FROSTBITE

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Requirements: Victoria 4.2, Morphs ++ Aiko 4 Base and Elite
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There once was a great Queen, who ruled the Arctic North with her King by her side.
But the untimely death of her true love turned her heart to ice.
Soon, a transformation would begin; one that would change her into the most wicked and powerful being ever.
Harnessing the power of cold death and hailfire, she now reigns supreme as the ultimate form of doom.

LIST OF CONTENTS:

:: CHARACTER OPTIONS ::

- 1 Full Character for V4.2, Aiko 4 and Elite, With Partial Custom Head Morph INJ/REM
- Pupils Dilate INJ/REM
- 1 Default Apply All Skin MAT
- 8 Eye Options (4 Fantasy and 4Natural)
- 2 Eye Reflections and Reflection Off
- Tear On and Off Option
- 10 Makeups (5 Fantasy and 5 Natural)

:: CONFORMING OUTFIT & ARMOR ::

- Bra
- Panty
- Bracers
- Shin Guards
- Thigh Guards

:: PROPS ::

- Left and Right Pauldrons
- Left and Right Sword
- Crown with 5 Props for it ~ Fur, Feathers, Head Plate, No Chains and Tiara Style
- Throne Of Ice

:: POSES FOR V4 ::

- 5 With the Sword
- 5 With the Throne
- 5 With the Sword and Throne

:: LIGHTS ::

- 10 Dramatic lights in several colors
- 1 Extra Light for the Throne

LIST OF OUTFIT AND ARMOR MORPHS:

BRA	PANTY	BRACERS	SHIN GUARDS	THIGH GUARDS
FROSTBITE	FROSTBITE	FROSTBITE	FROSTBITE	FROSTBITE
AMAZON	AMAZON	AMAZON	AMAZON	AMAZON
BODY BUILDER	BODY BUILDER	BODY BUILDER	BODY BUILDER	BODY BUILDER
BULK	BULK	BULK	BULK	BULK
FITNESS	FITNESS	FITNESS	FITNESS	FITNESS
HEAVY	HEAVY	HEAVY	HEAVY	HEAVY
PEAR SHAPE	PEAR SHAPE	PEAR SHAPE	PEAR SHAPE	PEAR SHAPE
THIN	THIN	THIN	THIN	THIN
VOLUPTUOUS	VOLUPTUOUS	VOLUPTUOUS	VOLUPTUOUS	VOLUPTUOUS
YOUNG	YOUNG	YOUNG	YOUNG	
BREASTS CLEVAGE	HIP SIZE		SHINS THICKNESS	
BREASTS IMPLANT	MORPH PANTY WIDE			
BREASTS LARGE				
BREASTS NATURAL				
BREASTS PERK				
BREASTS SIZE				
METAL TRIM OUT				

Entire set comes with special Frostbite morphs, which will fit her perfectly when dialed to 1.00000

PLEASE NOTE:

*To avoid unnecessary pokethru, it is best to use DAZ's Magnetize
Clothing to V4 poses, after conforming the first article you load*

See Clothing and Armor Instructions for Further Details

::: INSTRUCTIONS :::

:: TO LOAD THE CHARACTER ::

To load the Character, you must first have V4.2 in your scene. Be sure to select her, and browse to your Pose Library and then locate the folder "Frostbite" You will see a myriad of files in here. We will go in order of what they do.

First in the list are the morph options, and you can see these specific files by a divider Ive put in that says "Morph Options" on it. These include the head and body injects/rems as well as pupil dilate INJ/REM. You will click on these to load. Please note, the head injection is composed of part DAZ dials as well as my own custom. The deltas for this custom geometry are included in the set – do not delete these deltas, as the morph cannot work without them. The pupil dilate, will dilate her eyes so that she looks even more wicked (it is actually intended to work with the special fantasy eyes that are included, but you can use it with the normal eyes too)

Next in the list, there is an apply all skin mat (denoted by the "Skin Options" Divider) This will load ALL the mats head to toe, in default mode (no makeup applied) You want to load this first before applying any of the other mats. You can opt to leave it as is, for a completely makeup free look. Also note, all the MATS utilize poser shaders on them, for a more realistic look. For this reason, they do not translate to DAZ Studio properly, and adjustments need to be made.

Continuing on down, you will now come to the "Makeup Options" divider. Here you will see 10 Makeup Options in all. The first 5 will load a fantasy version of the makeup, in different colors. The second set of 5 will load more natural looking makeups in the same colors. These are more subtle options, for people who prefer not to go too outrageous with the fantasy versions.

Next in the order, you will come to the "Pose Options" divider. This is where all the poses for V4 are located. How to use them will be covered next in the tutorial.

:: USING POSES ::

Poses are usually pretty cut and dry when it comes to using them – select v4 and load each one. But my poses are uber tricky, because in every large pack I do, I include props with them. This is so the props always perfectly align, with absolutely no pokethru. In the case of weapons, this is especially helpful, as it keeps the weapon facing the camera so you can actually see the design elements.

The poses in this set are tricky as well, as there are 10 poses which utilize the sword thats included in the set. And as you probably already guessed, this will pose the sword perfectly. But the thing you have to remember is, you want to look at each pose thumbnail for which sword you want to add. If the thumbnail depicts a pose for the left hand sword you will want to load that hand respectively, and then click on the pose (and it must be done in that order exactly – first load prop, then pose) If it shows both hands are utilized, then load both and then pose. Occasionally, as happened before, Poser will wonk out with the swords and make one fly up and out of her hand (especially when poses utilize double hands) It is easy to fix though – simply delete the wayward prop, replace it with the same hand and repose. Then it will work perfect.

This set also includes Throne Poses. 5 are just throne poses, and 5 are with the both the throne and sword. In this case, you do not need to load the throne first, as these poses are positioned to work with the throne at 0. So instead of the throne moving as a parented prop would, V4 moves instead to outfit the throne. Should you wish to move them both you can do one of two things: Either opt to move the camera back entirely, or you can parent the throne to V4 after its loaded in the scene (I would suggest parenting to the hip), and then move V4 by her hip, back (To parent is simplistic – just select the throne, and on the parameter dial palette, click the second panel behind the dials. You will see the "parent" button there and when you click it, a hierarchy of V4's body parts will open. Select the hip (or whatever body part you wish to use) hit ok and voila! Its parented. Then when you move her by the hip, the prop will move with her.

:: CONFORMING OUTFIT AND ARMOR ::

This set also includes an entire outfit and matching armor with it. As she is a Snow Barbarian Queen, I felt it was necessary for her to have clothing (and yeah LOL the poor thing must be awfully cold in that bikini, playing in all that snow – but I don't think she feels the cold, being an ice queen and all :wink:)

To use the outfit and armor, you must browse to your Figures library, and locate Frostbite in the list of folders. You will see all the icons there. Most likely you're going to load the bra first, since its first on the list. Once the bra is loaded, you will then conform it to her. Now if you are using Poser (as this is not a DS issue), before you do anything else, you want to go to your original V4 folder in Poses, where DAZ included the files for her, and locate the "Magnetize Clothing" folder. What these poses do, is they magnetize the clothing to V4, so no pokethru will occur (and it will occur, if you do not do this first, especially with the thigh guards) So while the bra (or whatever article of clothing you chose first) is still selected in the scene (yet conformed to v4), you will click the "!Magnetize to V4" pose in the magnetize clothing pose folder, and from then on out, you will have zero pokethru. Be sure to do this after the very first thing is loaded and conformed. You also have to be careful to use whichever magnetize pose you use matches the numeric value of V4 which Poser has given her (such as V4 2, V4 3 and so on) Full documentation on using Magnetize Clothing poses is located under "How do I work with Victoria 4 and her clothing?" here on ArtZone

But what if you don't wanna mess around with going in and out of folders and still want to omit pokethru? Just simply change your loading order. In the case of the thigh guards on which Ive noticed the most noticeable pokethru (especially with the ERC clashing with the top of the thigh) you will want to load in this order: Left thigh first, and conform to V4, Select V4 just after, then load Right thigh and conform to V4. The key here is to select V4 in between loading and conforming the figures. Note: P7 and P7 ProPak users must use the magnetize clothing poses.

If you're not familiar with how conforming clothing works (for all the newbs out there) its simple! Just select the piece of clothing, go to figure at the top of poser in the menu dropdowns, then select conform/conform to. You will see a new dialog box pops up, which also has a dropdown. This dropdown shows you all the figures you have in your scene (Victoria 4 being the most important here, or, whatever figure you are conforming the clothing to) Select her in the dropdown, hit ok, and the clothing will pop into place on her body and from there on, pose with her no matter how you move her.

Now that we covered all that, lets move onto the clothing itself!

You will see that there is a Bra, Panties, Bracers, Shin Guards and Thigh Guards. These are, of course, optional as to what you would like to use in your scene. You will load and conform each thing you want to use. They all load separately, for ultimate versatility (say you want to only use one thigh guard – well, you can do that!)

In default, all the clothing will fit V4 perfectly. But when you start to use character morphs on V4, you will see a lot of pokethru occurring. This is why morphs are included on the outfit and armor files, to get rid of that unwanted pokethru and fit it to your character. Included are a myriad of DAZ standard morphs (listed out in the List of Morphs table above) so that it will fit most characters (naturally, if the morph is custom, you will just have to do your best to get it to fit using the morphs I've included) I have also included a special morph on all the outfit and armor pieces called "Frostbite" which will fit this particular character perfectly. Since she uses Morphs ++ and Elite shapes, its important to use the Frostbite morph on the clothing with her. It will be perfectly fitted to her at 1.00000 exactly on each piece. On a side note, this outfit has Crosstalk enabled in it, so if you click the included character body injection (or any) while the outfit and armor are selected, it will dial in the proper values to each matching morph. This will not work with the Frostbite morph, though, since that is my own created morph.

On a final note, I have not included extra textures for the outfit, as I normally would. But this leaves it open for outside development. Should you want to create and sell your own textures for it, there are labeled templates included for all the figures (as well as all the props too) Also note, the default textures for the outfit have shaders on them. Translation from Poser to DAZ Studio may require some adjustments to the specularity and bump settings.

Last but not least, there is one final piece of clothing for her, but it is a prop instead of a conforming article, and so, it will be covered in the prop instructions below.

:: USING PROPS ::

This set also includes some props to go with the set. So, lets go over them one by one. Go to your Prop Library, and located the folder "Frostbite" To load, just double click the icons.

As stated directly above, there is one more piece of clothing to match the outfit and armor – These are the Pauldrons. There is a left and right one, which load to each shoulder of V4. The reason I have included these as props instead of conforming items, is because they move as they would in real life as parented props. Plate armor of that sort would not bend with joints and her range of motion would be limited. Should you want it to bend with joints anyway?? You can easily do so using the props themselves. Simply load them onto V4 and on each one, re-set up the parent (instructions for parenting are included in the Poses section) and reselect the Left shoulder, for the Left pauldron. Before you close this dialog out, be sure to check off the box at the bottom of the parent hierarchy that says "Inherit Bends" This will cause the Pauldron to bend with her shoulder to collar joints, instead of remaining unbending, as they are set up when they load. Keep in mind though, some pokethru can occur even when inheriting bends of the parent, as this does not quite work as well as conforming clothing - you will have to pose around this. And also remember that you have to set this up on both Pauldrons, or the other will remain static. You can opt to resave this set of pauldrons under a different name in your props folder, should you prefer to use them that way in the future. Then, when you load them later, they will always inherit bends. Last but not least, the Pauldrons have morphs on them to make the spikes long or short (named MorphSpikesLong) Keep in mind though, the longer you morph them, the better the chance of them stabbing into her head as you pose her arms upward. It is best to keep her arms at a lower position when morphing them really long. The Pauldrons also position with the poses.

Next in the props folder list, you will see the Crown and a bunch of options for it. The crown is designed to be tricky, so that you can do all sorts of different things with it. The Crown – Armor Style option loads the crown in its armor state, with chains that hang around her face and a nose plate. From there, you can load one of three options: Peacock Feathers (which are white and blue peacock feathers), Fur (which simulates a furry look, with snow leopard textures) and Head Plate (that is metal to match the crown) All of these are also parented to the head, so that it loads in the correct place. These three options not only close the top of the crown, but they change the look and feel of it. Alternatively, you can use a pony tail style hair and morph it to stick out of the top, such as I used in the promos. You can also tweek the scale of the crown, so hair fits underneath it (by default, it loads snug) Next in the crown options is a No Chains Option. This loads the crown in its armor style position, but the chains have all been transmapped out, should you wish to omit the chains completely. Last, but certainly not least, there is the tiara style crown. This flips the crown upside down, sets it directly atop of her head and transmaps out the chains. This will create a crown thats the classic style of a Queen.

Next in the props, you will see the Hailstorm, the Sword of Ice. You will see two files for this - it has both hand parents included, so it will load perfectly to each hand. The sword also works with the poses (as notated in the Poses instruction section) so that it will always face the camera and position perfect in her hands.

Last but not least, something that no Queen would be complete without – A Throne. But not just any throne, a Throne created from Ice, since she is a Snow Queen. It has been designed to look icy, and the snow globes on the pillars actually have snow in them. Digressing here, there is also a special extra light included in the set, to set the illusion of being icy off – it was created in such a way, that it makes the throne appear to be transparent and blue to match its color, as if the light was shining through it. The throne itself is scaled to Victoria 4, and also works with the poses (as notated in the Pose Instruction section) The Throne, unlike the other props, does not have a parent.

:: USING LIGHTS ::

And last to cover the instructions of the set, come the lights, which are in your Light library, under "Frostbite" As I always do, Ive included 10 in this set to use with the character. These are dramatic type lights, some of which will spotlight her face only, and the others which are brighter by far, encompassing her entire body. They have also been designed to work with the shaded mats in the character, so that realistic results are easily achieved. But you will also notice one extra light in this library, aside from the 10 aforementioned – this light is specially designed for the throne, as discussed in the prop instruction section.

:: OTHER NOTES ::

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.

Materials for character and models include Bump, Specular and Displacement Maps

Character skin textures are large resolution (3500x3500)
Outfit and Armor Textures are Medium resolution (1000x1000)

The outfit and armor have blank channels injected onto them, so that you can create your own custom morphs.

This set is developed for use in Poser. Using it in other programs may not get you the same results as shown in promos. The Mats for the figures/props/character use Shaders, and translation to DAZ Studio may not work without adjustments. I have not included DS respective files for this set, but you are welcome to create your own and sell it as an add-on.

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: _Frostbite Thumbnails_
They will install to the default directories of the main pack – just overwrite the old png's when prompted. Also note, DS users CAN NOT use the larger thumbnails, as they will show incorrectly.

:: KNOWN ISSUES ::

You could encounter potentially two problems using this set. They are very minor, though.

The first is using the eye mat thats called "Blank Iris" Because the textures cover the cornea to achieve the effect, the reflections for the eyes will not work with it. That is why this eye option has been textured with specularity shaders, so that they look glossy as they should.

The second issue, discussed at length in the Conforming Outfit and Armor section, is potential pokethru and needing to use the "Magnetize Clothing to V4" poses included from DAZ, if you're using Poser. If you read that section, it will tell you how to avoid this problem altogether and walk you through step by step.

:: PROMOTIONAL CREDITS ::

Promos are rendered in Poser 6
Composition done in Photoshop

Nefeli Hair by 3Dream, plus3d and mairy (Pony Tail Style Hair used with Crown)
Erato Hair by 3Dream, plus3d and mairy

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_