

ROCK THE ELEMENT



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:: USING ROGUE ELEMENT ::

THIS IS YET ANOTHER SEMI-COMPLEX SET, MUCH AKIN TO HEX ARCANUM... BUT DIFFERENT IN HOW IT WORKS. AND I DARESAY ITS A BIT MORE VERSATILE THAN HEX ARCANUM EVEN WAS. WHERE HEX COULD BECOME DIFFERENT OUTFITS ENTIRELY, THIS WORKS ON AN ASYMMETRICAL LEVEL INSTEAD, WHERE YOU CAN VARIEGATE THE OUTFIT FROM LEFT TO RIGHT SIDE HAVING ONE SIDE SHORT AND THE OTHER VERY LONG... OR YOU HAVE IT FULLY SYMMETRICAL, AND WITH DIFFERENT LENGTHS.

IF ITS NOT CLEAR WHAT ALL IT CAN DO RIGHT NOW, AFTER READING THE PDF AND PLAYING WITH THE SET, IT WILL BE MORESO.

TO LOAD THE SET, YOU WILL BROWSE TO GENESIS 3/CLOTHING/DAMAGE INC/ROGUE ELEMENT. IN THE VERY TOP LEVEL OF THIS FOLDER, YOU WILL SEE "ALL ROGUE ELEMENT OUTFIT", FOLLOWED BY 6 SINGLE FIGURE FILES. THE ALL ROGUE ELEMENT OUTFIT FILE IS A WEARABLE PRESET, THAT WILL LOAD THE ENTIRE OUTFIT ONTO GENESIS FOR YOU. THE SINGULAR FILES WILL LOAD EACH UNIQUE PIECE. ITS ALSO IMPORTANT TO NOTE, THIS HAS IRAY MATS SET AS DEFAULT ON ALL THE FIGURE FILES... SO IF YOU'RE A 3 DELIGHT USER, YOU WILL NEED TO LOAD 3 DELIGHT MATS BEFORE RENDERING.

FIRST AND FOREMOST, THIS IS AN HD SET. THAT MEANS IT HAS HD MORPHS ON ALL THE PIECES THAT WILL RENDER WITH HIGH DEFINITION DETAILS. THIS IS EXPLAINED LATER IN THE PDF.

LETS GO OVER EACH PIECE INCLUDED:

THE PIECES ARE PRETTY STANDARD, IN THAT THERE IS NO CONGLOMERATION OF POSABLE CLOTHS TO CONTENT WITH. BUT THERE ARE A COUPLE THAT HAVE POSABLE PARTS.... THE HELM AND LOIN CLOTH.

ARMOR: THE ARMOR IS A STRAPPED BODYSUIT WITH A VERY SHORT SKIRT AND GARTER BELTS THAT HOOK TO THE BOOTS. IT HAS A BUILT IN BREASTPLATE AND HIP PLATE THAT IS TRIBAL IN DESIGN. IT HAS UTILITY MATERIALS THAT CAN TAKE EACH SKIRT OFF LEFT OR RIGHT, OR BOTH... MAKE IT STRAPLESS... AND YOU CAN REMOVE THE PLATE LEFT TO RIGHT AS WELL. YOU CAN EVEN HIDE THE BODYSUIT ENTIRELY AND LEAVE ONLY THE PLATE FOR A SKIMPY METAL OUTFIT AND PASTIES (BUT YOU MUST USE FIT TO GENESIS MORPHS FOR THIS OPTION – DISCUSSED LATER)

BOOTS: WEDGE STYLED HIGH HEEL BOOTS. THESE ARE THIGH LENGTH, BUT BECAUSE OF HOW IVE BUILT THEM, YOU CAN MAKE IT A SHORTER BOOT LEAVING THE SHORT CLOTHS ON... OR EVEN A BOOTIE, WHICH IS JUST THE FOOT OF THE BOOT AND NO UPPER, OR EVEN TURN THE FOOT OFF AND LEAVE ANY PARTS OF THE UPPER. YOU CAN ALSO HAVE OPEN OR CLOSED LACING VIA THE TONGUE OFF UTILITY MAT. YOU CAN EVEN HIDE THE LACING ENTIRELY FOR A FULLY OPEN LOOK AS WELL AS HAVE ONLY THE PLATES SHOWING.

GAUNTLETS: THESE ARE MUCH LIKE THE BOOTS IN DESIGN, SO THE SAME UTILITY MATS ARE AVAILABLE TO MAKE A LONG SLEEVE, A SHORT GLOVE, AN EVEN SHORTER FINGERLESS GLOVE, NO LACING, OPEN LACING, OR PLATE ONLY.

PAULDRONS: THESE ARE NOT AS KITBASHABLE AS THE OTHER PIECES, BUT YOU CAN TURN OFF ANY PART LEFT TO RIGHT. SO YOU CAN LEAVE A FULL LEFT SIDE, A SHORT LEFT SIDE, AND LONG RIGHT AND SO FORTH.

HELM: THE HELM HAS A FEW TRICKS TOO. AND IT HAS HAIR, WHICH MAKES IT EVEN TRICKIER. THE HAIR IS NOT A FULL HAIR – IT IS MERELY FAKED TO LOOK LIKE HAIR IS UNDERNEATH THE HELM. YOU CAN OPT TO LEAVE THE HAIR ON, OR TURN IT OFF – YOU CAN EVEN SHUT THE FRONT HAIR OFF, BACK HAIR OFF AND TENDRILS OFF... AS WELL AS THE PONYTAIL, RESPECTIVELY. YOU CAN HIDE THE HELMET ITSELF, LEAVING ONLY THE FACE PLATES AND YOU CAN HIDE ANY PART OF THE FACE PLATES FROM LEFT TO RIGHT. THAT ASIDE, COVERING THE HELM'S HAIR – IT HAS A PONYTAIL WHICH CAN BE POSED IN A CHAIN (ITS A CHAIN RIG) IT HAS SPREAD MORPHS THAT WILL SPREAD THE HAIR OUT SO IT LOOKS MORE WILD AND WINDBLOWN. THE HAIR ON THE HELM ITSELF, ALSO HAS MORPHS – THESE WILL GIVE IT MOVEMENT AND SPREADING TOO, SO YOU CAN MAKE IT LOOK WINDBLOWN ALTOGETHER. NOTE, THESE ARE ACTUALLY POSE CONTROL STYLED MORPHS, SO THE POSES WILL PROPERLY CONTROL THEM. AS SUCH, YOU WILL ONLY FIND THEM UNDER THE PARAMETER TAB, IN ACTOR/MORPHS/MOVEMENT MORPHS (THEY WILL NOT SHOW UNDER SHAPING)

LOIN CLOTH: THIS IS AN ADDITIONAL PIECE THAT CANNOT BE USED ON ITS OWN, RATHER IT SHOULD BE USED WITH THE ARMOR. IT HAS LITTLE JEWELS THAT CONNECT A FRONT AND BACK LOIN CLOTH (WHICH ARE POSABLE) TO GIVE MORE COVERAGE AND ONE MORE WAY THE OUTFIT CAN BE WORN. THE JEWELS ATTACH TO THE BODYSUIT AND HIP PLATES (SO THEREBY, WHEN TURNING THE HIP PLACE OFF, YOU NEED TO USE THE FIT TO GENESIS MORPH. THE ADJUSTMENT MORPHS MATCH THE ARMOR'S ADJUSTMENT MORPHS (SO BE SURE TO DIAL IN THE SAME MORPHS ON BOTH PIECES) IN ADDITION, AS MENTIONED ALREADY... IT HAS A FIT TO GENESIS MORPH, WHICH MATCHES THE SAME MORPH ON THE ARMOR (AND ALSO MUST BE USED IN TANDEM) FINALLY, THERE ARE FRONT AND BACK LENGTH MORPHS, SO YOU CAN MAKE THEM LONGER.... AND THESE MORPHS HAVE THE RIG ADJUSTED TO THEM, SO IT WILL STILL POSE PROPERLY.

THERE ARE ALSO ADJUSTMENT MORPHS ON ALL THE PIECES, TO HELP FIT IT TO MORPHS NOT IN THE SET. BUT THE SET SUPPORTS ALL THE DAZ FEMALE FIGURES.

HD MORPHS:

AS MENTIONED, THE SET HAS HD MORPHS – 3 ON EACH ITEM, TO BE EXACT (WITH THE EXCEPTION OF THE HAIR, WHICH HAS 4) THE DETAILS THAT ARE MORPHED IN ARE SIGNIFICANT SCRATCHING ON THE PLATES (GIVING IT A BATTLEWORN LOOK) DEEPER DEFORMATIONS ON THE PLATE, WITH A HAMMERED METAL LOOK. AND FINALLY, WRINKLES ON THE CLOTH BITS. THE HAIR ON THE HELM ALSO HAS AN HD MORPH, WHICH WILL GIVE IT A BUMPIER LOOK. YOU CAN USE ANY OR ALL OF THEM, AS THEY ARE SEPARATED. TO USE THEM, SIMPLY DIAL THEM IN, LEAVE THE SUB D AS IS, AND RENDER.

BY DEFAULT, THE OUTFIT PIECES ARE ALL SET AT SUBD LEVEL 1, RENDER SUBD LEVEL 3. IF FOR ANY REASON DAZ STUDIO BECOMES UNRESPONSIVE OR LAGGY ON YOUR SYSTEM, YOU CAN ZERO THE SUB D FOR THE VIEWPORT (BUT LEAVE HIGH RESOLUTION ON) AND LEAVE THE RENDER SUB D AT LEVEL 3... IT WILL STILL RENDER WITH THE HD, EVEN THOUGH IT WON'T SHOW IN THE VIEWPORT. IT WILL ALSO RENDER MUCH SLOWER WITH THEM DIALED IN, BUT THEY ARE OPTIONAL, SO YOU CAN CHOOSE TO LEAVE THEM OFF IF ITS TOO SLOW. WHILE 2 OF THE MORPHS REQUIRE SUBD LEVEL 2, THE SCRATCHES ARE DONE AT SUBD LEVEL 3. YOU CAN LOWER THIS TO SUBD LEVEL 2 AND THE ONES THAT ARE AT LEVEL 2 TO LEVEL 1, BUT DO NOTE THAT THEY WILL NOT LOOK AS GOOD THAN AT THEIR INTENDED LEVELS.

FIT TO GENESIS MORPHS -

MUCH LIKE HEX, THE SET CAN BE WORN DIFFERENT WAYS. THE TRICK LIES IN SPECIAL ADJUSTMENT MORPHS THAT ARE CALLED ADJUST TO GENESIS. THIS TIME, THESE MORPHS ARE INCLUDED ON ALL THE PIECES, BUT WILL REQUIRE THE UNDERLYING CLOTH TO BE TURNED OFF FIRST, USING THE UTILITY MATS. THIS WILL MAKE THE PLATE FIT TO GENESIS INSTEAD OF THE UNDERLYING CLOTH, GIVING YOU A PLATED OUTFIT INSTEAD, AS AN OPTION. THERE ARE SPECIAL UTILITY PRESETS FOR THE ARMOR, BOOTS AND GAUNTLETS THAT WILL DO THIS FOR YOU. PLEASE NOTE: THE ZERO PRESETS ONLY ZERO THE FIT TO GENESIS MORPHS, AND NOT ALL MORPHS.

HIERARCHICAL PRESETS:

MUCH LIKE HEX ARCANUM, THIS SET INCLUDES PRESETS, THAT CHANGE THE WAY THE SET CAN BE WORN. IT GIVES YOU SOME CONCRETE EXAMPLES OF WHAT IT CAN DO (BUT IT IS IN NO WAY AN EXHAUSTIVE LIST OF POTENTIAL WAYS IT COULD BE WORN)

HOWEVER, UNLIKE HEX, I HAVE OPTED FOR A DIFFERENT ROUTE. THE MAJORITY OF THESE ARE ACTUALLY HIERARCHICAL MATERIALS (AS OPPOSED TO WEARABLE PRESETS) THE EXCEPTION: ROGUE ELEMENT OUTFIT IS A WEARABLE PRESET THAT WILL LOAD THE ENTIRE OUTFIT.

THESE HIERARCHICAL PRESETS ARE INCLUDED FOR BOTH IRAY AND 3 DELIGHT (IN THEIR RESPECTIVE MATERIALS FOLDER, IN THE PRESETS FOLDER) YOU MUST HAVE THE OUTFIT LOADED ONTO GENESIS 3 FEMALE TO USE THESE PRESETS (HAVING THEM LOADED ALONE IN THE SCENE WITHOUT GENESIS, WILL NOT WORK)

THE ONLY ISSUE WITH USING THESE PRESET STYLES, IS THAT YOU WILL LOSE IT'S STYLE ONCE YOU LOAD DIFFERENT MATERIALS ONTO IT (AS THEY ARE DONE WITH TRANS SETTINGS – USING THE VERY SAME UTILITY MATS THAT ARE ALSO INCLUDED) SO YOU WILL HAVE TO USE THE UTILITY MATS TO REAPPLY THE PROPER TRANS SETTINGS TO GET THE STYLE BACK, WHEN USING A DIFFERENT MATERIAL. THEY ARE BASICALLY EXAMPLES TO GET YOU STARTED (AND YOU CAN ALWAYS USE THEM AS THEY ARE SET UP, TOO)

THERE IS, IN ADDITION, A PRESET I'VE INTENTIONALLY LEFT OUT. I WANTED TO NOTE ABOUT IT, BECAUSE ITS AN OPTION FOR YOU GUYS TO BE ABLE TO USE. ORIGINALLY CALLED MODUS EXIGUUS, THIS WAS TO BE A WEARABLE PRESET THAT ENABLES A PLATE ONLY LOOK (SORT OF PASTY FORMATION) THE WAY YOU GO ABOUT GETTING THIS, IS BY USING THE UTILITY PRESET OPTIONS IN THE UTILITY MATS FOLDER, WHICH WILL TURN OFF THE CLOTH ON THE ARMOR/BOOTS/GAUNTLETS AND DIAL IN THE FIT TO GENESIS MORPHS AT THE SAME TIME. THE CAVEAT IS THAT YOU HAVE TO LOAD THE MATERIALS YOU WANT TO USE FIRST, BEFORE USING THE UTILITY PRESETS (APPLYING MATERIALS AFTER WILL TURN THE HIDDEN PARTS BACK ON) I'VE LEFT THIS PRESET OUT, COZ ITS TOO HARD TO PROMO (TOO SEXY) AND IT WOULD HAVE CAUSED ADDITIONAL HEADACHE IF I NEEDED TO EDIT THE FIGURE FILES IN TESTING, VIA MAKING IT A WEARABLE (AND IT WOULD HAVE HAD TO BE A WEARABLE, SINCE MORPHS ARE REQUIRED FOR IT)

YOU CAN ALSO USE THIS PLATE ONLY OPTION WITHOUT THE MORPHS DIALED IN, TO USE THE PLATE ON DIFFERENT CLOTHING ENTIRELY. HOW WELL THIS WORKS DEPENDS ON THE CLOTHING YOU'RE USING IT WITH. FLATTER MORE BASIC CLOTH WILL WORK EASIER, BUT WITH SOME CLOTH, YOU MAY HAVE TO MAKE USE OF ADJUSTMENT MORPHS THAT ARE INCLUDED (BUT IT DEFINITELY CAN BE DONE)

BELOW SHOWS WHAT THE PRESETS DO, THAT ARE IN THE PRESETS FOLDER:

MODUS DIVERSUS (ASYMMETRICAL) - CHANGES THE LOOK FROM LEFT TO RIGHT, SO EACH SIDE HAS LONG VS SHORT ITEMS ON EACH SIDE.

MODUS MAXIMUS - JUST BOOTS AND GAUNTLETS MODE, WITH SHORT CLOTHS OFF. TONGUES ON ALL PIECES ARE OPEN, SO THE LACING IS SHOWING SKIN.

MODUS MEDIUS - SHORTER AND TRUER GAUNTLET AND SHORTER BOOT, SHLDR AND BIG PLATE ON PAULDRONS, AND JUST THE HELM WITHOUT THE PLUME AND FACE PLATE WITH STRAPLESS ARMOR

MODUS MINIMUS - JUST THE GLOVE AND BOOTIE, SM PLATES ON PAULDRONS AND JUST THE HELM, TURNS THE SKIRT AND STRAPS OFF ON THE ARMOR. FULL OPEN TONGUES WITH LACING AND EYELETS OFF.

BUT THATS JUST THE TIP OF THE ICEBERG... BECAUSE EVEN MORE COMBINATIONS ARE POSSIBLE. WITH ALL THE MATERIAL ZONES AND MATS IN THE SET, THE SKY IS THE LIMIT

HIERARCHICAL PRESETS



DIVERSUS

MAXIMUS

MEDIUS

MINIMUS

UTILITY MATS LET YOU TURN OFF PARTS, SO YOU CAN USE IT DIFFERENT WAYS

THE POSSIBILITIES ARE ENDLESS

MATERIALS:

THE SET HAS A CRAZY AMOUNT OF MATERIALS TO IT, LENDING TO ITS VERSATILITY... AND THERE ARE BOTH IRAY AND 3 DELIGHT. THE THUMBNAILS ARE COLOR CODED FOR LESS CONFUSION

FIRST AND FOREMOST, LETS EXPLAIN HOW THESE ARE SET UP. WHEN YOU GO INTO THE MATERIALS FOLDER, YOU WILL SEE IRAY, 3 DELIGHT AND UTILITY MATS. UTILITY MATS WORK ACROSS THE BOARD FOR EITHER IRAY OR 3 DELIGHT.

ONCE YOU CHOOSE IRAY OR 3 DELIGHT, YOU WILL SEE HIERARCHICAL MATERIALS ON THE TOP LEVEL OF THOSE FOLDERS. THESE WILL LOAD FULL MATS ACROSS THE ENTIRE OUTFIT IN ONE CLICK (BUT YOU MUST HAVE THEM LOADED ONTO GENESIS 3 FOR IT TO WORK) FOR EACH 5 COLORS, THERE ARE 3 MODES: IMPERIAL, REVENANT AND SENTINEL. IMPERIAL LOADS SOLID VELVET CLOTHS AND SHINY PLATE (THE SORT OF KNIGHT IN SHINING ARMOR MODE) REVENANT IS WAR BEATEN, WITH DULL PLATE WITH TATTERED AND TORN VELVET. FINALLY, SENTINEL LOADS LEATHER IN PLACE OF VELVET, IN A BIT OF A DIFFERENT WAY THAN THE DEFAULT (CAUSING A TRUER GAUNTLET ON A SLEEVE, AND A FULL BOOTIE ON THE BOOT, FOR EXAMPLE) YOU CAN TURN THIS LAST OPTION TATTERED IF YOU WISH (DETAILS EXPLAINED BELOW)

IN THE FOLDERS BELOW, YOU HAVE MIX + MATCH AND PRESETS (WHICH IS EXPLAINED IN THE PRESETS SECTION ABOVE THIS SECTION OF THE PDF)

IN THE MIX + MATCH FOLDER, THERE ARE 5 COLOR SETS HERE AS WELL, AND EACH AND EVERY PIECE IS PARTED OUT:

NIMBUS – TAN WITH TEAL CLOTH AND BRONZE METAL

EMBER – BURNT SIENNA WITH RED CLOTH AND COPPER METAL

BANE – BROWN LEATHER WITH GREEN CLOTH AND GOLD METAL

UMBRA – STRAIGHT BLACK WITH BLUE CLOTH AND PEWTER METAL

ETHER – GRAY WITH PURPLE CLOTH AND SILVER METAL. BECAUSE THIS IS THE MOST NEUTRAL COLOR IN THE SET, YOU CAN CHANGE THE DIFFUSE TO BECOME LITERALLY ANY COLOR YOU WOULD LIKE (AND WHY IT WAS IMPORTANT TO INCLUDE IT)

THE BASE LEATHER WAS INTENDED TO BE NEUTRAL, WHILE THE SECONDARY CLOTH MORE COLORFUL. THIS WAS SO THEY WOULD MIX AND MATCH WELL TOGETHER NO MATTER WHAT COLOR COMBOS YOU USE. ADDITIONAL MATCHING LEATHER SECONDARY CLOTH IS ALSO INCLUDED (SO YOU CAN MIX THOSE UP TOO, SUCH AS HOW THE SENTINEL VERSION OF THE HIERARCHICAL MATERIALS ARE SET UP)

THE HAIR ON THE HELM HAS 15 POSSIBLE COLORS YOU CAN LOAD, BESIDES THAT, AND THESE ALSO LOAD BY THEMSELVES.

BECAUSE THEY ARE MIX AND MATCH, YOU DON'T HAVE TO FOLLOW THE SETUP OUTLINED WITH THE HIERARCHICAL MATS... YOU CAN HAVE ANY LEATHER, WITH ANY CLOTH WITH ANY METAL YOU WISH. THERE ARE TRANS OFF AND ON OPTIONS TO MAKE TATTERED CLOTH AS WELL, OR HAVE THE CLOTHS SOLID (IN THE MIX AND MATCH MATS FOLDER) YOU CAN USE THIS FOR EITHER LEATHER OR VELVET. FINALLY, THERE IS A BOOTIE/GLOVE MODE ON THE GAUNTLETS AND BOOTS. THIS CREATES A TRUER GAUNTLETS (SHORT GLOVE) OR A SHORT BOOT, USING THE SAME COLOR MATERIALS ON BOTH.

UTILITY MATS ARE ALSO INCLUDED FOR BOTH 3 DELIGHT AND IRAY, WHICH TURN OFF CERTAIN PIECES (BE SURE YOU USE THE PROPER ONES, WHEN USING 3 DELIGHT OR IRAY) BECAUSE THERE ARE SO MANY, IM NOT GOING TO LIST THEM ALL OUT HERE (SEE MY STORE PAGE FOR THE LIST) BUT SUFFICE IT TO SAY, YOU CAN TURN OFF ANY PIECE, LEFT OR RIGHT SIDE, SO THAT PROPER VARIEGATION CAN TAKE PLACE. THIS FUNCTIONALITY IS WHAT MAKES THIS GO FROM A SYMMETRICAL OUTFIT, TO ASYMMETRICAL AND ALSO WHAT GIVES IT ITS VERSATILITY.

THESE THUMBNAILS ARE ALSO COLOR CODED TO CUT DOWN ON CONFUSION WHEN USING THEM. SO EACH ITEM'S UTILITY MAT SET WILL HAVE SPECIFIC COLOR ACCORDING TO THE ITEM, AS A VISUAL CUE. SAME THING GOES FOR THE MATERIALS – ALL ARE COLOR CODED, SO YOU CAN QUICKLY IDENTIFY THE MAJOR COLOR BELONGING TO EACH SET.

FINALLY, THERE ARE A FEW UTILITY PRESETS AS WELL. THESE ARE DIFFERENT FROM THE UTILITY MATS, IN THAT, THEY WILL DIAL IN THE FIT TO GENESIS MORPH AS WELL AS HIDE THE MATERIAL (AS EXPLAINED IN THE PRESETS SECTION OF THE PDF) AND ONLY THE ARMOR, BOOTS, AND GAUNTLETS HAVE THESE PRESETS (THEY WILL BE LOCATED AT THE END OF EACH GROUPING, WITH PRESET IN THE NAME) WHAT THEY WILL BASICALLY DO IS TURN OFF EVERYTHING EXCEPT THE PLATES (LEAVING YOU WITH PASTY STYLED PLATING ONLY) YOU CAN TURN THE LEFT OR RIGHT OFF ON THE BOOTS/GAUNTLETS, OR THE ENTIRE THING (YOU WILL LIKELY WANT TO USE THE FULL, HOWEVER, SINCE HAVING ONE BOOT SOLE ON AND ONE OFF WOULD BE WEIRD LOL I JUST INCLUDED THE LEFT AND RIGHT FOR FULL RANGE CONTROL AND CONSISTENCY) TO ZERO THE MORPHS, THERE IS ALSO A ZERO MORPH PRESET INCLUDED... TO TURN THE MATERIAL BACK ON, U JUST NEED TO RELOAD THE MATERIALS. YOU CAN ALSO OPTIONALLY JUST ZERO THE MORPHS IN DAZ STUDIO ON THE SHAPING TAB, IF YOU DON'T WANT TO RELOAD MATERIALS.

MATERIAL SETS ON FIGURES:

THIS SET ALSO CONTAINS MATERIAL SETS ON ALL THE PIECES OF THE OUTFIT. IT WAS TO MAKE MY LIFE EASIER WHILE I WAS TEXTURING AND MAKING MATERIALS, DUE TO THE SHEER VOLUME OF MATERIAL ZONES IT HAS. BUT FOR THOSE WHO MAY WANT TO CHANGE THE MATERIAL SETTINGS, IT MAKES THEIRS EASIER TOO. THE MATERIAL SETS ARE GROUPED BY MATERIAL... SO THERE PRIMARY MATERIAL WHICH CONTROLS THE LEATHER BITS, AND PRIMARY TRIM FOR ITS TRIM. THEN, THERE ARE SECONDARY MATERIALS ARE FOR VELVET CLOTH PARTS (WHICH IS THE SKIRT, SHORT CLOTHS AND PAULDRON SHOULDERS) AS WELL AS ITS TRIM. THERE IS THE PLATE MATERIAL SET, WHICH IS FOR ALL THE PLATE. HARDWARE FOR ALL THE BOLTS AND EYELETS. JEWELS WHERE APPLICABLE, SOLE ON THE BOOTS AND HAIR FOR THE HELM, AND SO FORTH.

POSES:

THE SET WOULD NOT BE COMPLETE WITHOUT POSES, WHICH ARE LOCATED IN THE POSES FOLDER IN WITH THE CLOTHING. THEY ARE JUST SOME GENERAL POSES THAT MAKE HER LOOK MORE WARRIOR-LIKE. BUT THESE POSES ARE TRICKY, AS THEY NOT ONLY CONTROL GENESIS, BUT THEY WILL ALSO CONTROL THE HELM HAIR MOVEMENT AS WELL AS THE LOIN CLOTH MOVEMENT. THEY WILL ALSO PROPERLY POSE THE FEET FOR THE HIGH HEELED BOOTS (IF YOU WISH THEM TO BE FLAT FOOTED, YOU WILL HAVE TO ZERO THE FEET, ALONE)

IF YOU OWN THE ARSENAL ADD-ON, THERE ARE ADDITIONAL POSES IN THAT SET, FOR EACH WEAPON THAT COMES IN THE SET. THESE TOO, WILL CONTROL THE HELM'S HAIR, LOIN CLOTH AS WELL AS THE RIBBON OF THE POLEARM. ... THE POSE THUMBNAILS ARE COLOR CODED, SO THEY ARE LESS CONFUSING.

ROGUE ELEMENT ARSENAL :

WHAT SET OF MINE WOULD BE COMPLETE WITHOUT WEAPONS? MUCH LIKE HEX, THIS TOO HAS AN ARSENAL WITH IT, WHICH CONTAINS A POLEARM (WHICH IS A LONG SPEAR-LIKE WEAPON) AS WELL AS DUAL-WIELDED GLAIVES AND A SHIELD, FOR USE WITH THE POLEARM. THE WEAPONS ARE CREATED TO COMPLEMENT THE STYLE OF THE MAIN ARMOR. POSES ARE ALSO INCLUDED FOR THESE WEAPONS, AND THEY WILL ALSO CONTROL THE HELM'S HAIR AND LOIN CLOTH FROM THE MAIN SET, SO YOU GET A FLOWY, DYNAMIC LOOK. AND THERE ARE MATERIALS WHICH MATCH ALL IN THE MAIN SET.

ALSO KEEP AN EYE OUT FOR A GENESIS 8 VERSION FOR BOTH SETS – COMING SOON.

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 2048x2048

PROMOTIONAL CREDITS:

- **HEX ARCANUM ARSENAL (BOW AND ARROW) AND PHANTOMS II, LADY DARKNESS HAIR & HARD LIQUOR FOR LADY D HAIR BY ME**
- **MOON CULT, COURAGE REALM AND LAIR BY DANIE AND MARFORNO**
- **ENCHANTED FOREST BY STONEMASON**
- **VULTURE BY KEN GILLILAND**
- **FUZZY TIGER BY ALESSANDRO_MASTONARDI**
- **DAZ BIG CAT 2 AND HYDRA © DAZ**
- **BACKGROUNDS BY DID-MC © RENDO**

:: QUICK REFERENCE TROUBLESHOOTING ::

- **NO KNOWN ISSUES.**

FOR FURTHER DETAILS ON USING THE SET, PLEASE SEE EACH SECTION IN THIS PDF.

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