

# **TENTACURALA MK-I**

## **POSEABLE TENTACLE FOR DAZ-STUDIO AND POSER**

Version 1.2, modeled in "Hexagon 2.5"  
in May 2011 by Carsten Corleis  
(aka "ancestorsrelic") Tested in  
DAZ-Studio 3.1.2.32 Advanced Edition 64 Bit.

[www.ancestorsrelic.deviantart.com](http://www.ancestorsrelic.deviantart.com)

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Thanks for downloading the "Tentacurala MK-I"-model!  
It's my first rigged model i created. So if something did not work correctly, it's my fault... and sorry for  
my bad english.

Version 1.2, June 2011: Updates to Version 1.1: Smoother connections of the bendings

### **Installing in Poser 6/7 (or higher) and DAZ-Studio:**

Windows: Unzip all files of the Runtime-folder in the "Tentacurala MK-I for Poser"-folder to your Poser  
6 or 7 folder.

Mac: Unzip all files to a folder and copy them into to your Poser 6 or 7 folder. Please don't overwrite  
existing files or folders.

I hope, that it will work in Poser; i use DAZ-Studio only and so i wasn't able to do a real test in Poser,  
but the internal paths of the .cr2 are correct when i checked them in a text-editor.

### **Posing:**

No IK in this model, sorry. It's my first rigged modell ever. Maybe i will create later a MK-II version with  
an IK-chain... I am still learning modeling and rigging.

Best work is to grab the whole model an bring it into the desired position. The last end of the tentacle  
is the "base". From here you can start to pose the segments one after another or using the Active  
Pose-tools of DAZ-Studio to bend and twist the tentacle!

### **Using in other 3D-programs:**

The .OBJ is located in the Poser-folder in *Runtime -> Geometries -> Tentacurala MK-I -> tentacurala.obj* but without rigging!

### **But most important:**

***Have fun when bringing the screaming, wriggling, kicking damsels in distress with it!! ;-)***