

# AMARA DULCIS



SHE IS TO DIE FOR



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# LIST OF CONTENTS

## :: AMARA DULCIS/TOXICA CHARACTER ::

- FULLY CUSTOM HEAD/BODY/EYEBROW MORPH
- 1 NATURAL SKIN
- 1 TOXIC SKIN
- 5 NATURAL MAKEUPS
- 5 TOXIC MAKEUPS
- 5 EYE COLORS
- 2 CHARACTER PRESETS FOR QUICK LOAD

## :: 20 POSES ::

- 10 STANDING
- 10 SITTING/LAYING

# INSTRUCTIONS

## :: CHARACTER ::

SHE WAS ONCE A HUMAN, BUT A TERRIBLE ACCIDENT RENDERED HER TOXIC.

THIS IS THE CHARACTER AMARA DULCIS/TOXICA. YOU CAN HAVE THE HUMAN VERSION, OR THE TOXICA SUPER-VILLAIN (AND I PROBABLY DON'T NEED TO SAY, THIS SET WORKS IN TANDEM WITH THE CLIMBING DEATH OUTFIT/HEAVY METAL ADD ON, AS EVERYTHING WAS DESIGNED TOGETHER)

YOU WILL FIND THE CHARACTER FILES LOCATED IN CHARACTERS/DAMAGE INC/TOXICA

THE FIRST TWO FILES YOU SEE ARE CHARACTER PRESETS. THESE WILL LOAD ALL RESPECTIVE MORPHS AND MATERIALS YOU NEED TO MAKE SAID CHARACTER. YOU CAN OPT FOR AMARA (THE HUMAN) OR TOXICA (THE SUPER-VILLAIN)

NEXT IN THE LIST ARE FULL SKIN LOADS. THERE IS NATURAL, OR TOXIC SKIN. THESE ARE FULL MATERIALS, SO THEY WILL LOAD EVERYTHING ALL AT ONCE.

FROM THERE, YOU WILL SEE EYE OPTIONS – THESE LOAD ONLY EYE MATERIALS

UP NEXT ARE LIP OPTIONS. THERE ARE THREE THAT CHANGE THE GLOSS ON THE LIPS (LOW GLOSS, WHICH MAKES THE GLOSS NEARLY NON-EXISTENT, MED GLOSS WHICH IS EXACTLY HOW THE REST OF THE MATS ARE, AND XTRA HI TO MAKE THEM ULTRA GLOSSY) THEY WILL ONLY CONTROL THE GLOSS (SO YOU DON'T HAVE TO WORRY ABOUT RELOADING TEXTURES) THERE ARE ALSO ROUGH AND SMOOTH OPTIONS, TO MAKE THE LIPS... WELL... SMOOTH OR ROUGH (ROUGH IS HOW THEY ARE SET IN THE REST OF THE MATERIAL FILES) AGAIN, THESE WILL ONLY CONTROL THE BUMP SETTINGS, SO NO NEED TO RELOAD TEXTURES.

AND NEXT ARE MAKEUPS, 5 WHICH ARE NATURAL AND 5 ARE TOXIC. AND THESE WILL ONLY LOAD LIPS AND FACE. OF SPECIAL NOTE, YOU CAN ACTUALLY LOAD THE NATURAL SKINS WITH THE TOXIC MAKEUPS AND VICE VERSA (AS THEY ARE DONE IN SUCH A WAY, YOU CAN MIX THEM UP IF YOU WANT)

LAST BUT NOT LEAST... ONE FINAL SET OF OPTIONS- SSS CONTROLS. BY DEFAULT, THE SSS IS AT 33%. THESE OPTIONS WILL CRANK IT UP TO DIFFERENT LEVELS (LOW IS 33%, WHICH IS DEFAULT AND MATCHES THE REST OF THE MATERIALS EXACTLY - MEDIUM IS A MIDWAY POINT AT 65% -HI IS 100% ) ALSO OF NOTE, THESE OPTIONS WILL NOT CHANGE MAPS, SO NO NEED TO RELOAD TEXTURES. THEY WILL ALSO NOT CONTROL THE LIP GLOSS AND LIP SMOOTH/ROUGH, SO THOSE SETTINGS WILL REMAIN AS YOU HAD THEM. ALSO NOTE, THE MEDIUM AND HIGH SSS WILL TINT THE CHARACTER BLUE IN YOUR SCENE. DON'T FRET... THIS IS NORMAL. AT HIGH SSS LEVELS LEFT AS DEFAULT, IT WILL MAKE THE CHARACTER TOO RED. THE BLUE IN THESE TWO OPTIONS OFFSETS THAT AND RENDERS IT BACK TO NORMAL SKIN TONES. THE SSS LOW VERSION DOES NOT HAVE THE BLUE TINT, (IT IS MORE OF A LIGHT BEIGE) AS IT WAS PRACTICALLY NEGLIGIBLE IN THAT INSTANCE (BUT WOULD HAVE MADE THE SKIN SLIGHTLY TOO GREEN) ALSO NOTE, YOU WILL WANT TO LOAD ALL YOUR MATERIALS FIRST, AND THEN USE THE SSS CONTROLS (AS THE ORIGINAL MATS WILL DEFAULT IT BACK TO 33%)

ALSO OF NOTE: YOU NEED TO OWN EITHER V6 OR V4'S UV'S (THE SET SUPPORTS EITHER OF THOSE) YOU WILL NOTICE THERE ARE MATERIALS IN THE CHARACTER FOLDER (WHICH ARE SET TO V6) AND ALSO, A V4 FOLDER INSIDE THE CHARACTER FOLDER WITH THEM. THE MATERIALS IN THAT FOLDER WORK WITH V4'S UV'S (THIS WILL AUTOMATICALLY SWITCH WHEN THE MATERIALS ARE APPLIED) THE REASON FOR BOTH, IS TO MINIMIZE THE CHANCE PEOPLE MAY HAVE TO GO OUT AND BUY ONE, BECAUSE THEY DON'T OWN THE SUPPORTED UV'S. I WILL, HOWEVER, SAY THAT THE V4 VERSION HAS A GREATER DETAIL/LESS DISTORTION THAN THE V6 VERSION, BECAUSE THIS IS WHAT THE TEXTURES WERE DESIGNED ON, AND THE CONVERSION TO V6 PROCESS DOES STRIP SOME OF THE DETAIL OUT AND STRETCHES OTHER THINGS. IT'S RELATIVELY MINIMAL, THOUGH, AND WILL BE COMPLETELY NEGLIGIBLE WHEN RENDERING FURTHER BACK.

THE MORPHS ARE LOCATED ON GENESIS TOO, AND YOU CAN OPT TO DIAL THEM UP. THE FULL "AMARA DULCIS" SHAPE, LOADS EVERYTHING (INCLUDING THE BROWS) WHICH MAKES HER INTO TOXICA. BUT THERE ARE PARTIAL MORPHS (HEAD, BODY AND BROWS) SO YOU CAN DIAL IN ONLY WHAT YOU WANT. THE BROWS ARE REALLY WHAT MAKES HER LOOK EVIL... SO IF YOU ARE WANTING SOMETHING NOT SO VERY EVIL, I WOULD USE THE PRESET OR DIAL IN JUST THE HEAD AND BODY MANUALLY.

MORPH LOCATIONS ARE AS FOLLOWS:

AMARA HEAD MORPH IS LOCATED IN: HEAD/FANTASY SCIFI

AMARA BODY MORPH IS LOCATED IN: ACTOR/FULL BODY/FANTASY SCIFI

AMARA EYEBROW MORPH IS LOCATED IN: FACE/BROW/FANTASY SCIFI

AMARA DULCIS FULL MORPH IS LOCATED IN: ACTOR/PEOPLE/FANTASY SCIFI

## POSES:

THERE ARE ALSO 20 POSES INCLUDED, TO GIVE HER MORE... CHARACTER. THE FIRST 10 OF THESE ARE GENERAL STANDING POSES. 11-20 ARE SITTING OR LAYING POSES. THEY WORK STANDARDLY, AS ANY POSE DOES – SIMPLY SELECT GENESIS 2 FEMALE AND CLICK THE POSE.

THE POSES ALSO ACCOUNT FOR THE HIGH HEELED FOOT FOR THE BOOTS IN CREEPING DEATH, AS WELL AS THE REST OF THE CLOTHING PIECES. IF USING THEM WITHOUT THE BOOTS (IE: WITH JUST STOCKINGS, OR BAREFOOT) YOU WILL NEED TO ZERO OUT THE FEET.

## ADD-ONS:

### CREEPING DEATH OUTFIT:

THIS OUTFIT WAS CREATED TO WORK IN TANDEM WITH THIS SET, TO GIVE YOU AN OUTFIT COVERED IN NIGHTSHADE FLOWERS AND VINES. HER SUPERVILLAIN COSTUME SO TO SPEAK (BUT IT CAN BE USED AS JUST A PRETTY/SEXY OUTFIT)

### HEAVY METAL:

THIS IS A SET THAT EXPANDS CREEPING DEATH 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.

## :: OTHER NOTES & REQUIREMENTS :

GENESIS 2 FEMALE IS REQUIRED, BUT YOU DON'T NEED MORPH SETS TO USE THIS CHARACTER (AS ITS FULLY CUSTOM)

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

## TEXTURE RESOLUTIONS:

CHARACTER SKIN TEXTURES ARE 3500 x 3500

## PROMOTIONAL CREDITS:

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

## :: QUICK REFERENCE TROUBLESHOOTING :

- NO KNOWN ISSUES

FOR FURTHER DETAILS ON WHAT IS MENTIONED HERE, PLEASE SEE EACH SECTION IN THE PDF.

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