dForce HD Elven Royal Armor

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Thank you for purchasing The Elven Royal Armor!

The 'Elven Royal Armor' is the perfect wearable set for your elven, orc, medieval, or fantasy scene.

The outfit includes three inner clothes items (shirt, pants and boots) and 10 outer parts (a helmet, a tiara, a chest, pauldrons with embedded cape, vambraces, a waistband, a skirt, a pair of plate boots, a sword case and a sword). The set includes some HD morphs (SubD Level 4) to give unique shape details to each item. The skirt and the cape are dForce items in order to have a more natural movement in your scene. The product includes the 'iron' version of the items and one HD morph (shape 01).

Loading a plate item from the set, new realistic limits will be applied to the figure's bones rotations, that affected by this item. The limits return to the original ones if the item reparented, set un-visible in the scene, or be deleted. You can turn this feature off and on, any time, using an included script.

Another script is responsible to apply SubD render levels and HD morphs to all set items that exist on the selected figure at once, so you have not to do it manually for each item individually. The H.Materials presets are also scripts that load the suitable HD morph if needed.

Some hair morphs in the Helmet and the Tiara squeeze the figure's hair in order to reduce the poke through.

I hope you enjoy the set. Have fun!

Small Tips:

1) HD and Render SubD:

- Apply the necessary render SubD level, according to the scene. Higher SubD levels for closer to the figure scenes and lower SubD levels for the far scenes.

2) Figure and Armor rotation limits:

- Some armor pieces apply new more realistic limits to some bone's rotations of the figure. It is a good practice to load the armor to the figure first and apply any pose later. If the pose preset pops up the 'Preset exceeds limits' choose to 'leave limits on' for more realistic outcome. You can choose to override this feature with the 'MDERA Manage figure's limits' script.

3) Hair Squeeze morphs:

- Wearing the Helmet or the Tiara, you can squeeze the hair so you can minimize the poke through.

4) Colors for the Skirt and the Cape Items:

- You can set your own color to the skirt and the cape item (inner or outer surface). Choose the 'MDERA Skirt Celtic Cross Light Grey (Choose Base Color) Iray' or any other light grey material preset for the skirt (add on) and choose the base color you want. The same can be applied to the 'MDERA Cape Inner Light Grey Iray' or the 'MDERA Cape Outer Light Grey Iray' material presets for the cape.

5) Scritps

The followed DAZ scripts have been modified and used for the product:

-File Find

http://docs.daz3d.com/doku.php/public/software/dazstudio/4/referenceguide/scripting/api_reference/samples/file_io/file_find/start

- Sub Script

http://docs.daz3d.com/doku.php/public/software/dazstudio/4/referenceguide/scripting/api_reference/samples/remote_operation/sub_script/start

-**Post-Load Script Data Item Add**

http://docs.daz3d.com/doku.php/public/software/dazstudio/4/referenceguide/scripting/api_reference/samples/elements/post_load_script_data_item_add/start

-**Post-Load Script Data Item Read**

http://docs.daz3d.com/doku.php/public/software/dazstudio/4/referenceguide/scripting/api_reference/samples/elements/post_load_script_data_item_read/start

-**Element Post-Load Create Callbacks**

http://docs.daz3d.com/doku.php/public/software/dazstudio/4/referenceguide/scripting/api_reference/samples/elements/callbacks_element_post_load_create/start

- Callback - Element Destroyed

http://docs.daz3d.com/doku.php/public/software/dazstudio/4/referenceguide/scripting/api_reference/samples/elements/callback_element_destroyed_cleanup/start

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