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TOP

- TEETH OFF
- BEADS OFF
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BOTTOMS

- TEETH OFF
- BEADS OFF

ARMS

- BEADS OFF

SANDALS

- TEETH OFF
- BEADS OFF

INSTRUCTIONS

:: USING PRIMAL SCREAM ::

PRIMAL SCREAM IS THE FIRST IN A NEW WHIMSIKINI SERIES, WHICH CAPITALIZE ON CLASSIC AMAZONIAN FANTASY STYLED CLOTHING, THE LIKES OF WHICH YOU SEE IN FRAZETTA OR VALLEJO'S ARTWORK.

YOU WILL FIND THE FILES FOR IT IN GENESIS 8 FEMALE/CLOTHING/DAMAGE INC/WHIMSIKINI/PRIMAL SCREAM.

BELOW IS EACH ITEM COVERED:

FIRST AND FOREMOST, ALL CLOTHING THAT OVERLAPS HAS MATCHING ADJUSTMENT MORPHS. YOU WILL NEED TO DIAL THEM IN ON ALL ITEMS, WHEN USING ADJUSTMENTS.

TOP

THE TOP IS PRETTY STRAIGHTFORWARD. IT HAS BEADS AND TEETH DANGLING FROM IT (WHICH CAN BE SHUT OFF WITH UTILITY MATS IF YOU WISH) THE TIES IN THE BACK ARE RIGGED, FOR GIVING THEM MOVEMENT (OR GRAVITY)

BOTTOMS

THE BOTTOMS ARE A PANTY WHICH ARE PRETTY STRAIGHTFORWARD. IT IS SET UP FOR DFORCE (BUT IS STATIC, SO IT DOES NOT SIMULATE... BUT RATHER IS STATIC AGAINST THE SKIRT) IT MATCHES THE TOP IN THAT IT TOO, HAS BEADS AND TEETH DANGLING FROM IT. THE TEETH STICK OUT PAST THE SKIRT, SO THEY SHOW. BUT YOU CAN ALSO SHUT THEM OFF, ALONG WITH THE BEADS, IF YOU WISH.

THE BOTTOMS HAVE A SCANTY MORPH, TO TURN THEM INTO A THONG, ALONG WITH A SECOND THAT MAKES THE ENTIRE PANTY SCANTY. ITS IMPORTANT TO NOTE, THESE ARE NOVELTY TYPE MORPHS, AND WILL NOT WORK IN ALL SITUATIONS (SUCH AS CERTAIN MORPHS/LEG BENDS) ITS PROBABLY BEST USED IN STANDING POSITIONS, WITH HER BUM TO THE CAMERA. IF, HOWEVER, YOU INSIST ON USING IT WITH LEG BENDS, YOU CAN TRY TO USE IT WITH ADJUSTMENT MORPHS, AND THE MORPHS IM ABOUT TO MENTION WITH IT, TO GET A BETTER LOOK WITHOUT POKETHROUGH.

ADDITIONALLY, THERE ARE LEG BEND MORPHS (IN CASE YOU WANT HER TO SIT AND DO A SPLIT) WHICH SMOOTH OUT THE GEOMETRY PERFECTLY WITHOUT JCM'S WEIRDNESS. IT DOES WORK WITHOUT THEM, THESE JUST MAKE IT LOOK BETTER. THESE CAN BE ALSO USED IN TANDEM WITH THE SCANTY MORPHS, SHOULD YOU TRY TO BEND HER LEGS ABOUT (BUT THE RESULTS MAY VARY)

SKIRT

THIS IS A TATTERED JUNGLE STYLE SKIRT, WHICH IS RIGGED WITH BONES (IT HAS 4 JOINTS YOU CAN POSE, FOR WINDBLOWING) THE JOINTS ARE THE FRONT/SIDE/BACK OF THE SKIRT, AS WELL AS THE TIES ON THE RIGHT SIDE (BASICALLY, MORE FOR BEING ABLE TO ADJUST IT FROM POKING... BUT ALSO SO IT CAN BE WINDBLOWN TOO)

THIS SET IS ALSO DFORCE COMPLIANT... SO THE SKIRT CAN BE SIMULATED, IF YOU PREFER THAT ROUTE TO POSING THE JOINTS. DFORCE WILL MAKE THE SKIRT NATURALLY BEND AND FOLD WITH HER MOVEMENTS. USING THE JOINTS IN TANDEM WITH DFORCE, HOWEVER, DOES NOT WORK VERY WELL (YOUR RESULTS MAY VARY) FOR MORE DETAILS, SEE THE DFORCE SECTION BELOW.

THE SKIRT ALSO HAS LEG BEND MORPHS (UNDER MOVEMENT) THAT ARE BASICALLY BAKED SIMULATIONS FOR A MORE NATURAL LOOK (WITHOUT HAVING TO WAIT FOR A SIMULATION TO GET THERE)

ARMS

LACED UP ARM CONFORMERS, WHICH ALSO HAVE BEADS ON THEM (BUT NO TEETH DANGLING FROM THESE) YOU CAN SHUT OFF THE BEADS AS WELL, IF YOU PREFER JUST A SIMPLE STRAPPY LOOK. THE TIES ARE ALSO RIGGED, FOR MOVEMENT.

SANDALS:

THEY'RE NOT QUITE SHOES, AS THEY HAVE NO SOLE. BUT THESE, MUCH LIKE THE ARMS, ARE LACED UP HER LEG, AND ATTACH TO HER TOE TO FORM A SANDAL. THIS HAS A PAIR OF TEETH ON EACH LEG AT THE TOP (WHICH YOU CAN TURN OFF IF YOU WISH, ALONG WITH ITS BEADS) THE TIES ARE ALSO RIGGED FOR MOVEMENT.

DFORCE:

AS ADVERTISED, THIS SET IS SET UP FOR DFORCE. THE SKIRT ITSELF CAN BE SIMULATED, WHEREAS THE PANTY IS SET UP TO BE STATIC FOR THE SKIRT TO COLLIDE PROPERLY AGAINST.

IN TESTING, SIMULATIONS SHOULD WORK MOST OF THE TIME. BUT THEY MIGHT CAUSE EXPLOSIONS WHEN GENESIS BENDS INTO HERSELF (OR OTHERWISE FORCES THE CLOTHING TO BEND INTO ITSELF) THESE SCENARIOS ARE FEW AND FAR BETWEEN, HOWEVER (I TESTED IT AGAINST MANY MANY POSES) AND WILL ONLY HAPPEN IN POSES WITH EXTREME LEG BENDS. I RECOMMEND IN THOSE PARTICULAR CASES USING THE JOINTS OR THE BAKED SIM LEG BEND MORPHS THAT ARE INCLUDED.

USING WIND NODE:

YOU CAN USE A WIND NODE, TO BLOW IT ABOUT INSTEAD OF JOINTS. I HAVE TESTED THIS, AND ITS A FINAGLY THING THAT WILL REQUIRE SOME PATIENCE TO GET RIGHT. IN MY TESTING, ITS BEST TO HAVE A HIGHER WIND RESISTANCE (UNDER SIMULATION SETTINGS) WITH THE AFFECTOR NOT TOUCHING THE SKIRT (STRENGTH OF WIND ON PARAMETERS TAB SET TO 1.00 OR LESS) OTHERWISE, IT WILL EXPLODE. IN FACT, IT LIKES TO EXPLODE A LOT WITH THE WIND NODE LOL

GIVEN HOW SHORT THE SKIRT IS, THE YIELD YOU WILL ACHIEVE EVEN WITH MY BEST CASE SCENARIO SETTINGS, IS RATHER LOW. THERE IS JUST NOT ENOUGH CLOTH TO GET A GOOD EFFECT. SO I RECOMMEND JUST POSING THE JOINTS FOR WIND (AS ITS MUCH QUICKER/EASIER WITH A MUCH MORE DRAMATIC EFFECT)

MATERIALS:

FINALLY, WE GET TO MATERIALS. THIS SET CONTAINS 8 MATERIAL SETS, BOTH HIERARCHICAL MATS AS WELL AS PARTIAL MATS. AND BOTH IRAY AND 3DELIGHT AS WELL. YOU WILL FIND THE RESPECTIVE MATS IN THE RESPECTIVE FOLDERS, IN THE CLOTHING FOLDER.

BLACK PYTHON & RED PYTHON – 2 DIFFERENT COLOR SCHEMES, WITH THE SAME SNAKE PATTERN. THIS IS YOUR BASIC PYTHON TEXTURE.

BROWN CROCODILE & LEUCISTIC CROCODILE – ONE IS A REGULAR CROCODILE, WHILE THE OTHER IS VOID OF COLOR. ITS NOT ALBINO THOUGH, ITS LEUCISTIC. IN LEUCISM, THERE IS A VOID OF PIGMENT, BUT THE EYE COLOR REMAINS (HENCE THE TURQUOISE)

GOLD LIZARD & JADE LIZARD – BASICALLY YOUR DESERT LIZARD AND A JUNGLE LIZARD (WITH THE COLORS FOLLOWING)

CRIMSON VIPER & GREEN VIPER – IN THE ANIMAL WORLD, IF IT HAS BRIGHT COLOR WITH VARIEGATING PATTERN, ITS LIKELY VENOMOUS AND IS A SIGN OF DANGER. HERE IS A CRIMSON AND GREEN VIPER OPTION.

UTILITY MATS:

AS MENTIONED BRIEFLY IN THE CLOTHING SECTION, UTILITY MATS ARE ALSO INCLUDED, WHICH TURN OFF TEETH AND BEADS.

TOP
TEETH OFF
BEADS OFF

BOTTOMS
TEETH OFF
BEADS OFF

ARMS
BEADS OFF

SANDALS
TEETH OFF
BEADS OFF

ADD ON INFORMATION:

KEEP YOUR EYES PEELED FOR ADD ONS FOR THIS SET (AS THERE IS AT LEAST ONE COMING) AS WELL AS MORE TO COME IN THE DIVINITY SERIES.

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:

OUTFIT TEXTURES ARE 2048x2048

PROMOTIONAL CREDITS:

DARK APOCALYPSE: VIRIDIAN SKYE SPEAR BY ME
LADY DARKNESS HAIR/HARD LIQUOR FOR LADY DARKNESS HAIR BY ME
BATTLE CAT BY ME (BLOOD FANG)
COLD BLOODED BY ME (GABOON VIPER)
WOLF/BIG CAT FUR/IRAY CATALYZER BY ALESSANDRO_AM
TEARS OF DOOM/THORNS OF TIME BY DANIE AND MARFORNO
ABANDONED TEMPLE/RETURN TO THE ENCHANTED FOREST BY STONEMASON
DAZ MORPHING PYTHON, BIG CAT 2 AND DRAGON 3

:: QUICK REFERENCE TROUBLESHOOTING :

NO KNOWN ISSUES.FOR FURTHER DETAILS ON USAGE, PLEASE SEE EACH SECTION IN THIS PDF.

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