

TYRANNOPENDRA

for DAZ-Studio and Poser

Version 1.2, modeled in "Hexagon 2.5"
in August 2012 by Carsten Corleis
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Tested in:
DAZ-Studio 3.1.2.32 Advanced Edition, 64 Bit
DAZ-Studio 4.0.3.47 Pro Edition, 64 Bit
Poser 9.0.3.23027, 32 Bit

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

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How to use it

Thank you for downloading **Tyrannopendra**. A carnivorous killer-creature created to bring all your heros or heroines in deadly troubles. For your pleasure and for the horror of your 3D-heros i have added a lot of mean features: A very hard exoskeleton that withstands almost all knives, swords, spears etc. and a lot of gun-calibres too, extra claws on all legs to impale and hold its prey, razor-sharp and serrated edges on the large main-mandibles to cut flesh, saw bones and even body-armor with ease.

Cut a Tyrannopendra in half, and the end with the head will continue to fight for 20-30 minutes, cut off the head and it will continue to fight for up to 10 minutes... It's extreme aggressive and fast as it's small relatives like [Scolopendra gigantea](#)

Adult specimen grow up to a length of 30 foot and more, but even the juveniles, only 4 to 8 foot long, are already very dangerous and regarding humans as prey from they first day of its life.

But the most perfidious feature is its venom, called "*Terrorgasm*", that can be injected by the small mandibles into a seized victim when it struggles too much... it dont kill, but have a painstunng component and causing a permanent sexual orgasm of the prey. Screaming and moaning in pure lust and ecstasy the victims will be leisurely ripped apart and devoured.

Even if a bitten victim is rescued, it will do everything to get back into the deadly grip of a Tyrannopendra again... Only to experience this ultimate pleasure again... In spite of the fact that it will be its end.

This venom will not be used under all conditions. The larger the Tyrannopendra is, the worst for the prey: Large specimen of 20 to 30 foot length can subdue human sized prey very easily due it's pure musclepower and simply rip it apart and eat it alive without wasting any venom for it.

Weak points (you can't have everything):

Tyrannopendra can't swim and will sink and drown in deep waters. The connections between the body- and leg-segments are not well armored to remain flexible, the eyes are vulnerable too. Contrary to my previous creature [Tetradactylus](#) it is very stupid, primitive and pure instinct-driven. Because due this fact and it's ferocity, two or more Tyrannopendra can fight for a prey until one (or both) are dead and give a hunted prey a good chance to escape.... So long as it was not already bitten and get the Tyrannopendra's venom injected.

Best weapons to fight/kill it: Napalm/flamethrower, explosives, grenades. massive full-auto gunfire in cal. .50 BMG or well aimed single-shots on the head in cal. 20mm Vulcan.

Have fun with your new pet... and take care that it don't eat you! ;-)

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

Windows: Unzip all files of the Runtime-folder in the "Tyrannopendra"-folder to your 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.

Update Nov. 16, 2012: Model was now tested in Poser 9 too! For issues and workarounds in Poser see below in the *Known issues* section.

Loading, parenting and posing:

The creature can be found in your figure-folder in the folder "Tyrannopendra". Poses are in your pose-folder under "Tyrannopendra" too.

The "Tyrannopendra No Morphs" load without the morphs for the back-spikes and head-horns that the regular version "Tyrannopendra" has. If you have troubles with the morphs, e.g. in exporting the model to Vue, use the "No Morphs"-version instead.

Setting the Bumpmaps and materials in DAZ-Studio:

The model loads with all textures and bumpmaps, but unfortunately the Poser-format did not save the settings for materials. My intended look for Tyrannopendra was with a rough surface, but at the same time with a glossy look like chitin-exoskeletons of insects often show. To get this effect set in DAZ-Studio in the surface-tab:

Bumpmap for all 3 material-zones: 100% and Positive 0.20, Negative 0.20

Glossiness: 30% and color to 153/153/153 (gray)

Specular: 50%, Multiply Specular through Opacity: ON

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

Lighting Model: Glossy (Plastic)

Don't hesitate to find out your own personal favorite settings by playing around with the material-settings. I didn't tried out all possibilities.

Constraints/Limits:

There are some constraints/limits set in the model-parts in moving-angles. All limits can be 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.

Updates:

Sept. 5, 2012: Update from Version 1.0 to Version 1.1: Adding of a further morph to the head to open/close the mouth.

This is only a minor modification and did not work very good, but you can put now some bloody, severed off prey-parts (arms, legs) between it's jaws ;-)

Nov. 23, 2012: Update from Version 1.1. to Version 1.2: In Poser the seams of the textures became visible as thin white lines when rendering smaller pictures of the Tyrannopendra. I thought, i get rid off this known problem already by adding some "overlapping" of the textures and this overlapping was sufficient for DAZ-Studio, but unfortunately not enough for Poser, so i add some more overlapping now to all texture-seams again.

Known issues in Version 1.0 , 1.1 and 1.2:

DAZ-Studio:

The "ActivePose" in DAZ-Studio works only very slow on Tyrannopendra. I didn't figured out yet, why this happen. Maybe the model has too many bones (313 to be exactly) and/or my computer is too slow. The universal-manipulator-tool works in normal speed.

The model load with a size-setting of 4.7%. That's okay and it loads with the intended scale. The slider should have been show 100% , but I did something wrong in converting the .OBJ file to DAZ-Studio for rigging in the export-settings regarding the size. Nevertheless, you can scale it up/down to any desired size you want.

The "smoothing modifier" of DAZ-Studio 4 and higher can cause small gaps between the parts of the mandibles, antennas and between the elements of the legs. Use a lower Smoothing-Iteration to avoid this.

When clicking on the whole model and adjusting morphs in the Shaping-tab of DAZ-Studio, the morphs didn't obey to the settled limits in the negative settings. To avoid troubles, set the morphs for every choosed body-segment each.

To avoid further possible troubles with the morphs, you can use the "**Tyrannopendra No Morphs**"-version instead. This is my first model with extensive morphs in it, and maybe i did something wrong while creating them.

Poser:

In Poser the last two pair of legs on body-element *tail-18-tip* may be load slightly deformed near the joints. Here i have set the Z-Scale of the leg-elements to 150% to made the last pair of legs a little bit longer before i generated the cr2-file and it seems, Poser don't like it: Simply set the Z-Scale of all leg-elements back to 100% to remove this distortions in Poser. (But after running the *Poser 9 Service Release 3.1* update this problem didn't occur anymore on my system).

In Poser the bumpmaps have to be load and set manually in the Material-Room. I don't know, why they are not loading automatically like they do in DAZ-Studio. But you can find all bumpmaps in the Textures-Folder too.

P.S. Please pardon my bad english.