This whole document is NSFW

This pack contains models in .obj format and textures either in .png or .exr. Additionally it contains one blender file where all the characters have been set up with “principled bsdf” materials

All characters using displacement maps have their displacement setting set to “displacement and bump” and have a subdivision modifier set at level 2, adjust these to fit your needs.

Some characters use UDIM’s, these are very vram hungry so using a renderer with out-of-core capabilities is recommended. If not possible these can be rendered with cpu but it can be slow.

All texture files are 4k

All images used here but at higher resolution: Google drive link

You are free to modify and use these models/textures as you wish, just don’t resell them or claim you made them.
Rigs are not included.

From oldest to newest:

“NEU”



Triangle count: 42,812
Clothes triangle count: 2,858

Fully hand painted character, recommended to be used with flat lighting. Feathers need to be adjusted to not clip through clothes.

Maps:
Neu_Body_Diffuse.png
Neu_Clothes_Diffuse.png

Examples of previous use:
https://e621.net/posts/1554019?q=dzat
https://www.furaffinity.net/view/27406417/

“ADINE OLD”



Triangle count: 101,604
Goggles triangle count: 25,832

Fully hand painted character, recommended to be used with flat lighting.

Maps:
Adine_Body_Diffuse.png
Adine_Eye_Diffuse.png
Adine_Goggles_Diffuse.png

Examples of previous use:
https://e621.net/posts/1577082?q=dzat
https://www.furaffinity.net/view/27712735/

“SCALIE”



Triangle count: 68,064

Maps:
Scalie_Body_Diffuse.png
Scalie_Body_Roughness.png
Scalie_Body_Normal.png
Scalie_Claw_Diffuse.png
Scalie_Claw_Roughness.png
Scalie_Claw_Normal.png
Scalie_Dick_Diffuse.png
Scalie_Dick_Normal.png
Scalie_Eye_Diffuse.png
Scalie_Eye_Normal.png

Examples of previous use:
https://e621.net/posts/1688285?q=dzat
https://www.furaffinity.net/view/29146035/

“KOBO”



Triangle count: 71,474

Maps:
Kobo_Body_Diffuse.png
Kobo_Body_Roughness.png
Kobo_Body_Normal.png
Kobo_Eye_Diffuse.png
Kobo_Eye_Normal.png

Examples of previous use:
https://e621.net/posts/1688291?q=dzat
https://www.furaffinity.net/view/29134261/

“NAGA”



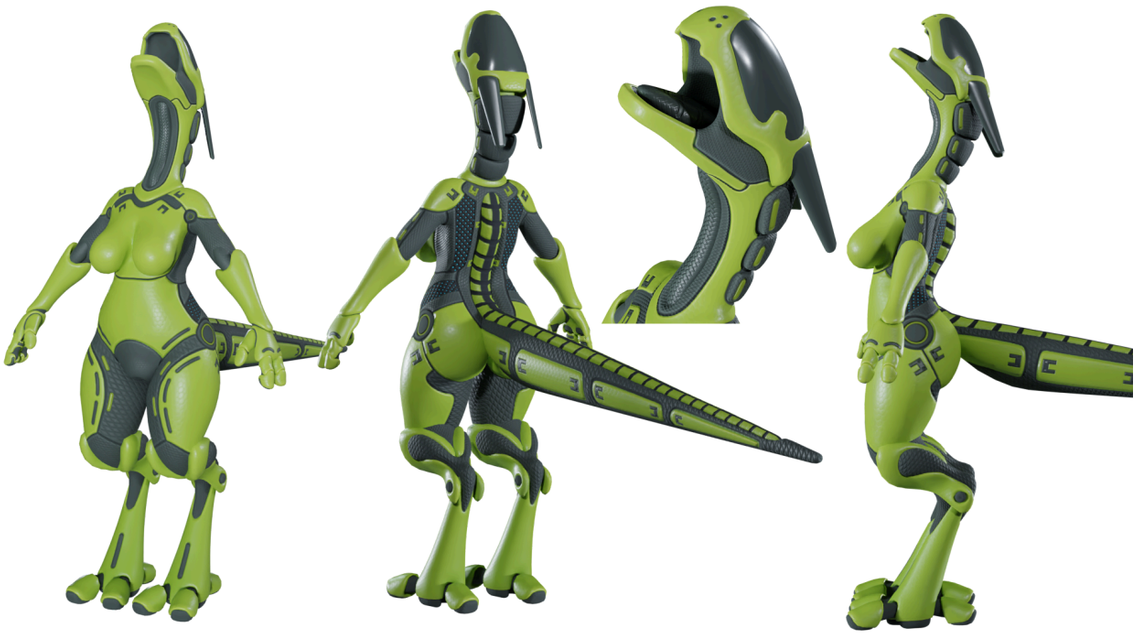
Triangle count: 101,412

Textures are a bit different than in animations where this character was previously used, the originals relied on blender cycles nodes and wouldn’t have worked in other software.

Maps:
Naga_Body_Diffuse.png
Naga_Body_Roughness.png
Naga_Body_Normal.png
Naga_Body_VectorDisplacement.exr | Default scale 0.385
Naga_Eye_Diffuse.png

Examples of previous use:
https://e621.net/posts/1931636?q=dzat
https://e621.net/posts/2475280?q=dzat

“SYNTH FEMALE”



Triangle count: 115,374

No eyes and no hexagonal pattern on the visor like in animations, the original setup relied on blender cycles nodes and compositor and wouldn’t have worked in other software.

Maps:
Synth_Female_Body_Diffuse.png
Synth_Female_Body_Roughness.png
Synth_Female_Body_Normal.png
Synth_Female_Body_Emissive.png

Examples of previous use:
https://e621.net/posts/1980380?q=dzat
https://furrynetwork.com/1d_z/artwork/?page=1&viewId=1595343&viewType=artwork

“ADINE NEW”

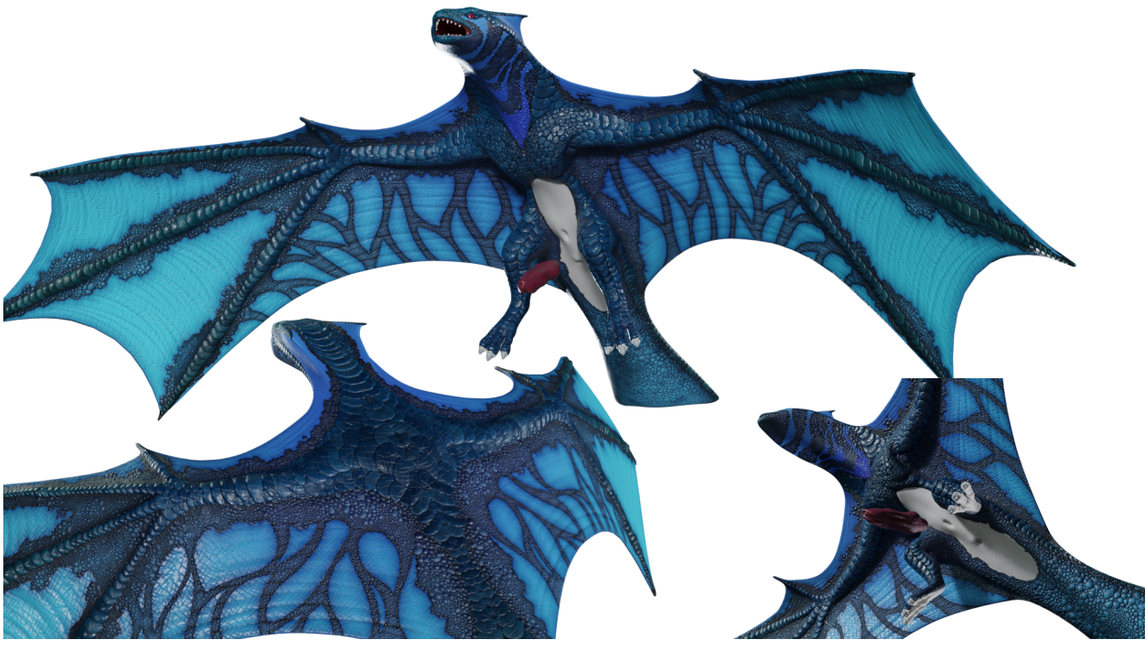


Triangle count: 137,900

Maps:
Adine_Body_Diffuse.png
Adine_Body_Roughness.png
Adine_Body_Normal.png
Adine_ClawTeeth_Diffuse.png
Adine_ClawTeeth_Roughness.png
Adine_ClawTeeth_Normal.png
Adine_Eye_Diffuse.png
Adine_Eye_Roughness.png
Adine_Eye_Normal.png
Adine_EyeLid_Diffuse.png
Adine_EyeLid_Roughness.png
Adine_EyeLid_Normal.png
Adine_Mouth_Diffuse.png
Adine_Mouth_Roughness.png
Adine_Mouth_Normal.png

Examples of previous use:
https://e621.net/posts/2015185?q=dzat
https://e621.net/posts/2040995?q=dzat

“SKÄIR”



Triangle count: 98,540

Maps:
Skäir_Body_Diffuse.png
Skäir_Body_Normal.png
Skäir_Body_Roughness.png
Skäir_Claws_Diffuse.png
Skäir_Claws_Normal.png
Skäir_Claws_Roughness.png
Skäir_Dick_Diffuse.png
Skäir_Dick_Normal.png
Skäir_Dick_Roughness.png
Skäir_EyeLids_Diffuse.png
Skäir_EyeLids_Normal.png
Skäir_EyeLids_Roughness.png
Skäir_Eyes_Diffuse.png
Skäir_Eyes_Normal.png
Skäir_Eyes_Roughness.png
Skäir_Mouth_Diffuse.png
Skäir_Mouth_Normal.png
Skäir_Mouth_Roughness.png
Skäir_Teeth_Diffuse.png
Skäir_Teeth_Normal.png
Skäir_Teeth_Roughness.png
Skäir_Tongue_Diffuse.png
Skäir_Tongue_Normal.png
Skäir_Tongue_Roughness.png

Examples of previous use:
https://e621.net/posts/2153350?q=dzat
https://e621.net/posts/2255700?q=dzat

“KEIE OLD”



Triangle count: 96,332

Maps:
Keie_Old_Body_Diffuse.exr
Keie_Old_Body_Roughness.exr
Keie_Old_Body_Displacement.exr | Default scale 0.01

Examples of previous use:
https://e621.net/posts/2111491?q=dzat
https://e621.net/posts/2153350?q=dzat

“UTOR”



Triangle count: 273,696

Maps:
Utor_Body_Diffuse.exr
Utor_Body_Roughness.exr
Utor_Body_Metallic.exr
Utor_Body_Displacement.exr | Default scale 0.025

Examples of previous use:
https://e621.net/posts/2216981?q=dzat
https://e621.net/posts/2192588?q=dzat

“RALE”

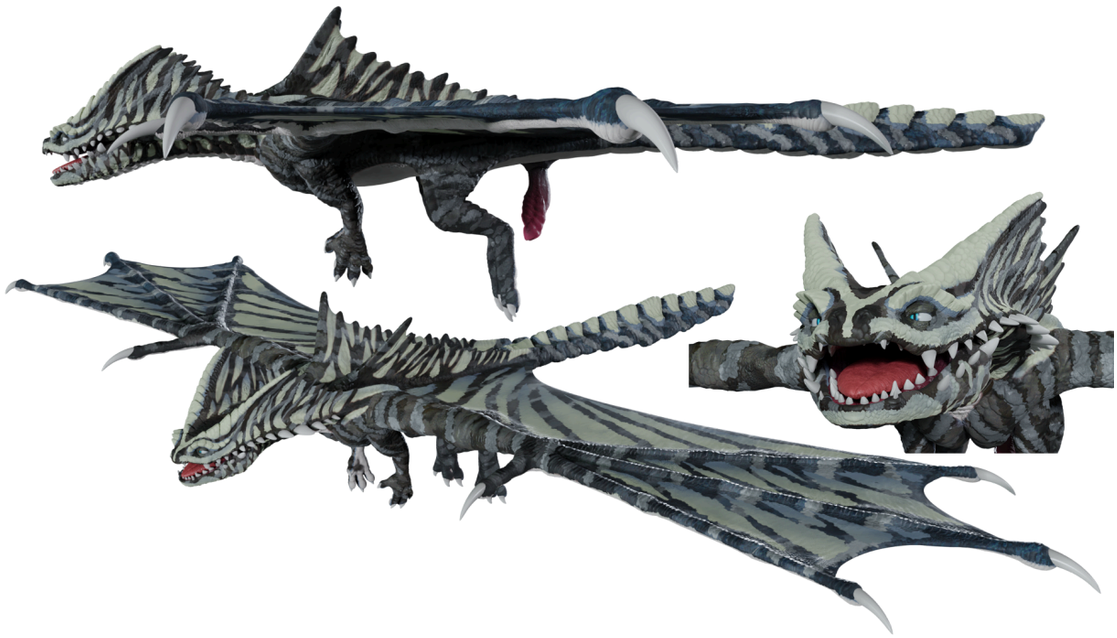


Triangle count: 92,574

Maps:
Uses 6 UDIM tiles.
Rale_Color.1001-1006.exr
Rale_Roughness.1001-1006.exr
Rale_Main_Displacement.1001-1006.tiff | Default scale 0.25
Rale_Secondary_Displacement.1001-1006.exr | Default scale 0.03

Examples of previous use:
https://e621.net/posts/2518889?q=dzat
https://e621.net/posts/2577829?q=dzat

“DZÄRNE”



Triangle count: 80,494

Maps:
Uses 7 UDIM tiles.
Dzarne_Color.1001-1007.exr
Dzarne_Roughness.1001-1007.exr
Dzarne_Main_Displacement.1001-1007.exr | Default scale 3.0
Dzarne_Secondary_Displacement.1001-1007.exr | Default scale 0.06

Examples of previous use:
https://e621.net/posts/2518889?q=dzat
https://e621.net/posts/2577829?q=dzat