

DARK APOCALYPSE

SHRKRKR



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:: SHRIEKER FIGURE ::

- **RIGGED WITH EASY POSE**
- **IK ENABLED ON TAIL AND NECK (OFF BY DEFAULT)**
- **BLANK CHANNELS FOR CUSTOM MORPH INJ POSE SUPPORT**

:: MATERIALS ::

- **RED**
- **BLACK**
- **SAND**
- **DS AND POSER MATS INCLUDED**
- **SUBSURFACE SCATTERING ON DS/POSER MATS (REQUIRES EHSS FOR DS)**

:: 20 POSES ::

- **1 RESET POSE**
- **10 UPRIGHT/WRITHING POSES**
- **5 DEAD POSES**
- **5 SLITHERING POSES**



MORPH LIST

MOUTH CLOSE

JAW CLOSE

JAW OPEN

TONGUE LONGER

5 TONGUE MOVEMENTS

TEETH LONGER

TEETH GONE

FAT BOY

BELLY FED

CLAWS INDENT



INSTRUCTIONS

:: TO LOAD THE FIGURE ::

YOU CAN FIND THE FIGURE IN CHARACTER/DARK APOCALYPSE/SHRIEKER. CLICK TO LOAD THE CR2 INTO YOUR SCENE.... IT WILL LOAD MASSIVE, SO YOU WILL HAVE TO PAN THE CAMERA BACK TO GET HIM FULLY IN THE SCENE.

EASY POSE: THE FIGURE HAS EASY POSE SET UP ON IT... THIS WILL AID YOU IN POSING HIM QUICKLY VIA A NODE WHICH CONTROLS ENTIRE CHAINS IN SEGMENTED FIGURES SUCH AS THIS IS. THE NODE WILL CONTROL THE NECK AND TAIL CHAIN SEPARATELY. YOU CAN THEN SELECT THE INDIVIDUAL SEGMENTS, AND FURTHER USE THE EP DIALS ON THEM TO TWIST IT UP EVEN MORE.

ADDITIONALLY, THE NORMAL ROTATIONS ARE ENABLED, FOR FURTHER POSING. LIMITS ARE SET BUT NOT FORCED (TO TURN ON LIMITS IN POSER, GO TO FIGURE/USE LIMITS) IN DS, THEY ARE GENERALLY ON WHEN U OPEN DS. TO TURN THEM OFF OR ON, SELECT THE POSE TAB, SELECT THE ACTIVE TAB OPTIONS, THEN GO TO LIMITS ON THE DROP DOWN TO SELECT OFF OR ON.

BEYOND THAT, THE FIGURE ALSO HAS IK SETUP ON IT... BUT THIS IS TURNED OFF BY DEFAULT. TO TURN IT ON IN POSER, GO TO FIGURE/USE INVERSE KINEMATICS, AND SELECT THE TAIL, NECK OR BOTH. IN DS, IT SHOULD BE AUTOMATICALLY ENABLED (TO DISABLE, RIGHT CLICK ON EACH SEGMENT, AND CLICK ENABLE IK IF THERE IS A CHECKMARK)

A BUNCH OF MORPHS HAVE ALSO BEEN CREATED FOR THE FIGURE. THERE ARE 5 TONGUE MORPHS (TO GIVE IT MOVEMENT) AS WELL AS A TONGUE LENGTH, MOUTH CLOSE (RECEDES THE TONGUE, AND CLOSES THE MOUTH HOLE) JAWS OPEN (OPENS THE JAWS EVEN WIDER) AND CLOSE (CLOSES THE JAW AROUND THE MOUTH, RECEDES THE TONGUE, ETC) THERE'S A TEETH GONE AND TEETH LONGER MORPH, A FAT BOY MORPH (TURNS THE WYRM INTO A FAT ONE, RATHER THAN ITS SVELTE DEFAULT FORM) AND BELLY FED (TO CREATE THE ILLUSION IS HAS EATEN... A LOT) FINALLY, THERE IS INDENT CLAWS... THIS CREATES AN INDENTATION ON THE ALL THE BELLY CLAWS, AS IT WOULD MOST NATURALLY OCCUR. AS ALWAYS, WHEN DIALING IN MORPHS, IT IS BEST TO DIAL THEM ONLY ONCE USING THE BODY ACTOR IN POSER (OR THE SHRIEKER ACTOR IN DS)

LAST BUT NOT LEAST... THERE ARE BLANK CHANNELS INSERTED INTO THE FIGURE. THIS IS SO YOU CAN EASILY CREATE CUSTOM MORPHS VIA POSE INJECTIONS, WITHOUT THE USE FOR EXTERNAL BINARY MORPHS AND PMD'S. THERE ARE 140 IN ALL.



:: MATERIALS ::

THERE ARE 3 MATS ALSO INCLUDED - BLACK, RED AND SAND. THIS IS TO MIMIC CAMOUFLAGE CAPABILITY (AND ALSO BLEND IT BETTER INTO OTHER SCENES, BESIDES WASTELAND TYPE SCENES)

THESE HAVE SUBSURFACE SCATTERING ON THEM, SO YOU MUST HAVE THAT ENABLED IN POSER, IN YOUR RENDER SETTINGS, TO RENDER THE SSS. IN DS, THEY ARE ALSO ENABLED, BUT THIS REQUIRES EHSS (ELITE HUMAN SURFACE SHADER) TO RENDER THEM PROPERLY (OTHERWISE, THEY WILL JUST RENDER NORMAL)

:: POSES ::

ALSO INCLUDED ARE 20 POSES TO GET YOU STARTED:

5 OF THEM ARE DEAD POSES

5 ARE SLITHERING TYPES

10 ARE WRITHING OR UPRIGHT

1 RESET POSE - THIS WILL POSE THE FIGURE BACK TO ABSOLUTE ZERO.

JUST CLICK ON THE POSE TO LOAD IT TO THE FIGURE. ALSO NOTE, LIMITS MUST BE OFF FOR THESE POSES TO WORK CORRECTLY (AS I POSE BEYOND LIMITS)



:: OTHER NOTES & REQUIREMENTS ::

THIS SET USES SUBSURFACE SCATTERING ON THE MATS, SO YOU WILL NEED IT TO BE ENABLED ON YOUR RENDER SETTINGS IN POSER. IN DS, YOU WILL NEED EHSS (ELITE HUMAN SURFACE SHADER) INSTALLED FOR IT TO RENDER THE SSS.

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.

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: [SHRIEKER 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 THUMBNAILS, AS THEY WILL SHOW INCORRECTLY.

PROMOTIONAL CREDITS:

- **KI'ARA FROM PRISONER OF WAR BY ME**
- **HELIOS BACKGROUND BY ZAI**
- **BACKGROUND BY DIDI_MC**

PROMO BACKGROUNDS RENDERED IN VUE 6

CONTENTS OF PACK ALL RENDERED IN POSER PRO 2012/DAZ STUDIO 4 PRO



:: 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