

# CREEPING DEATH



DOOM NEVER LOOKED BETTER



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# LIST OF CONTENTS

## :: 10 PIECE CLOTHING SET ::

- BODICE
- PANTY
- GLOVES
- STOCKINGS
- BOOTS
- MASK
- R ARM VINES
- L ARM VINES
- R LEG VINES
- L LEG VINES

## :: FULL MATERIALS ::

- SOLANUM
- FALL
- SPRING
- SUMMER
- WINTER

## :: PARTIAL MATERIALS ::

- BODICE-TEAL
- BODICE-RED
- BODICE-BLUE
- BODICE-OLIVE
- BODICE-PURPLE
- PANTY-TEAL
- PANTY-RED
- PANTY-OLIVE
- PANTY-BLUE
- PANTY-PURPLE
- GLOVES-TEAL
- GLOVES-RED
- GLOVES-GREEN
- GLOVES-BLUE
- GLOVES-PURPLE
- STOCKINGS-TEAL
- STOCKINGS-RED
- STOCKINGS-BLUE
- STOCKINGS-OLIVE
- STOCKINGS-PURPLE
- BOOTS-TEAL
- BOOTS-RED
- BOOTS-BLUE
- BOOTS-OLIVE
- BOOTS-PURPLE
- MASK JEWEL - BLUE

- MASK JEWEL - GREEN
- MASK JEWEL - PURPLE
- MASK JEWEL - RED
- MASK JEWEL - TEAL

### VINE & VEGETATION MATS

- FLOWERS - RED
- FLOWERS - BLUE
- FLOWERS - PURPLE
- FLOWERS - PINK
- FLOWERS - MAGENTA
- LEAVES - RED
- LEAVES - DK GREEN
- LEAVES - YELLOW
- LEAVES - GREEN
- LEAVES - BROWN
- BODICE VINES - BROWN
- BODICE VINES - DARK GREEN
- BODICE VINES - GREEN
- BODICE VINES - RED
- BODICE VINES - YELLOW
- PANTY - VINES BROWN
- PANTY - VINES DARK GREEN
- PANTY - VINES GREEN
- PANTY - VINES RED
- PANTY - VINES YELLOW
- MASK LEAVES - BROWN
- MASK LEAVES - DARK GREEN
- MASK LEAVES - GREEN
- MASK LEAVES - RED
- MASK LEAVES - YELLOW
- MASK VINES - BROWN
- MASK VINES - DARK GREEN
- MASK VINES - GREEN
- MASK VINES - RED
- MASK VINES - YELLOW
- LEFT ARM VINES - BROWN
- LEFT ARM VINES - DARK GREEN
- LEFT ARM VINES - GREEN
- LEFT ARM VINES - RED
- LEFT ARM VINES - YELLOW
- RIGHT ARM VINES - BROWN
- RIGHT ARM VINES - DARK GREEN
- RIGHT ARM VINES - GREEN
- RIGHT ARM VINES - RED
- RIGHT ARM VINES - YELLOW
- LEFT LEG VINES - BROWN
- LEFT LEG VINES - DARK GREEN
- LEFT LEG VINES - GREEN
- LEFT LEG VINES - RED
- LEFT LEG VINES - YELLOW
- RIGHT LEG VINES - BROWN
- RIGHT LEG VINES - DARK GREEN

- RIGHT LEG VINES - GREEN
- RIGHT LEG VINES - RED
- RIGHT LEG VINES - YELLOW

#### UTILITY MATS

- FLOWERS OFF
- LEAVES OFF
- BODICE OFF
- BODICE VINES OFF
- PANTY OFF
- PANTY VINES OFF
- MASK JEWEL OFF
- MASK VINES OFF
- MASK LEAVES OFF
- RIGHT ARM VINES - VINES OFF
- LEFT ARM VINES - VINES OFF
- RIGHT LEG VINES - VINES OFF
- LEFT LEG VINES - VINES OFF

# INSTRUCTIONS

## :: CLOTHING ::

THIS IS A MASSIVE SET, WITH A LOT OF PIECES, A LOT OF MORPHS AND FUNCTIONS AND A LOT OF POLY. TO USE THIS, YOU'RE GOING TO NEED A LITTLE BIT OF PATIENCE. YOU WILL START TO SEE JUST HOW VARIED IT IS, WHEN YOU READ THROUGH THE PDF (OR IF YOU ARE PLAYING WITH IT)

K SO THE FIRST THING YOU ARE THINKING... POISON IVY, AS IN THE VILLAIN FROM BATMAN. AND YOU WOULD NOT BE SO FAR OFF. IT WAS PARTLY INSPIRED BY POISON IVY, BUT IVE GONE MY OWN WAY WITH IT A BIT, AND THE VINES ARE NIGHTSHADE INSTEAD... THE CLOTHING IS ALSO DESIGNED COMPLETELY DIFFERENTLY, SO ITS ONLY REMINISCENT OF THE VILLAIN. IT IS VERSATILE ENOUGH THAT IT WORKS IN MULTIPLE WAYS – BE IT A SUPERHERO VILLAIN, OR A DRYAD, OR JUST A PRETTY AND SEXY OUTFIT.

THE MAIN PART OF THE SET IS THE CLOTHING. TO LOAD IT, BROWSE TO YOUR CLOTHING LIBRARY, LOCATED DAMAGE INC/TOXICA. IN HERE YOU WILL SEE 10 PIECES THAT MAKE UP THE ENTIRE OUTFIT.

THAT'S RIGHT... ITS A 10 PIECE SET. AND EVERYTHING LOADS SEPARATELY, SO YOU ONLY LOAD WHAT YOU WANT/NEED. THE BIGGEST THING TO KEEP IN MIND IS, ITS A LOT OF POLY. AND THE POLY COUNT ONLY EXACERBATES WHEN YOU GET TO THE VINES. BUT WE WILL GET TO THAT IN A BIT.

FIRST, WE WILL COVER THE MAIN PARTS OF THE PACK (THAT BEING, THE ACTUAL ARTICLES OF CLOTHING)

### BODICE:

THE BODICE DOES FEATURE SOME VINES AND LEAVES. BUT ITS MINIMALISTIC AND DONE IN SUCH A WAY ITS INTENDED TO BE MORE DECORATIVE THAN TO MIMIC A MASS OF VINES. IT JUST SORT OF PULLS INTO THE REST MORE OR LESS.

THERE ARE ADJUSTMENT MORPHS AS WELL, WHICH WORK IN TANDEM WITH THE ADJUSTMENT MORPHS IN THE RIGHT ARM VINES. THERE ARE ALSO SOME STYLE MORPHS – INCLUDING A WRINKLE MORPH, SO YOU CAN HAVE IT EITHER SMOOTH OR WRINKLED.

### PANTY:

AS MENTIONED WITH THE BODICE, THIS ALSO FEATURES DECORATIVE VINES (AGAIN, NOT A THICKET) SAME AS THE BODICE, IT WORKS PRETTY STANDARDLY, AND HAS ADJUSTMENTS MORPHS.

THERE ARE SOME STYLE MORPHS TO ALSO CHANGE HOW THE PANTY LOOKS – MAKE IT SKIMPIER, OR MAKE IT COVER HER MORE... CHANGE IF THEY'RE LOW CUT/HIP HUGGERS, ETC.

### GLOVES:

A PAIR OF GLOVES, WHICH DON'T HAVE ANY VINES... BUT DO WORK IN TANDEM WITH THE LEFT AND RIGHT ARM VINE SETS.

AGAIN, THERE ARE ADJUSTMENT MORPHS, WHICH ARE CAREFULLY MATCHED TO THE LEFT AND RIGHT ARM VINES' ADJUSTMENT MORPHS.

### BOOTS:

THESE WILL WORK WITH THE STOCKINGS, AND IN TANDEM WITH THE LEG VINES AS WELL.

THERE ARE ADJUSTMENT MORPHS, AS WITH EVERYTHING. THEY ARE CAREFULLY DONE TO PRECISELY MATCH THE ADJUSTMENT MORPHS IN THE STOCKINGS/LEFT AND RIGHT LEG VINES (SO THAT EVERYTHING CAN OVERLAY PERFECTLY)

THE BOOTS HAVE STYLE MORPHS – THIS INCLUDES WRINKLES. KEEP IN MIND, IF YOU ARE USING THE WRINKLES, YOU WILL HAVE TO DIAL IN MATCHING MORPHS ON THE LEFT AND RIGHT LEG VINES AS WELL (SINCE THEY OVERLAP) THE ARE NAMED BOOTS-WRINKLES (THEY ARE NAMED THE SAME IN THE BOOTS, TO EASE CONFUSION) THE BOOTS ALSO HAVE A TOE POINTED MORPH, TO GIVE THE TOE A DIFFERENT STYLE.

### STOCKINGS:

THE STOCKINGS ARE AN ADDITIONAL THING, WHICH WORK WITH THE BOOTS/LEG VINES. YOU DON'T HAVE TO USE THEM, OR YOU CAN EVEN USE THEM BY THEMSELVES IF YOU WANT. AGAIN, THEY HAVE MATCHING ADJUSTMENT MORPHS, WHICH WORK WITH THE LEG VINES AND BOOTS.

### MASK:

THIS ITEM REALLY TAKES IT FROM "JUST AN OUTFIT WITH VINES" TO COMIC BOOK VILLAIN STATUS. IT WORKS PRETTY STANDARDLY... HAS ADJUSTMENT MORPHS, AND A COUPLE STYLES, TO CHANGE UP THE VINES.

### USING STYLES (ALL)

USING SOME OF THE STYLES WHEN USED IN TANDEM WITH CERTAIN FIGURE MORPHS MAY CAUSE POKETHRU. IN THIS SCENARIO, YOU WOULD USE ADJUSTMENT MORPHS TO PULL THOSE POKES OUT.

THERE MAY ALSO BE LISTED STYLE MORPHS ON THE VINES THEMSELVES – THESE ARE MORE ADJUSTMENT MORPHS, BUT ONLY EXIST TO WORK IN TANDEM WITH THE OUTFIT PIECES STYLES. THEY WILL BE NAMED EXACTLY THE SAME AS THE STYLE MORPHS ON THE VARIOUS PIECES. YOU MUST DIAL BOTH IN, OR YOU WILL GET COLLISION BETWEEN THE TWO ITEMS.

THE MATCHING STYLES OCCUR ON THESE PIECES:

BODICE – RIGHT ARM VINES (FOR SLIT MORE CLOSED AND TUBE TOP)

BOOTS – LEFT AND RIGHT LEG VINES (FOR THE BOOT WRINKLES)

### THE VINES:

THERE ARE 4 SETS OF VINES FOR THE CLOTHING: LEFT AND RIGHT ARMS, AND LEFT AND RIGHT LEGS. THEY LOAD SEPARATELY, AS MENTIONED, SO YOU CAN OPT FOR WHAT YOU WANT IN YOUR SCENE (OR EVEN ALL)

THESE ARE CONFORMERS AND WORK JUST LIKE CLOTHING DOES – THEY HAVE ADJUSTMENT MORPHS TO HELP YOU WITH ANY POKE THRU THAT COULD OCCUR. THEY HAVE ADJUSTMENT MORPHS AS WELL, WHICH ARE ALSO CAREFULLY MATCHED TO THE CLOTHING PIECES, SO THEY WILL ABSOLUTELY WORK IN TANDEM.

AS MENTIONED ABOVE, A COUPLE OF THE VINE PIECES HAVE STYLES. AGAIN, THESE ARE MORE ADJUSTMENT MORPHS, BUT ONLY EXIST TO WORK IN TANDEM WITH THE OUTFIT PIECES STYLES (AS THE VINES DON'T ACTUALLY HAVE STYLES THEMSELVES) THEY WILL BE NAMED EXACTLY THE SAME AS THE STYLE MORPHS ON THE VARIOUS PIECES. YOU MUST DIAL BOTH IN, OR YOU WILL GET COLLISION BETWEEN THE TWO ITEMS.

THE MATCHING STYLES OCCUR ON THESE PIECES:

BODICE – RIGHT ARM VINES (FOR SLIT MORE CLOSED AND TUBE TOP)

BOOTS – LEFT AND RIGHT LEG VINES (FOR THE BOOT WRINKLES)

THIS IS ALSO WHERE YOUR HEAVIEST POLY COUNT LIES.

THESE ARE THE HIGHEST POLY PARTS OF THE SET (WHEREAS THE CLOTHING IS WITHIN NORMAL RANGE) LOADED ALL TOGETHER (CLOTHING INCLUDED) THE POLY COUNT TOTAL IS RIGHT AROUND 659K (DIVIDED BY 10 IS ABOUT 65K POLY PER PIECE) PLANTS GENERALLY TEND TO BE A BIT HEAVIER ON POLY, BECAUSE OF THE NATURE OF THEM (THAT BEING LOTS OF LEAVES, FLOWERS AND THE VINES THEMSELVES, SO THEY ARE SMOOTH AND NOT TOO BLOCKY) IN REALITY, ITS NOT REALLY THAT HIGH POLY... THERE ARE PLANT SETS THAT ARE EVEN HIGHER THAN THIS IS WHEN LOADED IN TOTALITY. AND I HAVE REDUCED IT WHERE POSSIBLE. (IT HAS HAD 100K CUT FROM IT) BUT BECAUSE THERE IS EVER THE POSSIBILITY SOMEONE MAY INCUR A SLOW DOWN, I WANTED TO NOTATE IT.

FOR EXAMPLE: LOADED IN ITS ENTIRETY, IT RAN PRETTY NORMAL TO ANYTHING ELSE ON MY SYSTEM, WITHOUT ANY SLOWDOWN (MY SYSTEM CONFIGURATION: PHENOM II HEXACORE (6 CORE) WITH 8 GIGS OF RAM, NVIDIA GEFORCE WITH 1 GIG OF DEDICATED RAM) OLDER AND SLOWER MACHINES MAY EXPERIENCE SOME SLOW DOWN, BUT IT SHOULD BE RELATIVELY NOMINAL EVEN IN THAT CASE.

I DO NOT RECOMMEND ADDING SUBDIVISION TO THE VINES. ADDING MORE POLY MAY MAKE DAZ STUDIO BECOME UNRESPONSIVE AND/OR SLOW (DEPENDING ON YOUR SYSTEM CONFIGURATION)

## MATERIALS:

YOU CAN FIND THE MATERIALS IN WITH THE CLOTHING, IN THE GENESIS 2 FEMALE/CLOTHING/DAMAGE INC/TOXICA FOLDER.

YOU WILL NOTICE WHEN YOU LOAD THE CLOTHING, IT HAS NO MATERIAL. IT HAS NOT BEEN SAVED WITH THE ACTUAL MATERIALS, BECAUSE I DIDN'T WANT THE SHADERS TO SAVE ON THE SURFACES PERMANENTLY. YOU WILL NEED TO LOAD MATERIALS, FIRST AND FOREMOST.

THERE ARE QUITE A BIT OF MATERIALS TO THIS SET – IN FACT, THAT'S PARTLY WHAT MAKES THE PACK. THE MATERIALS IN THIS SET ARE INTENDED TO GIVE YOU MORE REALISTIC VINES.... WITH REAL FLOWERS/LEAVES AND VELVETY FABRICS. ALSO OF NOTE, THE TEXTURES HAVE BAKED AO AND CAVITIES, TO ADD REALISM WITHOUT A FANCY LIGHTING RIG. BE SURE TO CHECK THE ADD ON HEAVY METAL, TO EXTEND THE SET EVEN FURTHER (WITH METALS AND LEATHER, TO MAKE IT LOOK MORE DECORATIVE AND EDGY, RATHER THAN REAL) AND ALSO OF NOTE, YOU CAN MIX AND MATCH HEAVY METAL WITH THE MAIN MATERIALS AND VICE VERSA (AS THEY ARE DONE THE SAME WAY)

THERE ARE FULL MAT OPTIONS (IN ITS OWN FOLDER) THESE WILL LOAD AN ENTIRE MATERIAL ACROSS EACH FIGURE, FOR A QUICKER WORKFLOW. THEY ARE SPLIT INTO SEASONS: SPRING, SUMMER, WINTER AND FALL, PLUS SOLANUM, WHICH IS THE DEFAULT TEXTURE (SOLANUM, MEANING NIGHTSHADE)

THEN, THERE ARE PARTIAL MATS.... WHICH ARE ALSO IN THEIR OWN FOLDER:

FOR FABRICS, THERE ARE TEAL, OLIVE, BLUE, RED AND PURPLE COLORS TO CHOOSE FROM. THE ADDITIONAL COLORS APART FROM OLIVE AND TEAL, ARE TO MATCH THE NIGHTSHADE FLOWERS (WHICH HAVE THE SAME COLORS, BUT PINK INSTEAD OF GREEN) TO GIVE YOU GUYS SOME VARIATION. THE VINES THEMSELVES, AND LEAVES, ALSO HAVE DIFFERENT MATERIALS TO CHOOSE FROM (RED, BROWN, DARK AND LIGHT GREEN AND YELLOW) THERE ARE DOZENS OF WAYS YOU CAN MIX THEM UP... AND WITH THE HEAVY METAL ADD-ON, EVEN MORE WAYS.

THERE ARE ALSO UTILITY MATS WITH THIS SET. THESE WILL TURN OFF CERTAIN PARTS OF YOUR VINES... SUCH AS THE LEAVES, OR THE FLOWERS, THE VINES THEMSELVES (LEAVING JUST THE LEAVES OR THE FLOWERS) AND EVEN THE CLOTH ON THE BODICE AND PANTY (SO YOU CAN LEAVE ONLY THE VINES AND LEAVES ON THOSE) AGAIN, THEY ARE SEPARATED MATS, SO YOU CAN TURN OFF ONE PART, TWO PARTS.... HOWEVER MUCH YOU WISH. TO TURN THEM BACK ON, JUST APPLY A MATERIAL TO THE ITEM.

THE MATERIAL ZONES ARE THE SAME ACROSS THE BOARD (WITH THE EXCEPTION OF THE VINES THEMSELVES, SINCE NO TWO ARE THE SAME) SO YOU CAN CHANGE THE MATERIAL OR TURN OFF THE LEAVES/FLOWERS ON EVERYTHING AT ONCE (JUST SELECT ALL IN YOUR SCENE TAB AND CLICK THE MATS) THIS IS TO MAKE THINGS A LOT QUICKER AND MORE STREAMLINED FOR THE END USER.

THE MASK ALSO WILL NOT WORK ACROSS THE BOARD, AS IT HAS ITS OWN MATERIAL ZONES AND MAPPING.

## ADD-ONS:

### HEAVY METAL:

THIS IS A SET THAT EXPANDS THIS SET EVEN MORE, GIVING YOU METALLIC AND LEATHER OPTIONS FOR ALL THE CLOTHING PIECES, SO YOU CAN HAVE A BIT OF AN EDGIER CHARACTER. THE MATS IN THIS SET ARE ALSO SEPARATE, SO YOU CAN MIX AND MATCH THEM WITH THEMSELVES, OR EVEN WITH THE SEPARATED MATERIALS IN THE CLOTHING PACK ITSELF, GIVING YOU A MASSIVE AMOUNT OF POSSIBLE COMBINATIONS.

### AMARA DULCIS CHARACTER:

THIS IS A CHARACTER SET THAT IS SPECIALLY DESIGNED TO GO WITH THIS SET. THERE ARE TWO SIDES TO THE CHARACTER – HUMAN (AMARA) AND SUPERVILLAIN (TOXICA)

## :: 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.

THIS SET DOES NOT SUPPORT THE TEENS OR CHILDREN

THIS SET WAS DESIGNED TO WORK WITH AZRAELLA AND FROSTBITE (AS PART OF MY COMIC BOOK CHARACTER SERIES) THE CHARACTER IS NAMED TOXICA.... AND SHE IS MOST DEFINITELY EVIL (BUT REALLY.... SHE CAN BE WHATEVER YOU WANT HER TO BE)

### TEXTURE RESOLUTIONS:

TEXTURES ARE 2048 X 2048

### PROMOTIONAL CREDITS:

- RETURN TO THE ENCHANTED FOREST BY STONEMASON
- STEFANIA HAIR BY 3DREAM AND MAIRY
- ALIEN PLANTS @ DAZ

## :: QUICK REFERENCE TROUBLESHOOTING :

- USING STYLE MORPHS AND CERTAIN FIGURE MORPHS ON GENESIS 2 FEMALE MAY CAUSE POKETHRU – TO COMBAT THIS, USE THE ADJUSTMENT MORPHS
- THIS IS A HIGH POLY SET, AND SLOWER MACHINES MAY INCUR SOME SLOWDOWN.

FOR FURTHER DETAILS, PLEASE SEE EACH SECTION IN THE PDF. THIS IS A VERY ELABORATE SET, WITH LOTS OF PIECES, OPTIONS AND SOME TRICKS TO IT... SO I DEFINITELY RECOMMEND READING THE PDF.

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