

Scorpion God



BY: IGNISSERPENTUS

DATE OF RELEASE: APRIL 2013

EMAIL : IGNISSERPENTUS@DAMAGEINC3D.NET

| [STORE ON DAZ](#) | [DAMAGE INC WEBSITE](#) |

LIST OF CONTENTS

SCORPION GOD

:: SCORPION GOD CLOTHING ::

- SKANT
- LOIN CLOTH
- BRACERS
- HELM
- SANDALS
- PECTORAL
- PAULDRONS

:: PROPS ::

- SCORPION KHOPESH (LEFT AND RIGHT HAND)

:: POSES ::

- 10 EGYPTIANESQUE POSES
- 5 POSES WITH L HAND KHOPESH
- 5 POSES WITH R HAND KHOPESH

:: CLOTHING AND PROP MATS ::

- SUN
- MOON

:: UTILITY MATS :

- ARMLETS – LEFT 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

LIST OF CONTENTS

GUARDIANS OF THE DEAD



:: CLOTHING AND PROP MATS ::

- ANUBIS
- HORUS
- RA
- SOBEK
- THOTH

DS MATS INCLUDED FOR ALL

CLOTHING MORPHS

SKANT

BULK

DEFINITION

EMACIATED

THIN

YOUNG

ADONIS

SPARTAN

SVELTE

ADJUSTMENT MORPHS

LEG MOVEMENT
MORPHS

LOIN CLOTH

BULK

DEFINITION

EMACIATED

THIN

YOUNG

ADONIS

SPARTAN

SVELTE

ADJUSTMENT MORPHS

LEG MOVEMENT
MORPHS

BRACERS

BULK

DEFINITION

EMACIATED

THIN

YOUNG

ADONIS

SPARTAN

SVELTE

ADJUSTMENT MORPHS

PAULDRONS

BULK

DEFINITION

EMACIATED

THIN

YOUNG

ADONIS

SPARTAN

SVELTE

ADJUSTMENT MORPHS

SANDALS

BULK

DEFINITION

EMACIATED

THIN

YOUNG

ADONIS

SPARTAN

SVELTE

ADJUSTMENT MORPHS

PECTORAL

BULK

DEFINITION

EMACIATED

THIN

YOUNG

ADONIS

SPARTAN

SVELTE

ADJUSTMENT MORPHS

HELM

BULK

DEFINITION

EMACIATED

THIN

YOUNG

ADONIS

SPARTAN

SVELTE

ADJUSTMENT MORPHS

STYLE MORPHS

INSTRUCTIONS

:: CONFORMING CLOTHING ::

THIS SET INCLUDES CONFORMING OUTFIT. TO LOCATE THESE FIGURES, YOU WILL BROWSE TO YOUR FIGURES LIBRARY, INTO THE SCORPION GOD 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 M4, 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 M4'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 M4, SELECT HIS HIP, LOAD A PIECE OF CLOTHING, CONFORM IT, THEN SELECT HIS HIP AGAIN, LOAD ANOTHER ARTICLE OF CLOTHING AND CONFORM IT, SELECT M4'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.

SPECIAL NOTES ON CERTAIN CONFORMERS:

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

SKANT: THIS WORKS PRETTY STANDARDLY, AS IT HAS FIT MORPHS AND ADJUSTMENT MORPHS. IT DOES HAVE BODYHANDLES, BUT FOR THE MOST PART, YOUR BEST BET IS TO USE THE LEG MOVEMENT MORPHS INCLUDED. THESE WILL CONTROL ALL THE LEG BENDS, SO YOU WON'T GET POKETHRU WHEN POSING M4. THERE IS ALSO A COUPLE SIT MORPHS.

LOIN CLOTH: THIS PIECE STACKS ONTO THE SKANT, TO WORK WITH IT IN TANDEM (OR YOU CAN CHOOSE TO LEAVE IT OFF COMPLETELY) THIS HAS AN EASY POSE CHAIN ON IT (LOCATED ON THE BODY ACTOR, TO CONTROL THE ENTIRE CHAIN, AS WELL AS THE INDIVIDUAL SASH PIECES) IT ALSO HAS A COUPLE SIT MORPHS ON IT, SO YOU CAN MAKE IT SIT. I WOULD RECOMMEND NOT ATTEMPTING TO POSE THE CHAIN AND USE THE SIT MORPHS – DUE TO THE EXTREMITY OF THE SIT MORPHS, THE JOINTS OF THE CHAIN ARE OFF AND THUS WILL NOT POSE WITH THOSE MORPHS. BEYOND THAT, ADJUSTMENT MORPHS AS WELL AS FIT MORPHS. FINALLY, IT HAS LEG BENDS. THESE WILL AID YOU IN BENDING THE LEGS FORWARD, LIKE THE SKANT (AND ACTUALLY MATCHES THE SKANT'S LEG BEND FORWARD MORPHS) IF THE LEG IS BENT SLIGHTLY, I WOULD SUGGEST POSING THE CHAIN, TO MOVE IT OUT OF THE SKANT. ONCE YOU GET PAST A CERTAIN DEGREE OF THE SKANT BEING DIALED IN (OR OTHERWISE, IF YOU HAVE IT FULLY DIALED IN) YOU WILL NEED TO USE THE MATCHED LEG BEND FWD MORS IN THE LOIN INSTEAD (THIS IS COZ THE BELT WILL START TO SINK INTO THE MESH OF THE SKANT)

HELM: THIS IS A HELM, BUT IT CAN BE A HELM OR A CROWN, OR A COMBINATION OF BOTH AS IT IS IN DEFAULT. YOU CAN OPT TO TURN OFF THE SCALE MAILLE, OR THE CLOTH UNDERNEATH IT, AND THE TOP OF THE CROWN. AS FAR AS MORPHS GO, THERE ARE A FEW SCORPION MORPHS ON IT, TO MAKE THE TAIL STING (THIS IS THE ONLY SCORPION THAT MORPHS, SINCE ITS THE BIGGEST AND MOST PROMINENT OF THEM ALL) AS WELL AS SOME STYLE MORPHS, MOVEMENT MORPHS, AND NATURALLY ADJUSTMENT AND FITS.

SANDALS: PRETTY STANDARD – JUST HAS SOME ADJUSTMENTS AND FITS

PAULDRONS: THE PAULDRONS STACK ONTO THE PECTORAL TO WORK WITH IT, OR YOU CAN OPT TO LEAVE IT OFF COMPLETELY. THEY WORK PRETTY STRAIGHTFORWARD – THEY HAVE FIT MORPHS AND ADJUSTMENT MORPHS AS WELL.

PECTORAL: JUST HAS FIT MORPHS AND ADJUSTMENT MORPHS

BRACERS: AGAIN, JUST HAS FITS AND ADJUSTMENTS.

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 MICHAEL 4, HIT OKAY, AND THE ITEM WILL MOVE ONTO M4 AND MOVE WITH HIM. YOU WILL DO THIS WITH ALL THE CONFORMING FIGURES THAT ARE INCLUDED, ONE BY ONE.

IF YOU OWN POSER 8 OR ABOVE, YOU CAN SELECT ALL THE ITEMS AND DRAG AND DROP THEM ALL AT ONCE ONTO MICHAEL. THEY WILL ALL LOAD AND CONFORM AUTOMATICALLY.

TO CONFORM IN DS, RIGHT CLICK AND SELECT "FIT TO" AND CHOOSE MICHAEL 4 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)

:: 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 SCORPION GOD / CLOTHING MATS FOLDER.

THE KHOPESH MATS ARE ALSO INCLUDED IN WITH THE CLOTHING MATS, BUT KEEP IN MIND THAT THE PROP MUST BE ADDED TO M4 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 KHOPESH (LOCATED IN MATERIALS/SCORPION GOD/KHOPESH MATS) YOU WILL ALSO FIND A SCORPION OFF MAT FOR THE KHOPESH AS WELL.

YOU WILL FIND 2 SETS WITH THE MAIN PACK.

5 EXTRAS ARE INCLUDED WITH GUARDIANS OF THE DEAD. THEY ARE ANUBIS, HORUS, RA, SOBEK, THOTH

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:

- SKANT - BODYHANDLES OFF (DS)
- LOIN CLOTH - SCORPION OFF
- LOIN CLOTH - CLOTH OFF
- PECTORAL - SCARAB OFF
- HELM - SCORPION OFF
- HELM - PLATING OFF
- HELM - CLOTH OFF
- HELM - TOP OFF
- KHOPESH-SCORPION OFF

YOU CAN TECHNICALLY USE THE SCORPION MATS OFF ON ALL THE PIECES, SINCE ALL THE MAT ZONES ON THE PIECES ARE IDENTICAL (WITH THE EXCEPTION OF THE HELM'S SCORPION OFF MAT, AS IT WILL LEAVE THE CABOCHON BEHIND) BUT DO NOT USE THEM ON THE BRACERS AND SANDALS – THERE IS AN AO SHADOW OF THE SCORPION THAT HAS BEEN BAKED INTO THE TEXTURES, TO GIVE IT DEPTH (PLUS, IT MAKES THOSE ITEMS RATHER PLAIN WITHOUT IT)

:: USING PROPS ::

THIS SET CONTAINS A PROP – THAT IS, AN EGYPTIAN KHOPESH WITH A SCORPION ON IT. A KHOPESH IS A TYPE OF SWORD WITH A SORT OF SICKLE ON THE END OF IT (IN CASE YOU WERE WONDERING LOL)

THERE ARE LEFT AND RIGHT HAND PARENTS FOR THE SWORD. TO LOAD, SELECT M4, AND THEN CLICK ON THE SWORD HAND YOU WISH TO ADD. ALSO, THE SWORD 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 SWORD INCLUDED, WHICH MATCH THE 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 HIM CHARACTER, AND SOME ARE INTENDED TO WORK WITH THE SWORD THAT COMES IN THE PACK. KEEP IN MIND, THE POSES WERE CREATED WITH A NUDE M4, AND DO NOT ACCOUNT FOR THE CLOTHING, 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 (DONE IN AN EGYPTIANESQUE SORT OF WAY) 11-15 ARE LEFT HAND SWORD POSES, AND 16-19 ARE RIGHT HAND SWORD POSES. POSE 20 IS A LONE POSE THAT USES BOTH HANDED SWORDS. YOU MUST LOAD THE SWORD ONTO M4 FIRST, AND THEN USE THE POSES INTENDED FOR THE STAFF, SO THE PZ2 CAN CORRECTLY POSE THEM AS WELL HIM.

DS4 USERS: IF YOU ARE USING DS4, YOU WILL NEED TO USE THE POSE WITH M4 SELECTED, AND THEN USE IT AGAIN WITH THE SWORD SELECTED, TO MAKE IT ALIGN PROPERLY. THIS IS A DS4 ONLY ISSUE, SO IT WILL WORK PROPERLY EVERYWHERE ELSE. THERE IS ALSO ONE OTHER ISSUE TO BE NOTED, ON POSE 20. ITS A DOUBLE HANDED SWORD POSE, AND IN DS4, YOU WILL ENCOUNTER AN ISSUE WHERE THE POSE WILL NOT POSE THE SECOND KHOPESH. TO FIX THIS, YOU MUST USE POSE 20 ON M4 AND THE LEFT KHOPESH, THEN USE POSE 20B-DS ON THE RIGHT KHOPESH. THIS WILL ALIGN THE RIGHT SIDED KHOPESH PROPERLY (WITH THE SCORPIONS FACING THE CAMERA) THIS IS DUE TO THE FACT DS4 WILL NOT SEE THE SECOND KHOPESH, AND THE EXTRA DS POSE FOR 20 WILL REARRANGE THE ORDER THE KHOPESH OCCUR IN THE CODE, AND FORCE IT TO WORK. 20B-DS CAN ONLY BE USED ON THE RIGHT KHOESH – USING IT ON THE LEFT SIDE WILL CAUSE IT TO MISALIGN.

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

KEEP IN MIND, YOU MUST SET YOUR RESOLUTION TO MATCH THE TEXTURE MAP RESOLUTIONS IN POSER, 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: SCORPION GOD THUMBS

IF YOU PURCHASED GUARDIANS OF THE DEAD, THE THUMBS ARE HERE: GUARDIANS OF THE DEAD 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:

- PYRAGO BY DANIE AND MARFORNO AT RENDEROSITY
- CRYPTA SEPULTUS BY JACK TOMALIN AT DAZ
- SABA'A ALKAIR BY JACK TOMALIN AT DAZ
- TEMPLE OF THE PHARAOHS BY JACK TOMALIN AT DAZ
- CHEIROCRATES BY JACK TOMALIN AT DAZ
- FORGOTTEN DYNASTIES BY OUT OF TOUCH AT DAZ
- TREASURES OF EGYPT AT DAZ
- LYCANTHROPOS AND SHADES OF ATLANTIS: ANNUNAKI BY LUTHBEL AT DAZ
- KEEPER OF THE VEIL AND NUMINOUS CROOK AND FLAIL BY ARIEN AT DAZ
- SERPENT GODDESS/GUARDIANS OF THE DEAD FOR SERPENT GODDESS BY ME AT DAZ
- CYBORG MODEL 4 BY DZFIRE AT DAZ
- SCORPIONS BY NOGGINS AT DAZ
- GIRL CHARACTER IS A CHAR BY ME (COMING SOON)
- GUY CHARACTER IS ROB FOR M4 AT DAZ
- SCARAB FROM CONTENT PARADISE
- LOCUSTS ARE FROM A PICTURE I TOOK IN THE EVERGLADES, WITH PAINTED WINGS
- MUMMY MORPH IS A CUSTOM MORPH BY ME

:: 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 HIM BETTER (TO ACCOUNT FOR THE MISSING CLOTH)
- TO USE THE POSES WITH THE SWORD 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 SWORD PROPERLY. ALSO NOTE, IF YOU USE THE WRONG SWORD 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.
- SWORD POSES – IF YOU ARE USING DS4, YOU WILL NEED TO USE THE POSE WITH M4 SELECTED AND THEN AGAIN WITH THE SWORD 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. THERE IS ALSO ONE ISSUE TO BE NOTED, ON POSE 20. ITS A DOUBLE HANDED POSE, AND IN DS4, YOU WILL ENCOUNTER AN ISSUE WHERE THE POSE WILL NOT SEE THE SECOND KHOPESH. TO FIX THIS, YOU MUST USE POSE 20 ON M4 AND THE LEFT KHOPESH, THEN USE POSE 20B-DS ON THE RIGHT KHOPESH. THIS WILL ALIGN THE RIGHT SIDED KHOPESH PROPERLY (WITH THE SCORPIONS FACING THE CAMERA) SEE THE POSES SECTION FOR MORE DETAILS.

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