

Tentacle Dungeon: Tower of Despair

Tentacle dungeon: tower of despair, is an environment for daz studio with matching props. It is a dungeon designed around a tentacle cult theme. It comes with a single dungeon environment with several different ways to set it up and use it. It has numerable props and has a collection of tentacles.

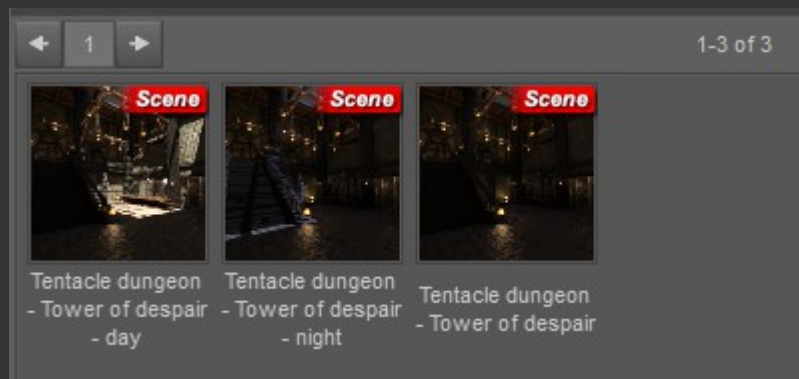




USAGE

For convenience of use, select one of the 3 scenes to start. Options include:

- Tentacle dungeon - Tower of despair - day
- Tentacle dungeon - Tower of despair - night
- Tentacle dungeon - Tower of despair



-All 3 have the same environment, only the light is different, day is sunlight, night is moonlight, the normal one is with a closed roof.

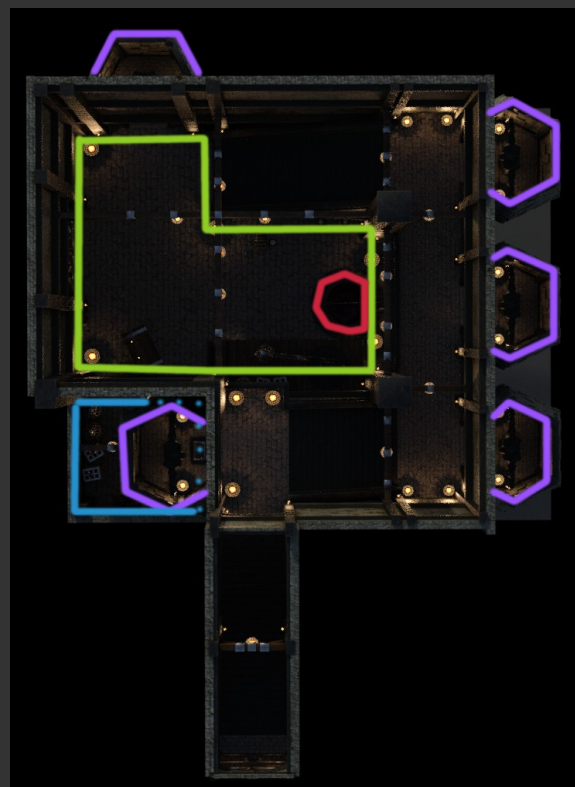
-You can change the roof by hiding one and unhiding the other. Roof2 is open, Roof1 is closed.



- the dungeon is created to be as render and camera friendly as possible, you can hide most individual walls to your needs. Notice though that with such a big scene it can very easily fill up your Vram. It is best to hide as much as you can before rendering. The lights that are in the scene (torches, braziers, candles) can for example have a large impact. You can hide each of them individually to your needs and in groups.

The dungeon has several notable areas:

- 5 inlets (purple)
- a main floor with a hole and crane (green)
- the tentacle hole area (red)
- a cell (blue)



Props

The inlets are designed dynamically and allow you many options. They are individual chambers for your tentacle cult's needs. Each inlet can be removed individually and the walls of the inlet are also a piece each. This is to help you with camera placing for rendering.



The base inlets can be removed and replaced by hand with two other options of your choosing. Either a wall



Or if your cult is still expanding, you can replace it with a dug out



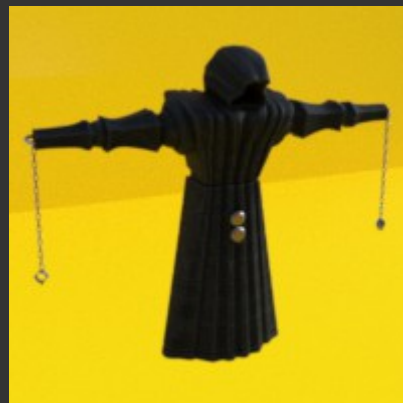
The dug out includes a pickaxe for your cultists or slaves to work in!
This gives you options for story telling and changing the dungeon to your liking.

Notice that all base inlets have a tentacle gutter! Piping build into the building allows tentacles to move around behind the walls, under the floors and come out through the pipe ends.



The gutter has a matching lid. There are 8 open pipes for the tentacles to creep out of. Simply place your tentacles in position and pose away. They are wide enough to allow several tentacles to come out of a single pipe at the same time or a very large tentacle (using scaling on tentacles)

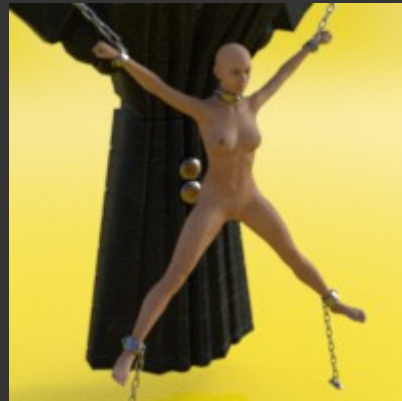
In the standard scenes, all inlets include a statue ready for use.



These statues have bones so you can move the arms and torso. This allows you to position it in the perfect way for you. Are the statues magical? Machine controlled? Are the tentacles inside it moving it around? This is up to you! It has two tentacle tubes placed at the ready. You can open and close the tubes and place tentacles inside them, making them come out so they can have some fun with whoever is bound to the statue.

Notice that the statue is fairly high poly, there is a low res version that is not as detailed, but is easier for rendering, it's perfect to use it in the background scenes where detail is not as important.

There is a scene subset of the statues ready with a pose for you to get started.



It is a spread eagle position, simply remove the basic statue, load in the scene subset of the spread eagle statue (high or low res) apply the cuffs to your female model (G8 or G3) and then apply the spread eagle pose to your female, the exact position might need some adjusting, depending on where you want to place the statue.

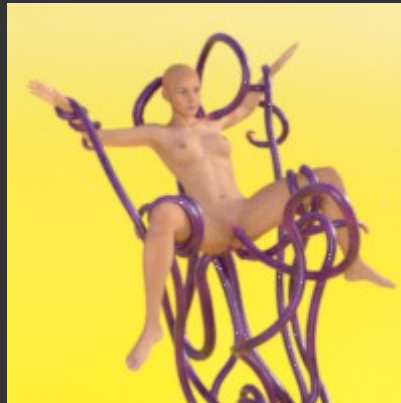
The statue has a morph included to adjust the rings on its arms. This helps with potential clipping on the chains.

If you don't want to use the statue there are other options:

The stone bench, either with or without tentacles included. You can find it under scenes -> scene subsets. There is a pose for G3F and G8F included to go with it.



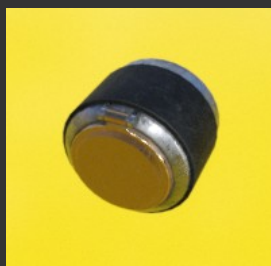
The tentacle chair. It consists out of fully rigged tentacles, posed in such a way they form a chair. This can be found under Props -> tentacles -> specials. There is a pose included for G3F and G8F. The tentacle chair is designed to be used with the tentacle gutter. The tentacles come out of the tentacle gutter. Placing adjustments might be needed depending on your setup.



Alternatively you can replace the default inlet floor with a normal flat floor, this allows you to remove the tentacle gutter. This gives you even more options on how to use the inlet room.

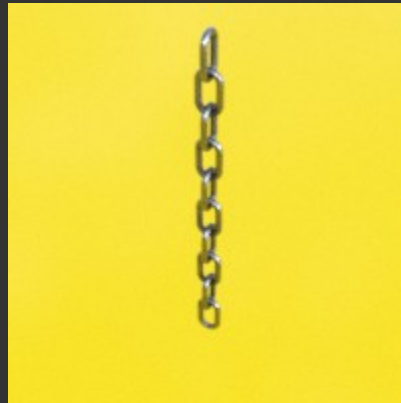


The statue and stone bench and several other places in the environment use tentacle tubes props that allow the tentacles to come out. You can load these props separately into your scene and place more of them wherever you wish. You will want to clip them into the walls/floor/prop slightly so it appears they are built into it.



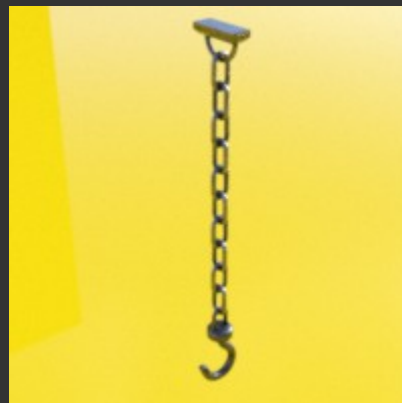
This product comes with 3 fully rigged chains, you can change out any chains in the scene with longer or smaller one's or combine several chains together to make the perfect size you need. all chains also come with easy pose sliders. The 3 chains are:

- 40 links long
- 20 links long
- 10 links long



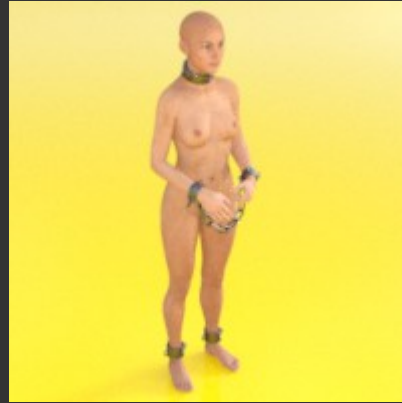
There are extra props included designed to be used together with the chains:

- hook
- chain connector

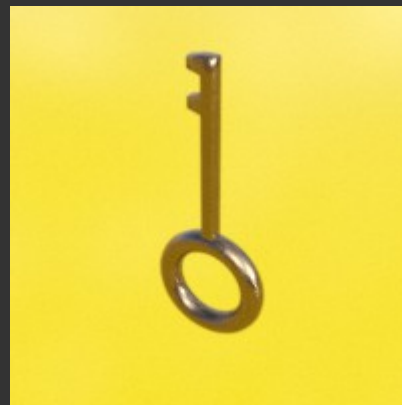
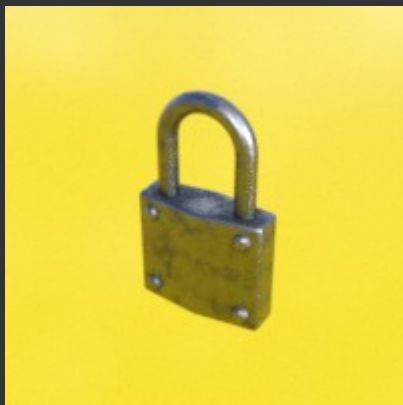


You can place the chain connector on the floor/wall/ceiling/prop. You can parent the hook to the end of the chain. Combined with the 3 chains, this allows you endless options on how you want to use these. For convenience in the scene subsets folders you can find some presets of these to get you started.

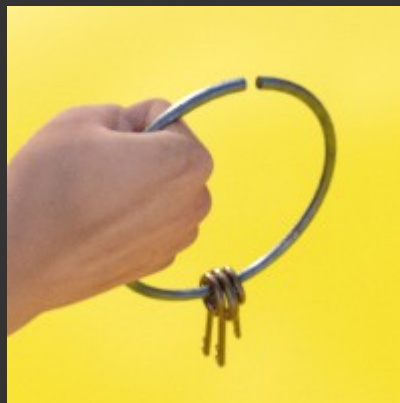
This product also includes a full set of cuffs and collar for G3F/M and G8F/M. You can find wearables for them in the wearables folder. Two options, one is a standard wearable, the other is one where a small chain is included to cuff the wrists together.



To close these cuffs and other props in this product included are locks and keys:



There is a key ring included for your keys. Under wearables you can equip G8 and G3 with a keyring or load it in separately in scene subsets.



Another method of containing your "slaves" is using the included cages:



Found under props or scene subsets if you want to included a lock

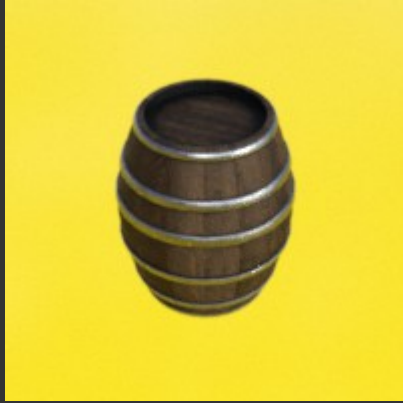
Or put them in the cell:



The cell includes several cages, chains, boxes and barrels ready for use.

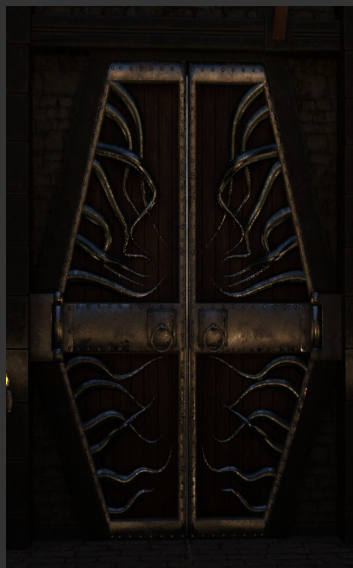
If you wish to fill up your dungeon with some furniture and such, included are:

- chair
- table
- box
- barrel



good furniture for sex positions

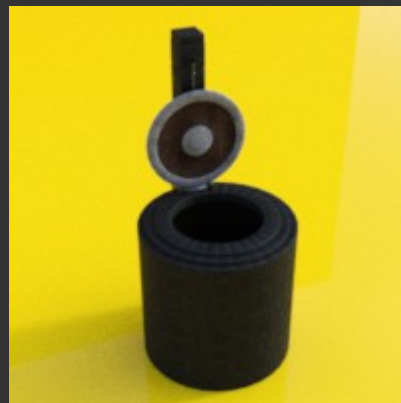
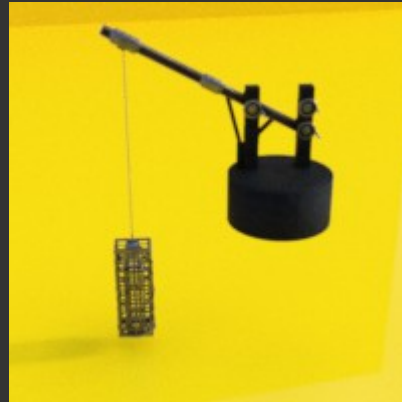
The main floor has a massive cyclopean double door. Whatever this leads to, only the cultists know...



Otherwise there is the main area where you can find chains on the wall with tentacle tubers coming from the floor, a barrel and chains setup to bend a slave over. And the tentacle hole with crane. The tentacle hole is an area where the tentacle corruption that is under the floor and behind the walls can be seen. It has a lid that can be opened and closed. The crane can be moved to lower a victim into the pit. Either by putting the victim in a cage and lowering the cage, or by bounding the victim directly to the hook of the crane. This floor allows you many possibilities once more.



Because of limits in daz, you will have to repose the chain when opening the hole or changing the height of the crane chain. For both there are four scene subsets that can help you. One is for an open tentacle hole another for a closed one. Then there is a crane that is all the way up and a crane that has the cage lowered. Hide the cage you don't need on the tentacle crane.



There is a pose included for G8/3 to operate the crane.

There are several light sources included to light up the dungeon. There are:

- Torch
- brazier
- hanging braziers
- candle holder with candle

All of these use emission shaders, so to change the light settings look under surfaces for each item. **You will want to remove the lights that you don't need in the scene to speed up render time and reduce Vram usage!!!** They are placed in groups to help you with this.

They are also designed in such a way you can easily add more or move them around to position them to your preference.

The tentacle hole has a morph included so you can open the way into the lower part. Also under tentacles -> specials you will find two scene subsets for the tentacle hole to load in tentacle lights and tentacles for the first half. Feel free to add more!



This product provides a collection of tentacles in various dynamic setups and several material settings that allow you endless ways to use them!

The tentacle system is built around the idea of having a handful of base tentacles that have separate tops and bottoms you can parent to create the perfect tentacle for your needs. The following are the props at your disposal:

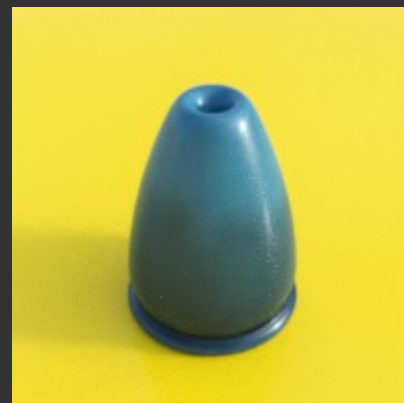
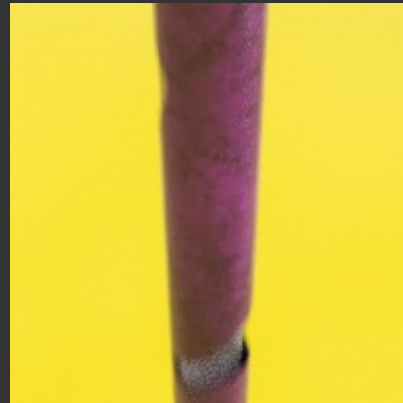
- tentacle
- tentacle small
- tentacle reverse
- tentacle small reverse
- tentacle 2
- tentacle 2 small
- tentacle light
- tentacle light top
- tentacle cock tip
- tentacle grabber (aka grabber)
- tentacle pod
- tentacle pod 2

all "reverse" types are tentacles where the "head" of the tentacle is the base. This is created so that its easier for you to position the "head" of the tentacle exactly where you want it, and move the rest in such a way that doesn't matter as much.

All the other tentacles are normal ones where you start from the base and move up towards the "head" of the tentacle. Most tentacles in the scenes will be the normal, not reverse versions.

Tentacle 2 is designed specifically to be used together with a top (tentacle light top, cock tip, grabber). This tentacle has a cum tube in its center. Its materials can be changed to allow you to see through the outside and see the cum inside of it. You can also change it so it appears solid like the standard tentacle.

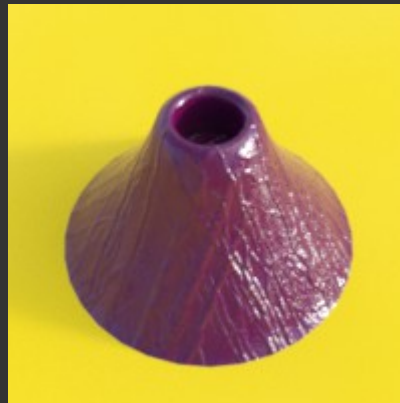
All versions of the tentacle and tentacle 2 include morphs for you to change it's look some more. To change the material settings, look under materials -> tentacles alt mats.



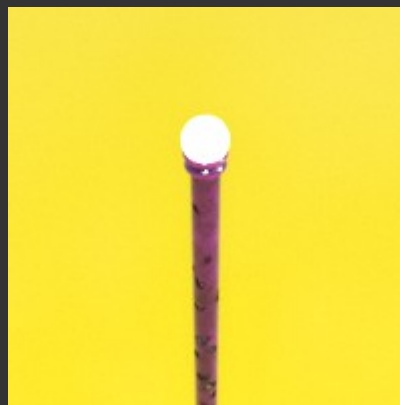
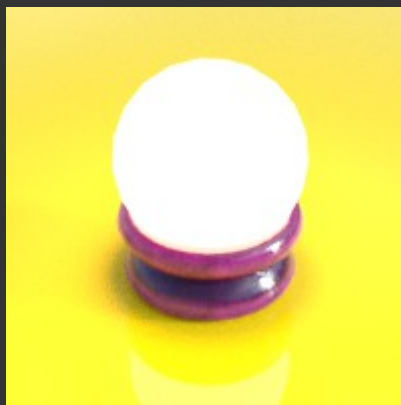
The grey version is designed specifically so you can change the base color to any color you want the tentacles to be.



The tentacle pods are designed as bases where the tentacles come out of, you can clip these into the tentacle hole walls.



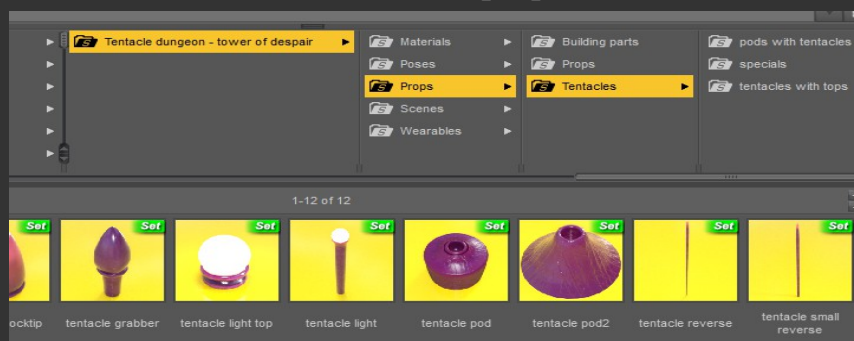
To light up inside the tentacle hole in a "realistic" manner, tentacle lights are included, either use the tentacle with a light build into it or use a tentacle light top attached to a tentacle 2



it also uses emitting surfaces, so check surfaces tab to alter the light.

The tentacle hole also includes a fluid plane you can move up and down to where you want it to fill the area. It is large enough that it will also fill the tunnels.

You can find all kinds of combinations under props → tentacles



Thank you for purchasing this product! Enjoy and have fun!