

TETRADACTYLUS

for DAZ-Studio and Poser

Version 1.2, modeled in "Hexagon 2.5"
in September 2011 by Carsten Corleis
Basing on sketches by [KhelaAtra](#)

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Tested in:

DAZ-Studio 3.1.2.32 Advanced Edition, 64 Bit

DAZ-Studio 4.0.0.339 Standard Edition, 32 Bit

DAZ-Studio 4.0.2.55 Pro Edition, 64 Bit

I'm not released this as a professional product. Don't expect perfection...or much in the way of technical support.

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Updates and fixed issues:

Sept. 15, 2011, Update from V1.0 to V1.1: Adding of the "Tetradactylus WideMaw" (see below) and correction of a minor error in the textures: In V1.0 the texture-seams became visible as thin, white lines when rendering very small pictures of the model or use it as a tiny model far away from the camera in the background.

Sep. 26, 2011, Update from V1.1 to V1.2: Adding of 4 additional maw-morphs to the "Tetradactylus Widemaw"-Version

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

Windows: Unzip all files of the Runtime-folder in the "Tetradactylus 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 were correct when i checked them in a text-editor.

Loading, parenting and posing:

The creature and its tongue are two independent figures. You will find them in your Figure-folder under "Tetradactylus". Please load first the Tetradactylus and than the tongue. Choose the whole tongue and change the parent of the tongue to the "Head" of the Tetradactylus to connect both figures.

If you move and pose the Tetradactylus, the tongue will follow. The tongue has its own segments to pose it.

(You can use other models, e.g. my Tentacurala-models, as tongues too, or combine other models with the tongue).

I add some morphs to the bodyparts, named Bulge01, Bulge02 and Bulge03 to create some bulges in the body. They didn't work very well, but together with the size-sliders of the choosed bodyparts you can produce some usable bulges. The morphs works together, e.g. set Bulge01 in all of the first 5 bodyparts, use all Bulge02-morphs to create a bulge in the next 5 parts and Bulge03 for a swell in the next 4 parts (stomach)

The model was build up like the most snake-models for Poser: The "Hip" in the middle of the body, the "Tail"-segments and the "Neck"-segments followed by the "Head" and "Claws".

Setting the Bumpmaps and materials:

A good setting to start using the bumpmap for more structure in skin is to set the Bumpmap to 100% and the positive and negative sliders to around 0.25 to and positive to 0.25 in the Surfaces-tab. For the tongue even -1.00 to +1.00 gives a good structure.

For a slimy look of the maw and tongue in DAZ-Studio set for both in the surface-tab:

Bumpmap (only for the maw-part of Tetradactylus and the whole tongue): Positive 1.00, Negative 1.00

Specular/Glossiness: 50% to 70% and color to 151/151/151 (gray)

Reflection to 0% to 10%, color to 255/255/255 (white)

Lighting Model: Glossy (Plastic)

Constraints/Limits:

There are some constraints/limits set in the model-parts in moving-angles and the morphs. All can limits can switched off by choosing "Accept Limits = No", but you have to look by yourself for badly distorted parts then if you bending or twisting something too much.

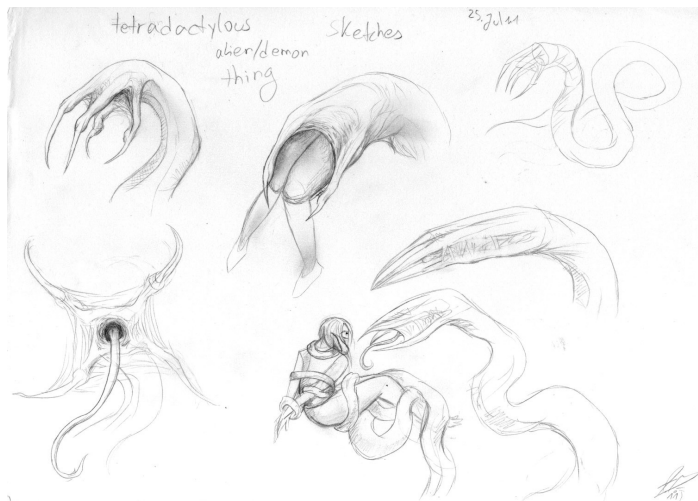
Tetradactylus and Tetradactylus WideMaw:

Basically both are the same models and using the same geometry. The WideMaw-version is opening the maw a little bit wider when you bend the "claw01" to "claw04" to open and has since V1.2 the additional morphs "MawOpenClose" in "claw01" to "claw04". This may causing ugly distortions in the mesh of other connected parts when used together with other manipulations like side-side, twist, etc., but on the other side it looks better when you let Tetradactylus devouring larger prey.

The origin of Tetradactylus:

Tetradactylus was created by [KhelaAtra](#) and first published by her as a series of sketches in July 2011 at DeviantART.com under the *Creative Commons Attribution-ShareAlike 3.0* license with the permission "You are allowed to use this creature as long you mention my Name. Also I'm very interested to see such drawings", and described by her as an kind of "worm-demon-alien creature".

Here are the two original-sketches (CC BY-SA) made by KhelaAtra, that i used as references for creating my 3D-model of it. Contrary to KhelaAtra's original-sketches i had to change some minor-parts in the 3D-model. The skin-membranes between the claws didn't worked well in the first rigging-tests and caused ugly distortions of the mesh when the maw is wide opened or closed, so i made them smaller. I added a third joint to the claws to compensate it.



KhelaAtra's sketches are made in B/W only and so i was free in choosing the colors and skin-structure for my 3D-version. I get inspired by different snakes and for the body-shape by Rico, my Boa constrictor, too.

After KhelaAtra took a look on my first test-renders, she wrote me, that her ideas how the skin would look are very similar to my choosing and that she later added a third joint to the claws too... Yeah... Monster-lovers understand each other ;-)



The idea to model something like a predatory worm-creature as we have seen in "Tremors" or "Deep Rising" was in my mind since months. But i didn't wanted something that lives mainly subterranean... and it must be swifter, more elegant and way smarter than a Graboid.

As i saw KhelaAtra's sketches of Tetradactylus the first time on DeviantART, i was sure, that this is "my worm"!

Not a lumbering giant, but more like an elegant cross-breed of a Graboid, a Snake and a Raptor that got the best of all three: Worm/Snake-shaped body, fast and clever. It can hunt in the water, lurking in caves, strike from the trees, waiting in the tall grass or in the sewers and dark corners of our towns.

A creature that is standing one step above mankind in the food-chain. A beast that is made to hunt primary on humans... A predator that evolution have still to made... and maybe will made sometime!

Imagine seeing the Tetradactylus first victim pulled down its gullet in the grip of its slimy, muscular tongue in twitches of movements and smothered screams for an easier death. A twitching and squirming bulge, slipping down the creatures body, still resembling a human shape. Watching paralyzed as the monster descends on you, squirming pregnant red slimy insides pumping blood through translucent veins of its drooling maw.

Its slimy maw slipping open to swallow you whole, digestive juices waiting in the dank cavernous tomb of the creatures body for you.

There is no escape, it cannot be outrun, or fought, or reasoned with. Your death is certain.

The monster lunges, grabbing your fragile human form in the monstrous squeeze of its slimy tongue, ringing out clarity and carving out pain, dragging you towards into the waiting, pulsating, slimy maw where your frantic screams are silenced down as the peristaltic muscles seized your head and shoulders...

It's like falling upwards, slipping and gripping your way through its wet and narrow throat, kneaded and dragged deeper into the red and warm doom.

The experience that follows cannot be described, but i assure you that it takes far too long to die, poisonous senses stifle the brain, membranous tissue binds you, rancid acid saturates your skin as you struggle to breath. Helplessly you feel the first victim still weakly squirming and gasping, trying to scream, or perhaps he has given up crying for help and now only begs to be dying quicker.

Trapped within the elastic stomach your lungs sputter while gasping for something to say. Your body flickers, arching, and sobbing for help in the dark depths, entwined with the eternal frame of death while the creature draws precious strength from your coming lifelessness.

A full grown up Tetradactylus is about 10 (male) to 15 meters (female) long. The muscular "tongue", that can outreach 3 to 5 meters, is in fact more a kind of tentacle and a part of the stomach. Once it had grabbed you, the tongue will do the major job in pulling you down into your slimy tomb. Four strong claws around the maw will help to hold you and to bring you down.

The speed of a Tetradactylus can be up to 30 to 40 Km/h, it can "run" like a "sidewinder on crack" and it will outrun you surely. Like a snake it can swim and climb too. It will get you in the water and will pick you out of the trees. With it's tongue it will pull you out of narrow crevices where you may hide and think to be safe...

Hunting in our cities for humans it can climb up and down fire-ladders, open and close manhole-covers, slipping through the sewers almost fast as a subway and it may even finding its way through large ventilation-shafts to hunt you down in your cozy apartment.

Tetradactylus is ectotherm and has a cartilaginous skeleton that made it very flexible. The thick skin is very resistant to most knives, daggers, swords, spears etc. and even smaller handgun-calibers. It has no eyes, it detect prey by vibration, smell, ultrasonic-screams and heat-radiation. In spite of its primitive looking shape it's damn clever and intelligent as an Orca, maybe it can even outsmart it. The large brain is arranged around the maw behind the claws. It learns how its prey act in different situations and times and that it have to hunt on solitary humans and that it had to silence down the screams of its victims as fast as possible in densely populated areas and cities to avoid being discovered. Using remains of previous victims like wallets, shoes, handbags etc. as a bait to attract human prey in is common too.

In the cities there are living in the sewers, abandoned buildings, ruins, forgotten backyards... It's fascinating how such big creatures can remain unseen and undiscovered in urban areas. Normally they life solitary in cities, but due its intelligence they communicate by making clicking sounds with they claws and sometimes round-up to large hunting-packs in the wild who can easily depopulate complete villages of indigenous people (this was actually the fate of the lost Roanoke colony in 1587 too).

The female ones grow bigger than the male ones. This sexual dimorphism is maybe the reason why female Tetradactylus prefers (larger) male humans as prey and the male one (smaller) female humans.

The average food-requirement is about one or two humans a week, but very large and/or pregnant females often hunt down three or even four humans per week. Prey will be devoured always whole and alive in only 30 to 60 seconds. The squirming and wriggling of devoured victims in the stomach can last up to one hour. The movements and body-warmth of living prey is necessary to stimulate the stomach-glands to produce digestive acids. The complete digestion take about two days. Skin, hair, bones, finger- and toenails will be digested as same as leather, wooven or cotton-clothings. Indigestible remains like belt-buckles, synthetic filaments, cell-phones etc. leave the predator on its natural way.

Fortunately (for humans) Tetradactylus breed very seldom, only every 3-5 years and their litter is only 1 to 3 juveniles, born ovovivipary, who need 20-30 years to grow to its full size. 50-60% of the offspring is being killed before it reach the size of 5-6 meters length, the size they need at least to prey on humans. Juvenile specimen preys on rats, dogs, cats, racoons and other smaller mammals until they are big enough to hunt on humans. Only a dozen fully grown up specimen of them may prey on humans in New York City or Rio de Janeiro, 6 or 7 in Moscow, 4 or 5 in Tokyo, 2 or 3 in Hamburg and so on in the bigger cities around the world. A few hundred maybe life still in the wild and terrorizing native villages, mostly in Asia and South-America. The chance, to run into a Tetradactylus, is very slight.... But... when you run into one say your ass goodbye!

Have fun with your new pet... And please pardon for my bad english ;-)