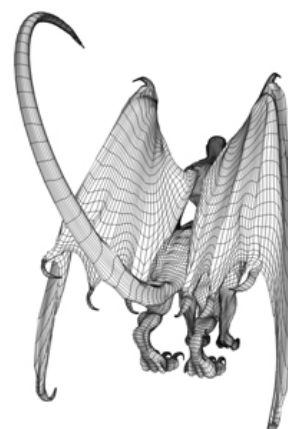
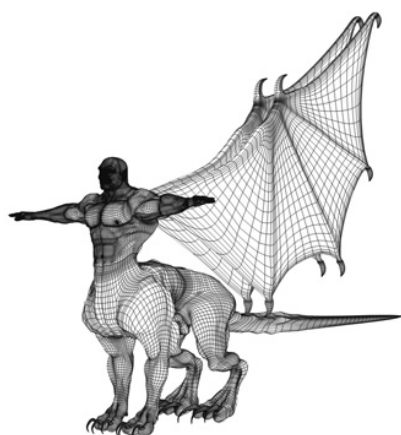


Dragon Ogre for P6
from Sixust Media, LLC © 2006



Original Dragon Ogre Figure w/
Over 60 Morphs;
ERC Hand/Finger, Feet/Toes, Eyes, Wings & Tail controls;
12 Poses
Textures (4000 x 4000) Clean, Scruffy, and Bump;
Dynamic Hair (groups included on figure for hair, beard, moustache & goatee);
Material Collection files;
& Genital Switch



[FILES & LOCATIONS](#)
[SPECIFICATIONS](#)
[POLYCOUNT & BODY PARTS](#)
[DYNAMIC HAIR](#)
[INSTALLATION](#)
[USAGE NOTES](#)
[CONTACT TECH SUPPORT](#)



::FILES & LOCATIONS::

```
..\Runtime\Geometries\DragonOgre\  
DragonOgre.obj  
DragonOgreHipNoGen.obj  
  
..\Runtime\Libraries\Character\DragonOgre\  
DragonOgre.cr2  
DragonOgre.png  
  
..\Runtime\Libraries\Hair\DragonOrge\  
Beard.hr2  
Beard.png  
Goatee.hr2  
Goatee.png  
Moustache.hr2  
Moustache.png  
Scalp.hr2  
Scalp.png  
  
..\Runtime\Libraries\materials\DragonOgre\  
!Default.mc6  
!Default.png  
Default-alt.mc6  
Default-alt.png  
DragonClaws-Blk.mt5  
DragonClaws-Blk.png  
DragonClaws-Brown.mt5  
DragonClaws-Brown.png  
Eyes-Black.mc6  
Eyes-Black.png  
Eyes-Brown.mc6  
Eyes-Brown.png  
Eyes-Red.mc6  
Eyes-Red.png  
Eyes-White.mc6  
Eyes-White.png  
Fingernails.mt5  
Fingernails.png  
Iris-Brown.mt5  
Iris-Brown.png  
Iris-Red.mt5  
Iris-Red.png  
Lashes.mc6  
Lashes.png  
Teeth-Yellow.mt5  
Teeth-Yellow.png  
Teeth.mt5  
Teeth.png  
  
..\Runtime\Libraries\Pose\DragonOgre\  
!Default.png  
!Default.pz2  
CatStance.png  
CatStance.pz2  
LyingDead.png  
LyingDead.pz2  
MidTakeOff.png  
MidTakeOff.pz2  
PlantedLow.png  
PlantedLow.pz2  
RaringUp.png  
RaringUp.pz2  
Relaxed.png  
Relaxed.pz2  
Seated.png  
Seated.pz2  
StruckFromBelow.png  
StruckFromBelow.pz2  
Swooping.png  
Swooping.pz2  
TakeOff.png  
TakeOff.pz2  
TakeOffTwisted.png  
TakeOffTwisted.pz2  
  
..\Runtime\Textures\DragonOgre\  
DragonOgreB1.jpg  
DragonOgreC1.jpg  
DragonOgreEyeC1.jpg  
DragonOgreEyeC2.jpg  
DragonOgreLashT1.jpg  
DragonOgreLashT2.jpg  
DragonOgreWingsB1.jpg  
DragonOgreWingsC1.jpg  
DrgOgrCleanC1.jpg
```

...SPECIFICATIONS...

Morphs/ERC controls

Head/Face:

BlinkRight
BlinkLeft
Blink
Eyes-SideSide
Eyes-UpDown
RBrowFurrow
LBrowFurrow
BrowUpRight
BrowUpLeft
BrowUpCenter
BrowUp
BrowFurrow
AngryYell
mouthM
mouthW
mouthU
mouthO
mouthF
mouthTH
mouthE
mouthCH
mouthA
TongueCurlUp-Down
TongueTipUp-Down
TongueRoll
TongueL
LipStretchRight
LipStretchLeft
LipStretch
Pucker
LipLowerDepressorWide
LipLowerDepressor
LipCornerDepressorsRight
LipCornerDepressorsLeft
LipCornerDepressors
SnarlRight
SnarlLeft
Snarl
SmileSmall
SmileRight
SmileLeft
SmileThin
SmileTeeth
Smile
EyesWide
EyesWorry
NostrilFlare
Squint
MouthOpen
LipLowerSuck
LipUpperRaiser
UpperLipCurlIn
NoseWrinkle
JawShiftRight
JawShiftLeft
EarTipsForward
EarTipsBendOut
EarsPointedLong

Hand Controls:

Grasp
Spread
IndexBend
MidBend
RingBend
PinkyBend
ThumbBend
IndexTwist
MidTwist
RingTwist
PinkyTwist
ThumbTwist
IndexSide-Side
MidSide-Side
RingSide-Side
PinkySide-Side
ThumbSide-Side

Wings:

TightSides
FullCollapse
MidBendForward
FoldForward
Stretch
TipCurl
Twist
Spread
UpDown

Feet Controls:

Grasp
Spread
IndexBend
MidBend
PinkyBend

Genitals:

flaccid

IK on the legs and arms

EasyPose'd Tail

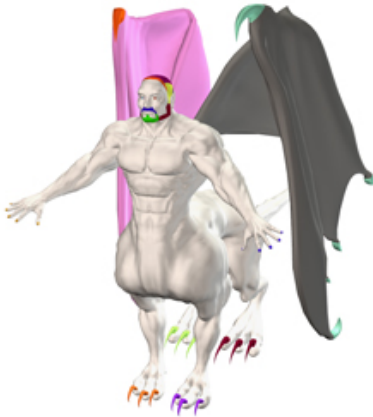


Dragon Ogre totals --> 90676 polys 94615 vert

Hip	1700 polys	IFrontIndex3	377 polys
spine1	616 polys	IFrontMid1	144 polys
spine2	952 polys	IFrontMid2	120 polys
spine3	1974 polys	IFrontMid3	377 polys
spine4	740 polys	IFrontPinky1	144 polys
Abdomen	2266 polys	IFrontPinky2	120 polys
Chest	2742 polys	IFrontPinky3	377 polys
Neck	544 polys	rUpperLeg	504 polys
Head	24698 polys	rForeLeg	743 polys
lEye	920 polys	rFrontFoot	974 polys
rEye	920 polys	rFrontIndex1	144 polys
Left Collar	1837 polys	rFrontIndex2	120 polys
Left Shoulder	1923 polys	rFrontIndex3	377 polys
Left Forearm	2153 polys	rFrontMid1	144 polys
Left Hand	1166 polys	rFrontMid2	120 polys
lIndex1	194 polys	rFrontMid3	377 polys
lIndex2	288 polys	rFrontPinky1	144 polys
lIndex3	320 polys	rFrontPinky2	120 polys
lMid1	194 polys	rFrontPinky3	377 polys
lMid2	272 polys	Left Thigh	728 polys
lMid3	374 polys	Left Shin	715 polys
lPinky1	214 polys	Left Foot	1132 polys
lPinky2	268 polys	lIndexToe1	72 polys
lPinky3	280 polys	lIndexToe2	649 polys
lRing1	214 polys	lMidToe1	84 polys
lRing2	254 polys	lMidToe2	757 polys
lRing3	372 polys	lPinkyToe1	84 polys
lThumb1	310 polys	lPinkyToe2	703 polys
lThumb2	226 polys	Right Thigh	728 polys
lThumb3	314 polys	Right Shin	715 polys
Right Collar	1837 polys	Right Foot	1132 polys
Right Shoulder	1923 polys	rIndexToe1	72 polys
Right Forearm	2153 polys	rIndexToe2	649 polys
Right Hand	1166 polys	rMidToe1	84 polys
rIndex1	194 polys	rMidToe2	757 polys
rIndex2	288 polys	rPinkyToe1	84 polys
rIndex3	320 polys	rPinkyToe2	703 polys
rPinky1	214 polys	tail1	418 polys
rPinky2	268 polys	tail2	278 polys
rPinky3	280 polys	tail3	132 polys
rMid1	194 polys	tail4	134 polys
rMid2	272 polys	tail5	144 polys
rMid3	374 polys	tail6	144 polys
rRing1	214 polys	tail7	144 polys
rRing2	254 polys	tail8	144 polys
rRing3	372 polys	tail9	144 polys
rThumb1	310 polys	tail10	144 polys
rThumb2	226 polys	tail11	144 polys
rThumb3	314 polys	tail12	144 polys
lUpperLeg	504 polys	tail13	100 polys
lForeLeg	743 polys	lWing	3986 polys
lFrontFoot	974 polys	rWing	3986 polys
lFrontIndex1	144 polys	genital	1216 polys
lFrontIndex2	120 polys		

Material Zones:

Skin
TopEyelashes
BottomEyelashes
Tongue
InnerMouth
Teeth
Fingernails_Left
Fingernails_Right
DragonClaws_FrontRight
DragonClaws_BackRight
DragonClaws_FrontLeft
DragonClaws_BackLeft
EyeTrans_Left
EyeTrans_Right
Eyeball_Left
Pupil_Left
Iris_Left
Eyeball_Right
Pupil_Right
Iris_Right
WingLeft
WingTalonsLeft
WingRight
WingTalonsRight
Genitals



Dynamic Hair Material Zones And Subgroups:

GoateeArea
MoustacheArea
ScalpRearArea
ScalpFrontArea
ScalpAreaTop
ScalpAreaLeft
BeardArea
ScalpAreaRight



...:INSTALLATION:...

Unzip to your Poser directory, **not** to your Runtime folder.
For example: c:/Programs/EFrontier/**Poser 6**/Runtime/

...NOTES...

- 1.) **Dynamic Hair:** There are material zone and subgroups present for use in the hair room. Dynamic hair can be loaded onto the figure from the hair library. Style changes can be made to the hair in the hair room and color changes in the material room.
- 2.) **Wings:** The Wings have morphs present on each as well as dual wing control dials on the chest.
- 3.) **Hands/Feet:** The hands and feet have Grasp, Spread and Finger Control dials for ease of posing. One 'bug' to watch for is if you use these dials and then try to apply a pose, there is a fair chance that the finger/toes will twist up and distort.
- 4.) **Tail:** The Tail is EasyPosed. Do not use the 'Curve' dial to pose the tail. It is there for tweaking/smoothing between groups/bodyparts.
- 5.) **Material Collections and Files:** Material collections (mc6) are supplied for the default texture/material settings for the entire figure. Material Files (mt5) are supplied for the claws, fingernails, eyes, skin/genitals, hair and teeth.
- 6.) **Genitals:** Genitals can be hidden or shown choosing 'Genitalia' from the 'Figure' drop-down menu.



...TECH SUPPORT...

For Technical Support email Rebekah@sixus1.com

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