUOUS			VOLUPTUOUS
BREASTS SIZE	FANTASIA BODY	FANTASIA BODY			FANTASIA BODY
BREASTS IMPLANT	SYLPH BODY	SYLPH BODY			SYLPH BODY
BREASTS LARGE	UTOPIAN BODY	UTOPIAN BODY			UTOPIAN BODY
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FANTASIA BODY	ADJUSTMENT MORPHS	CAITLYN			ADJUSTMENT MORPHS
SYLPH BODY	STYLE MORPHS	ISABELLE			STYLE MORPHS
UTOPIAN BODY	MOVEMENT MORPHS	GRACE			
ADJUSTMENT MORPHS	SNAKE MORPHS	ADJUSTMENT MORPHS			
MOVEMENT MORPHS					
SNAKE MORPHS					

EGYPTIAN HAIR MORPHS

ADJUSTMENT MORPHS

MOVEMENT MORPHS

INSTRUCTIONS

:: CONFORMING HAIR ::

THIS SET INCLUDES EGYPTIAN STYLED HAIR, WHICH CONFORMS TO VICTORIA.

TO LOCATE THE HAIR CR2, YOU WILL NEED TO BROWSE TO: FIGURES/SERPENT GODDESS/HAIR. HERE YOU WILL FIND THE CR2 TO LOAD THE HAIR.

THERE ARE MANY FEATURES TO THE HAIR... FIRST, WE'LL COVER THE MORPHS

YOU WILL NOTICE THERE ARE NO FIT MORPHS, NOR A SUPER-CONFORMING VERSION FOR THE HAIR... AND THIS IS BECAUSE, DAZ MORPHS DON'T CHANGE THE HEAD TO THE EXTENT IT NEEDS THEM. INSTEAD, YOU WILL FIND ADJUSTMENT MORPHS THAT WILL FIT SEVERAL SITUATIONS IN WHICH YOU MIGHT HAVE POKETHRU.

THE TAILS IN THE FRONT POSE INDEPENDENTLY OF THE REST OF THE HAIR, SO YOU CAN BEND THEM AS THEY WOULD FOR REAL. THIS WILL HELP IN SITUATIONS WHERE YOU NEED TO MOVE THE HEAD, OR TWIST THE NECK, SO YOU CAN MOVE THEM IN THE PROPER PLACE.

THE OTHER MORPHS INCLUDED ARE: STYLE MORPHS – WHICH CHANGE THE STYLE OF THE HAIR (MAKE IT LONGER, ETC) FINALLY, THERE ARE ALSO MOVEMENT MORPHS, WHICH MAKE IT BLOW AS IF IN WIND.

THE HAIR ALSO COMES WITH 12 MATS TO CHANGE THE COLOR. 4 OF THESE MATS ARE SOLID COLORS (RED, BLACK, BROWN AND COMIC BLACK – WHICH IS A BLUISH BLACK) THE REMAINING 8 HOWEVER, HAVE GOLD OR SILVER BEADS. THERE ARE ALSO 2 MATS THAT WILL CHANGE THE TAIL HOLDERS TO MATCH THE OUTFIT MATS. THESE ARE ALL LOCATED IN THE POSE :SERPENT GODDESS:HAIR MATS FOLDER

IF YOU ALSO OWN GUARDIANS OF THE DEAD, YOU WILL FIND THE MATS FOR THAT LOCATED HERE AS WELL.

CONFORMING BASICS:

TO CONFORM A FIGURE (BE IT HAIR OR CLOTHING) IN POSER, YOU SIMPLY NEED TO LOAD EACH ONE INTO YOUR SCENE. THEN GO TO THE FIGURE MENU AT THE TOP OF POSER, CLICK ON CONFORM, THEN CONFORM TO AND A WINDOW WILL OPEN SHOWING ALL THE ACTORS THAT ARE IN THE SCENE. FROM THE DROP DOWN MENU ON THAT WINDOW YOU WILL SELECT VICTORIA 4, HIT OKAY, AND THE ITEM WILL MOVE ONTO V4 AND MOVE WITH HER. YOU WILL DO THIS WITH ALL THE CONFORMING FIGURES THAT ARE INCLUDED, ONE BY ONE.

TO CONFORM IN DS, RIGHT CLICK AND SELECT “FIT TO” AND CHOOSE VICTORIA IN THE LIST (IT SHOULD AUTOMATICALLY BE CONFORMED WHEN YOU LOAD THE CLOTHING, HOWEVER)

YOU WILL ALSO APPLY THE CONFORMING INSTRUCTIONS TO THE CLOTHING (WHICH IS NEXT IN THE TUTORIAL)

:: CONFORMING CLOTHING ::

THIS SET ALSO INCLUDES CONFORMING OUTFIT. TO LOCATE THESE FIGURES, YOU WILL BROWSE TO YOUR FIGURES LIBRARY, INTO THE DARK APOCALYPSE/PRISONER OF WAR/DESERT CAPTIVE CLOTHING FOLDER. HERE YOU WILL SEE 2 CR2'S FOR EACH 6 PIECES OF THE OUTFIT (12 IN ALL)

SUPERCONFORMING:

THE OUTFIT INCLUDED IS SUPERCONFORMING.

SUPER CONFORMING MEANS THAT THEY CROSSTALK; WHEN YOU CONFORM THEM TO V4, MORPHS WILL AUTOMATICALLY DIAL IN AND MAKE IT MATCH WHATEVER DIALS THE CHARACTER HAS DIALED IN (SOME POKE THRU MAY STILL OCCUR WITH CERTAIN COMBINATIONS, WHICH THE ADJUSTMENT MORPHS WILL FIX)

THE SUPER-CONFORMING WILL NOT WORK WHEN USING OTHER MORPHS THAT AREN'T INCLUDED IN MY MORPHS LIST FOR THIS SET. YOU WILL JUST HAVE TO DO YOUR BEST TO DIAL IN THE MORPHS THAT ARE INCLUDED AND USE ADJUSTMENT MORPHS, TO MAKE IT FIT THE CHARACTER IN THAT CASE AS BEST AS YOU CAN.

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.

DEALING WITH POKETHRU:

TO DEAL WITH POKE-THRU, THIS SET HAS A TON OF MORPHS -- DAZ FIGURE BASED MORPHS (ELITE, MORPHS + +) AS WELL AS ADJUSTMENT MORPHS OF MY OWN MAKING, WHICH WILL CONTROL CERTAIN PARTS OF EACH PIECE. ASIDE FROM THAT, SOME OF THE FIGURES ALSO HAVE STYLE MORPHS TO CHANGE THE LOOK, AND MOVEMENT MORPHS TO MAKE THEM MORE POSABLE. YOU WILL FIND THESE MORPHS ON BOTH THE BODY AND ACTIVE BODY PARTS OF EACH PIECE OF CLOTHING. THE BODY ACTOR MORPHS (FBM'S) ACTUALLY CONTROL MULTIPLE BODY PART FUNCTIONS, SO THIS MAKES DIALING IN MORPHS MUCH QUICKER AND CLEANER. ITS BEST TO ALWAYS USE THESE WHEN DIALING MORPHS IN.

ALSO PLEASE NOTE: IF YOU ARE USING THE PROPORTIONAL OR SCALING MORPHS IN POSER 8 OR HIGHER, YOU WILL NEED TO TICK OFF "INCLUDE SCALES WHEN CONFORMING" TO DO SO, SELECT THE BODY ACTOR, THEN ON THE PARAMETER DIALS, CLICK THE PROPERTIES TAB. YOU WILL SEE "INCLUDE SCALES WHEN CONFORMING" - TICK IT OFF FOR EACH CLOTHING ITEM AND IT WILL FIT.

YOU WILL 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:

I WANTED TO DO A SECTION THAT DEALS WITH HOW CERTAIN PIECES WORK, AS THEY ARE NOT ALL STANDARD.

BODICE: THIS WORKS PRETTY STANDARDLY, AS IT HAS FIT MORPHS AND ADJUSTMENT MORPHS. THE SNAKES ON THE BREASTS ALSO HAVE MORPHS, SO YOU CAN CHANGE THEIR POSITION.

ARMLETS: THESE ARE PRETTY STRAIGHTFORWARD AS WELL – THEY HAVE FITS AND ADJUSTMENT MORPHS.

SKIRT: THIS IS THE FIRST COMPLEX CONFORMER. WHILE IT HAS FIT MORPHS AS WELL AS ADJUSTMENTS, YOU WILL ALSO FIND --- LEG MOVEMENT MORPHS. THESE WILL HELP AID WITH BENDING THE LEGS FORWARD AND TO THE SIDES. THERE IS ALSO A COUPLE SIT MORPHS HERE. THEN, THERE ARE MOVEMENT MORPHS THAT CONTROL ALL 3 SKIRT PIECES, IN DIFFERENT DIRECTIONS. WE ALSO HAVE STYLE MORPHS, AS WELL AS SNAKE MORPHS, TO CHANGE THE SNAKES HERE TOO LIKE ON THE BODICE, THERE ARE OVER 70 MORPHS ON THE SKIRT, ALONE, TO GIVE YOU OPTIMUM VERSATILITY. ALSO, LAST BUT NOT LEAST... THE SASH IS EASY POSE. THE NODE IS LOCATED ON THE BODY (OR VERY TOP, WHERE YOU WOULD DIAL IN FBM'S) THERE ARE ALSO MOVEMENT MORPHS FOR IT AS WELL.

SANDALS: THERE ISN'T MANY MORPHS ON THE SANDALS, SINCE THEY DON'T RELY ON FITS. BUT YOU WILL FIND ADJUSTMENT MORPHS HERE, SHOULD YOU NEED THEM.

CROWN: THERE ARE NO FITS ON THE CROWN – JUST ADJUSTMENT MORPHS, AND A FEW COBRA MORPHS, TO MAKE HIS HOOD FLARE, SCALE HIM BIGGER, ETC.

PECTORAL: JUST HAS FIT MORPHS AND ADJUSTMENT MORPHS

:: CLOTHING & PROP MATS INCLUDED ::

THE CLOTHING INCLUDED ALSO HAVE EXTRA MAT OPTIONS. YOU WILL FIND MATS AND UTILITY POSES IN YOUR POSE LIBRARY, IN THE SERPENT GODDESS / CLOTHING MATS FOLDER.

THE STAFF MATS ARE ALSO INCLUDED IN WITH THE CLOTHING MATS, BUT KEEP IN MIND THAT THE PROP MUST BE ADDED TO V4 BEFORE ATTEMPTING TO USE PZ2 MATS. IF YOU SHOULD FIND YOURSELF HAVING TROUBLE WITH THEM, JUST USE THE MC6 FILES THAT ARE ALSO INCLUDED FOR THE STAFF. (LOCATED IN MATERIALS/SERPENT GODDESS/STAFF MATS) YOU WILL ALSO FIND A COBRA OFF MAT FOR THE STAFF AS WELL.

YOU WILL FIND 2 SETS WITH THE MAIN PACK. 5 EXTRAS ARE INCLUDED WITH GUARDIANS OF THE DEAD.

THERE'S ALSO A BUNCH OF UTILITY MATS FOR THE CLOTHING AND STAFF INCLUDED – THESE TURN OFF CERTAIN PARTS OF THE ITEM, TO MAKE THEM MORE VERSATILE:

- ARMLETS – LFET OFF
- ARMLETS – RIGHT OFF
- CROWN – COBRA OFF
- BODICE - BRA CUPS OFF
- BODICE - ABDOMEN OFF
- BODICE - NECK STRAP OFF
- BODICE - SNAKES OFF
- SKIRT - BACK OFF
- SKIRT - SIDES OFF
- SKIRT - SASH OFF
- SKIRT - MIDDLE OFF
- SKIRT - SNAKES OFF
- SKIRT - PANTY ONLY
- STAFF – COBRA OFF

KEEP IN MIND WHEN USING THE UTILITY MATS – YOU MAY HAVE TO USE ADJUSTMENT MORPHS ON CERTAIN PIECES

:: USING PROPS ::

THIS SET CONTAINS A PROP – THAT IS, AN EGYPTIAN STAFF WITH A COBRA ENTWINED UPON IT.

THERE ARE LEFT AND RIGHT HAND PARENTS FOR THE STAFF. TO LOAD, SELECT V4, AND THEN CLICK ON THE STAFF HAND YOU WISH TO ADD. ALSO, THE STAFF WORKS WITH SOME OF THE POSES (SEE THE POSE SECTION BELOW FOR MORE DETAILS)

AS ALREADY MENTIONED IN THE CLOTHING & PROP MATS SECTION, THERE ARE ALSO MATS FOR THE STAFF INCLUDED, WHICH MATCH HER OUTFIT MATS (REFER TO THE CLOTHING & PROP MATS SECTION ABOVE FOR MORE DETAILS)

:: USING POSES ::

THERE ARE POSES INCLUDED IN THE SET. SOME OF THESE ARE JUST LONE POSES MEANT TO GIVE HER CHARACTER, AND SOME ARE INTENDED TO WORK WITH THE STAFF THAT COMES IN THE PACK. KEEP IN MIND, THE POSES WERE CREATED WITH A NUDE V4, AND DO NOT ACCOUNT FOR THE CLOTHING AND HAIR, SO DROPPING TO THE FLOOR ONCE THE SANDALS ARE CONFORMED, AND OTHER ADJUSTMENTS TO ACCOUNT FOR THOSE THINGS MIGHT BE NECESSARY.

THE POSE FILES GO IN SEQUENCE: 1-10 ARE PLAIN POSES, 11-15 ARE LEFT HAND STAFF POSES, AND 16-20 ARE RIGHT HAND STAFF POSES. YOU MUST LOAD THE STAFF ONTO HER FIRST, AND THEN USE THE POSES INTENDED FOR THE STAFF, SO THE PZ2 CAN CORRECTLY POSE THEM AS WELL AS HER.

STAFF POSES – IF YOU ARE USING DS4, YOU WILL NEED TO USE THE POSE WITH V4 SELECTED, AND THEN CLICK IT AGAIN WITH THE STAFF SELECTED, TO MAKE IT ALIGN PROPERLY AND DIAL IN THE GRAVITY MORPHS. THIS IS A DS4 ONLY ISSUE, SO IT WILL WORK PROPERLY EVERYWHERE ELSE.

ALSO NOTE: YOU MUST HAVE LIMITS TURNED OFF TO USE THESE POSES (BY DEFAULT, LIMITS WILL BE ON IN DS) AS THEY POSE BEYOND LIMITS.

:: OTHER NOTES & REQUIREMENTS ::

THIS SET USES DISPLACEMENT ON MANY OF ITS SETTINGS, SO YOU WILL NEED TO HAVE DISPLACEMENT ON IN YOUR RENDER SETTINGS IN POSER TO GET THE INTENDED RESULTS.

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:

CLOTHING TEXTURES ARE 2048 x 2048

PROP TEXTURES ARE 2048 x 2048

HAIR TEXTURES ARE 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.

THE THUMBNAILS ARE THE STANDARD 91X91 IN THE SET. IF YOU ARE A POSER 5 OR HIGHER USER, AND YOU WISH TO HAVE LARGER THUMBNAILS (125X125) SINCE THEY ARE EASIER TO SEE, YOU CAN GET THEM HERE: [SERPENT GODDESS THUMBS](#)

IF YOU PURCHASED GUARDIANS OF THE DEAD, THE THUMBS ARE HERE: [GUARDIANS OF THE DEAD](#).

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 THUMBNAILS, AS THEY WILL SHOW INCORRECTLY.

PROMOTIONAL CREDITS:

- KING'S PASS BY JACK TOMALIN (FORMERLY RED HOUSE STUDIOS)
- CROOK AND FLAIL FROM NUMINOUS BY ARIEN
- EGYPTIAN FANTASY BY DANIE AND MARFORNO
- SKIN ON CHARACTER IS FROM QUEEN OF THE NILE BY ME
- ANUBIS STATUES AT RENDEROSITY
- EGYPTIAN PYRAMID FOR POSER BY CORNUCOPIA3D AT DAZ
- COBRA IS CONTENT THAT COMES WITH POSER (YOU CAN FIND IT ON CONTENT PARADISE)

PROMO BACKGROUNDS RENDERED IN VUE 6
CONTENTS OF PACK ALL RENDERED IN POSER PRO 2012

:: KNOWN ISSUES AND TROUBLESHOOTING ::

- WHEN USING THE UTILITY MATS TO TURN OFF PIECES OF THE CLOTHING YOU MAY HAVE TO USE ADJUSTMENT MORPHS TO FIT THEM TO HER BETTER (TO ACCOUNT FOR THE MISSING CLOTH)
- FOR THE CONFORMERS, YOU MUST USE THE MAGNETIZE TO VICTORIA POSES THAT COME INCLUDED WITH V4 WHEN YOU BUY HER., TO AVOID POKE THRU OCCURRING AFTER CONFORMING. SEE THE CONFORMING CLOTHING SECTION FOR MORE DETAILS HOW TO USE THEM.
- TO USE THE POSES WITH THE STAFF PROP, YOU MUST LOAD THE CORRECT HAND, AS LABELLED ON THE POSE, THEN CLICK THE POSE YOU INTEND TO USE THEREAFTER, SO THE POSE WILL CONTROL THE STAFF PROPERLY. ALSO NOTE, IF YOU USE THE WRONG STAFF HAND, IT WILL NOT POSE RIGHT.
- THE MORPHS ON THE ITEMS WERE NOT CREATED TO WORK IN TANDEM. THOUGH, FOR THE MOST PART, THEY WILL WORK IN HARMONY, SOME MAY NOT AND ADJUSTMENTS MAY BE NECESSARY.
- STAFF POSES – IF YOU ARE USING DS4, YOU WILL NEED TO USE THE POSE WITH V4 SELECTED AND THEN AGAIN WITH THE STAFF SELECTED, TO MAKE IT ALIGN PROPERLY AND DIAL IN THE GRAVITY MORPHS. THIS IS A DS4 ONLY ISSUE, SO IT WILL WORK PROPERLY EVERYWHERE ELSE.

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