

# LADY DARKNESS



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## :: HAIR MATERIALS ::

- 10 SOLID COLORS
- 10 STRIPED COLORS
- 5 PYROCLASTIC FLOW HEADBANDS
- 5 NORMAL METAL HEADBANDS
- REFLECTION OFF UTILITY

## :: POSES ::

- HIGH HEELED FOOT POSE
- RIGHT/LEFT HAND SCYTHER GRIP
- 10 STANDARD
- 10 SCYTHER POSES

## :: OCCLUSION LIGHTS ::

- LADY DARKNESS - BRIGHT
- LADY DARKNESS - MID
- LADY DARKNESS - DARK

# INSTRUCTIONS

## :: CLOTHING ::

THE MAIN PART OF THE SET IS THE CLOTHING. TO LOAD IT, BROWSE TO YOUR CLOTHING LIBRARY, LOCATED DAMAGE INC/LADY DARKNESS. IN HERE YOU WILL SEE 8 PIECES TO THE OUTFIT. THE 9<sup>TH</sup> PIECE IS THE HAIR, THOUGH THIS IS LOCATED IN THE HAIR LIBRARY (IN DAMAGE INC/LADY DARKNESS)

SOME OF THE ITEMS OVERLAP WITH OTHER ITEMS. ITS CRUCIAL TO NOTE THAT WHEN USING ADJUSTMENT MORPHS ON ONE OF THESE, YOU WILL NEED TO DIAL THE SAME EXACT ONES IN ON THE OVERLAPPING ITEM. THEY ARE MORPHED TOGETHER SO THEY WILL WORK PERFECTLY WHEN DIALED AT EQUAL VALUES.

## BODYSUIT:

WORKS FAIRLY STANDARD. IT DOES OVERLAP WITH THE STOCKINGS AND CAPE (SO NOTE, WHEN ADJUSTING THE GARTER STRAPS, YOU WILL NEED TO DO THE SAME MORPHS ON THE STOCKINGS – SAME THING GOES FOR THE L/R BREASTS... YOU WILL NEED TO DIAL THEM IN ON THE CAPE AS WELL)

SHOULD YOU CHOOSE TO NOT USE THE STOCKINGS, THERE IS AN OFF MAT FOR THE GARTER BELTS ON THE BODYSUIT.

## BRACERS:

THESE ARE PRETTY STRAIGHTFORWARD.... NOTHING REALLY TRICKY TO IT AT ALL. IT DOES HAVE ADJUSTMENT MORPHS. THESE HAVE BEEN RIGGED FOR MINIMAL DISTORTION OF THE BONES ON THE PLATE UPON TWISTING THE ARMS.

THERE IS ALSO A UTILITY MAT THAT TURNS OFF THE BRACERS AND LEAVES ONLY THE GLOVE.

## PAULDRONS:

ANOTHER PRETTY STRAIGHTFORWARD THING, AND MUCH LIKE THE BRACERS, IT HAS BEEN RIGGED TO AVOID DISTORTION OCCURRING ON THE SKULL. IT ALSO HAS ADJUSTMENT MORPHS.

## STOCKINGS:

THESE ARE REALLY STANDARD – AND HAVE ADJUSTMENT MORPHS THAT WORK WITH THE BOOTS/BODYSUIT – SO WHEN DIALING IN THE KNEES AND THIGHS, YOU WILL NEED TO DIAL IN THE SAME MORPHS ON THE BODYSUIT/BOOTS.

## BOOTS:

THE BOOTS ARE PRETTY STRAIGHTFORWARD. THE ONLY THING TO NOTE HERE, IS THAT YOU CANNOT USE THE METATARSALS OR THE HEEL BONE ON GENESIS 3 FEMALE – BECAUSE LOGICALLY, IN REAL LIFE, THESE BONES WOULD NOT BEND IN A BOOT OF THIS TYPE. FOR THIS REASON, THESE BONES HAVE BEEN REMOVED. THERE IS A FOOT POSE THAT WILL POSE THEM IN THE PROPER POSITION (BUT THEY WILL LOAD AND POSE THE FOOT ON GENESIS 3 FEMALE AUTOMATICALLY) ALL THE POSES INCLUDED ALSO ACCOUNT FOR THE BOOTS (SO THESE WILL POSE THE TOE/FEET CORRECTLY)

THE BOOTS OVERLAP WITH THE STOCKINGS, SO NOTE WHEN DIALING IN THE KNEE MORPHS ON THE STOCKINGS, YOU WILL NEED TO DO SO HERE AS WELL, AND VICE VERSA.

OF FINAL NOTE, THERE IS A GREAVES OFF UTILITY MAT. IF YOU OPT TO USE IT, YOU'LL WANT TO USE THE GREAVES OFF - WRINKLES MORPH UNDER STYLE. THIS WILL MAKE IT LOOK LESS FLAT WHEN THE GREAVES ARE OFF BY GIVING IT WRINKLES.

## HELM:

HELM IS ALSO PRETTY STANDARD. IT HAS A FEW STYLE MORPHS FOR THE HORNS, AS WELL AS ADJUSTMENT MORPHS. IT WAS CREATED TO WORK WITH THE HAIR.

THE FACIAL BONES IN GENESIS 3 FEMALE WILL NOT WORK WITH THIS ITEM (SINCE IT COVERS THE FACE ENTIRELY)

YOU CAN ALSO TURN OFF THE SKULL (SO HER FACE SHOWS) AND THE HORNS AS WELL, LEAVING ONLY THE HELM ITSELF (USING THE UTILITY MATS)

### CLAWS:

ANOTHER ITEM THAT WORKS PRETTY MUCH STANDARD. THERE ARE ADJUSTMENT MORPHS. THERE IS ALSO A UTILITY MAT THAT WILL TURN OFF THE NAILS (LEAVING ONLY ARMORED FINGERS)

### CAPE:

HERE IS THE ONLY THING THAT IS A LITTLE TRICKY.

FIRSTLY, IT HAS JCMs THAT WORK ON THE HEAD/NECK BENDS (SO THAT IT FLOWS NATURALLY LIKE CLOTH, AND DOESN'T INTERSECT IN THE PROCESS) HAVING THE NECK/HEAD BENT MAY ALTER HOW THE CLOTHS POSE SLIGHTLY (SO DO TAKE THAT INTO CONSIDERATION – ITS NOT A DEAL BREAKER THOUGH, AS ITS ONLY MINIMAL)

SECONDLY, ITS RIGGED SOMEWHAT SIMILARLY TO BODYHANDLES (IN A LONG SWEEPING FASHION) YOU CAN OPT TO POSE WITH THESE SOLELY. BUT THERE ARE ALSO WINDY AND BILLOW MORPHS AS WELL. YOU CAN USE BOTH (A COMBO OF MORPHS/POSING THE CLOTH PIECES) OR ONE OR THE OTHER. THE BILLOW MORPHS JUST MAKE THE CLOTH WAVY, WHILE THE WINDY MORPHS WILL ACTUALLY PICK UP THE CLOTH MORE PROMINENTLY AND MAKE IT WINDBLOWN. YOU MIGHT INCUR CRUNCHING IN CERTAIN SCENARIOS, HOWEVER. THIS IS DUE TO DUAL QUATERNION RIGGING, AS IT DOESN'T HAVE THE EXTENDABILITY THAT TRIAX HAS. BACKING IT OFF A BIT WILL FIX THE ISSUE.

FINALLY, THIS OVERLAPS WITH THE BODYSUIT (THE STRAPS THAT COME OFF THE NECK) MOST NOTABLY, THE L AND R BREAST OUT MORPHS (SO KEEP IN MIND, THEY NEED TO BE DIALED IN ON BOTH ITEMS)

YOU CAN ALSO OPT TO TURN OFF THE CHEST STRAPS ALTOGETHER, SHOULD YOU CHOOSE (AS WELL AS THE CAPE CLOTHS, LEAVING ONLY THE COLLAR ITSELF) AS IT HAS UTILITY MATS TO DO SO. THE CHEST STRAPS WERE ONLY ADDED TO BE DECORATIVE, BUT ALSO OFFSET THE WEIGHT OF THE CAPE IN THE BACK (IF THIS WERE A REAL OUTFIT)

### HAIR:

THE HAIR WAS ADDED TO THE SET, BECAUSE THE CAPE ISN'T GOING TO WORK WITH JUST ANY HAIR. IT NEEDED HAIR THAT WAS TAILORED TO IT. AND HERE IT IS. THING TO NOTE, IS THAT, IT DOESN'T JUST WORK WITH IT. IT HAS SEPARATE SETS OF MORPHS THAT WORK WITH THE CAPE AND MORPHS FOR USE WHEN NOT USING THE CAPE. SO WHEN USING THE CAPE, YOU MUST USE THE MORPHS THAT ARE INTENDED TO WORK WITH IT (THEY WILL BE MARKED "CAPE")

IT ALSO HAS SUBD ON IT, BY DEFAULT. THIS IS SO IT LOOKS SMOOTH, AS THE MODEL IS LOWER POLY ON ITS OWN. IF IT SLOWS DOWN YOUR MACHINE, YOU CAN TURN SUBD OFF (BY CLICKING THE HAIR IN THE SCENE, GOING TO GENERAL, AND LOWERING THE SUBDIVISION LEVEL AND SELECTING BASE)

## THE SCYTHE:

THE SCYTHE IS A PARENTED PROP, BUT YOU WILL FIND IT IN WITH THE REST OF THE CLOTHING ITEMS. THERE IS A LEFT AND RIGHT HAND PARENT. THIS HAS MATERIALS TO MATCH THE OUTFIT MATS... AND ALSO EMITS LIGHT, AS ITS A SPECIAL FX WEAPON. ADDITIONALLY, THERE ARE UTILITY MATS FOR THIS AS WELL, WHICH TURN OFF CERTAIN PARTS.

## MATERIALS:

THIS HAS A FAIR AMOUNT OF MATERIALS TO IT. YOU WILL FIND THESE IN WITH THE CLOTHING/HAIR FOLDERS, IN MATERIALS.

BIGGEST THING TO NOTE, THIS IS A LIGHT EMISSION SET WITH SPECIAL FX ON CERTAIN THINGS (SUCH AS THE SCYTHE, THE SKULLS ON THE OUTFIT ON THEIR RESPECTIVE FX LAYERS AND OTHER PARTS) THESE AREAS WILL GLOW IN THE DARK, AND PROPERLY BLEED ONTO NEARBY PIECES.

SECOND THING TO NOTE: WITH THE SSS SHADER I USED, YOU MUST USE UBER ENVIRO LIGHTS (BECAUSE ONE SIDED MESHES WILL RENDER BLACK ON ONE SIDE OTHERWISE – AND THIS SET HAS A FEW ITEMS THAT ARE ONE SIDED, SUCH AS THE CAPE) FOR THIS REASON, I HAVE INCLUDED OCCLUSION LIGHTS IN THE SET (WHICH YOU CAN FIND IN LIGHT PRESETS/DAMAGE INC/LADY DARKNESS) YOU WILL WANT TO USE THEM (OR AT LEAST, AN UBER ENVIROMENT LIGHT OF YOUR OWN CHOOSING) SO IT RENDERS PROPERLY.

NOW, ONTO THE MATERIALS.... IT HAS 5 SETS OF DIFF COLORED MATERIALS –

AETHYR – WHITE  
DOOM – PURPLE  
FIRE – RED  
GLOOM – TEAL  
VENOM – GREEN

(NOTE, THE SCYTHE HAS THE SAME TO MATCH) ALSO, OF SPECIAL NOTE... IF THERE IS A COLOR YOU'D LIKE, YOU CAN TURN AETHYR INTO ANY COLOR, BY CHANGING THE DIFFUSE/AMBIENT COLORS (SINCE ITS WHITE, IT WILL TAKE ON ANY COLOR)

### UTILITY MATS:

AS ALWAYS, THIS HAS UTILITY MATS, SO YOU CAN TURN OFF CERTAIN PARTS TO THE CLOTHING ITEMS (MAKING THEM MORE VERSATILE AND ABLE TO BE KITBASHED WITH OTHER STUFF) THEY RESIDE IN THEIR OWN FOLDER, AND ARE LISTED BELOW:

BODYSUIT – GARTERS OFF (FOR WHEN OMITTING STOCKINGS)

BOOTS – GREAVES OFF (REQUIRES WRINKLE MORPH ON BOOT)

BOOTS – TOE & HEEL PLATES OFF

BOOTS – HEEL VERTEBRAE OFF

BRACER – BRACER OFF (LEAVES ONLY GLOVE)

CAPE – CLOTHS OFF

CAPE – CHEST STRAPS OFF (@ BODYSUIT)

CAPE – SFX OFF

HELM – SKULL OFF (REMOVES SKULL FACE PLATE SO HER FACE SHOWS)

HELM -SFX OFF

(OF NOTE, THE PYROCLASTICS DO NOT COME OFF THE HORNS... THIS IS WHY THEY ARE NOT ABLE TO BE HIDDEN... BUT WHY WOULD ANYONE WANNA HIDE THEM ANYWAY? :P)

CLAWS – NAILS OFF (LEAVES PLATE ARMOR)

PAULDRONS – SFX OFF

SCYTHE – BLADE SFX OFF

SCYTHE – MOUTH & EYES SFX OFF

SCYTHE – TEETH AMBIENT OFF

SCYTHE – STREAMERS OFF

SCYTHE – WING MEMBRANE OFF

ALSO OF NOTE, WHEN YOU TURN THE SFX OFF, THE AMBIENT CONTRIBUTION WILL AUTOMATICALLY STOP WORKING (BECAUSE IT RELIES ON THE AMBIENT ON THESE ITEMS TO GLOW) THE ONLY EXCEPTIONS ARE THE HELM AND SCYTHE PYROCLASTICS (THIS DOES NOT COME OFF)

### HAIR MATS:

FINALLY, THE HAIR HAS EXTRA MATERIALS TOO. IT ALSO HAS IRAY AND 3DELIGHT VERSIONS, BUT YOU WILL FIND THESE MATERIALS LOCATED IN THE HAIR FOLDER/MATERIALS. THERE ARE 20 COLORS INCLUDED – 10 ARE SOLID, 10 ARE STRIPED.

THERE ARE ALSO HEADBAND MATS THAT LOAD SEPARATE TO THE HAIR ITSELF. THERE ARE OPTIONS THAT HAVE PYROCLASTIC FLOWS ON THEM, AND PLAIN METAL OPTIONS.

ALSO OF NOTE, THE HAIR MATERIALS HAVE A REFLECTION ON THEM BY DEFAULT – DUE TO THE NATURE OF THE AMBIENT CONTRIBUTION THE OUTFIT HAS (WHICH ALLOWS THE GLOW TO BLEED PROPERLY) I COULDN'T SET IT UP ON THE HAIR WITHOUT SEVERELY LIMITING HOW IT CAN BE USED (OR DOUBLING IN MATERIALS) SO WHAT I'VE DONE INSTEAD IS ADD A WEE BIT OF REFLECTION TO THE HAIR, SO THE PYROCLASTIC FLOWS ON THE HEADBAND REFLECT ONTO THE HAIR IN LIGHT FORM. THIS WILL ADD A WEE BIT OF RENDER TIME... AND FOR THIS REASON, THERE IS AN OFF SWITCH AS WELL, WHICH WILL WORK WITH ANY AND ALL HAIR MATS. JUST APPLY THE MATS, AND THEN USE THE OFF SWITCH AFTER (TO TURN ON THE REFLECT, YOU MERELY NEED TO CLICK ON THE MATS)

## POSES:

LAST BUT NOT LEAST, POSES. THERE IS A HIGH HEELED FOOT POSE AND THEN THERE ARE 20 OTHER POSES. THESE ARE ALL LOCATED IN THE POSES FOLDER, LOCATED IN THE LADY DARKNESS CLOTHING FOLDER.

POSES 1-10 ARE GENERAL POSES. THEY ARE INTENDED TO BE STAND ALONE.

THE OTHER 10 OF THEM WORK WITH THE SCYTHE AND ARE HIERARCHICAL POSES. BE SURE TO LOAD THE CORRECT SCYTHE THAT THE POSE WAS INTENDED FOR (THEY ARE LABELED ON THE THUMBS) BUT FOR QUICK REFERENCE: 10-14 – LEFT HAND, 15-20 – RIGHT HAND

THE POSES ALSO ACCOUNT FOR THE HIGH HEELED FOOT POSE, FOR HAVING THE BOOTS IN THE SET LOADED. IF YOU ARE USING THEM WITHOUT HIGH HEELED BOOTS, YOU WILL HAVE TO ZERO THE FEET/TOES.

ON A FINAL NOTE, YOU MUST HAVE LIMITS TURNED OFF FOR THESE POSES TO WORK PROPERLY.

## LIGHT:

OK ONE MORE THING.... THE LIGHTS INCLUDED. AS MENTIONED IN MATERIALS, IT WAS INCLUDED TO WORK WITH THE TEXTURES (AS ONE SIDED MESHES RENDER BLACK ON ONE SIDE WITH THE SSS SHADER THAT'S USED ON THE MATERIALS.) IT REQUIRES AN UBER ENVIRO LIGHT IN THE SCENE.... SO I HAVE INCLUDED OCCLUSION LIGHTS, TO BE USED WITH THE SET. THERE ARE THREE VERSIONS: A BRIGHT, A MID (HALF DARK, WITH A STRONG RIM LIGHT) AND A REALLY DARK, SO YOU CAN MAKE THE GLOW STAND OUT. YOU CAN FIND THEM IN LIGHT PRESETS/DAMAGE INC/LADY DARKNESS.

## :: 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:

TEXTURES ARE 2048 x 2048  
HAIR TEXTURES ARE 4000 x 4000

### PROMOTIONAL CREDITS:

- PARKSIDE HEATH BY JACK TOMALIN
- TEARS OF DOOM BY DANIE AND MARFORNO
- WITHER BY RAWART
- TOTEM OUTFIT BY MADA
- DAZ DRAGON
- SKY BACKGROUNDS BY DIDI\_MC AND RAVNHEART

## :: QUICK REFERENCE TROUBLESHOOTING :

- THE MATERIALS REQUIRE THE USE OF UBER ENVIRONMENT LIGHTS, AS SOME PIECES ARE ONE SIDED, AND THE SSS SHADER WILL NOT RENDER BOTH SIDES WITHOUT. 3 UBER ENVIRONMENT LIGHTS ARE INCLUDED IN THE SET FOR CONVENIENCE, OR YOU MUST USE A SET OF YOUR OWN CHOOSING (OTHERWISE, THE ONE SIDED MESHES WILL RENDER BLACK ON ONE SIDE)

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

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