

# COCK-O-RAMA

Modular Cock System

## User Manual

All Purpose Cock +  
The Triplets preset

All Purpose Cock + Heatseeker preset

K9 Cock + Razor preset  
(sold separately)

All Purpose Cock + Rosebud preset

Equine Cock + Dragon Horse preset  
(sold separately)



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# Basic Information

Cock-O-Rama is an easy to use modular genitalia system for all your Genesis characters with an emphasis on fantasy, horror and sci-fi. Cock-O-Rama is made for Genesis 3 and 8 and works with both male and female characters.

Cock-O-Rama consists of two parts; the Genitalia Core and Penis Attachments, which are sold separately. A bunch of scripts and preloads are included with Cock-O-Rama to help you work with the two components and combine them.

## Purpose of Cock-O-Rama

Cock-O-Rama was design to remove any kind of limitation when it comes to adding male gens to Genesis. The simple design of Cock-O-Rama and the uniqueness of its setup offers an nearly unlimited amount of cock expansion that can be bought separately. By having the cock (Penis Attachment) separated from the main figure (Genitalia Core), the overall design is no longer limited by topological resolution, predetermined bone count and weight map.

## Packages

The Cock-O-Rama product family will offer a lot of different packages and new ones will be added over time. The following packages will be included with the release of Cock-O-Rama Core Pack:

1. **The Cock-O-Rama Genitalia Core** which offers a new and unique way to attach a penis to any Genesis figures.
2. **The Cock-O-Rama Strap-on** which allows you to use the Penis Attachments or other props as a strap-on dildo.
3. **The Cock-O-Rama Penis Attachments** which can be used to build genitals together with the Genitalia Core or to serve as standalone dildos.

# Add-ons

With Cock-O-Rama you can attach an unlimited variety of different cocks to Genesis. I will release a lot of different Penis Attachments for Cock-O-Rama in the months after its release and let me tell you, some of them will be beyond crazy. As an example a new and improve Dickson Dick is in the making to take full advantage of the Cock-O-Rama technology.

## Benefits of Cock-O-Rama

The major benefit of Cock-O-Rama is the fact that you can use anything you want from your content library as a genitalia figure on Genesis. Another benefit of the Cock-O-Rama model is that all Penis Attachments will be figure independent and therefore will be working on all of the Genesis generations supported by Cock-O-Rama Core. So, you only need to buy an attachment once to use it on all Genesis generations supported. This should even work with future generations of Genesis.

## Limitations and Pitfalls

When it comes to so-called geografts, the challenge has always been to ensure good texture blending across all the different characters. Cock-O-Rama Genitalia Core has the same UV as the DAZ Anatomical Elements which means it will blend seamlessly with any character that already includes Genitalia textures. But what about the characters that do not include any genitalia textures? Well, Cock-O-Rama also features a dedicated Geoshell texture blending solution. This solution includes a ton of pre-made textures and material presets for a large variety of popular characters.

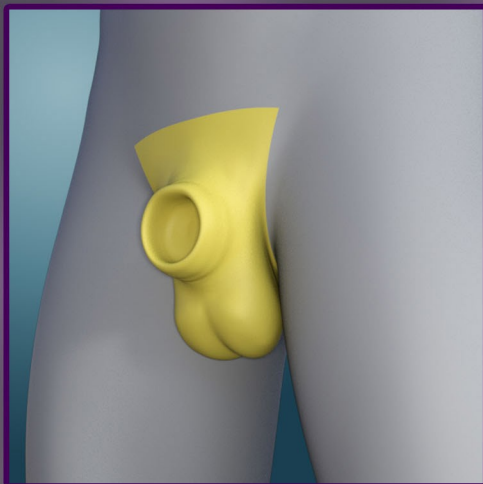
## Cock-O-Rama Genitalia Core

The Genitalia Core is geografted to Genesis for a perfect fit and fully replaces the DAZ Anatomical Elements for both males (GxM) and females (GxF). All the default genitalia textures of any figures that include them will work seamlessly with the Cock-O-Rama Genitalia Core making it very easy to use. To tryout the product, a free edition of the Genitalia Core is also available.

The Genitalia Core will follow properly and without weird distortions any character morphs you can throw at it granted that in the case of extreme character morphs some manual adjustments might be required for the Genitalia Core to look good.

The Genitalia Core also includes numerous morphs, presets and controls to help you customize its look and thus enabling you to create a better blend with your Genesis characters.

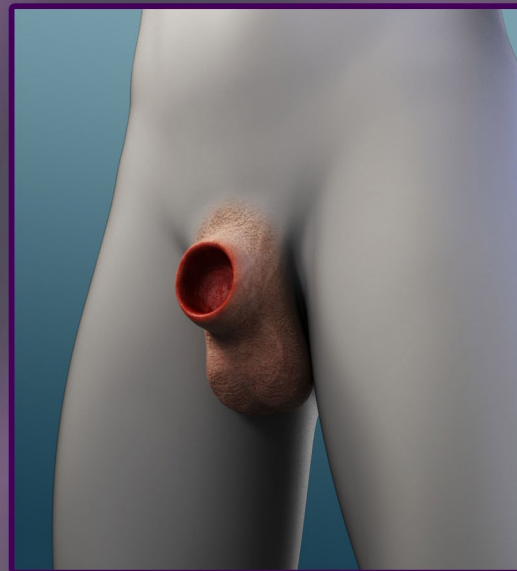
The overall appearance of Cock-O-Rama was design to look like a retractable penis as seen on many mammals and reptiles. This look allows you to attach your preferred penis prop on the Genitalia Core creating modular genitals; think of the Core as a genitalia socket. Cock-O-Rama was designed especially for Fantasy, Sci-Fi and Horror themes.



## Cock-O-Rama Geoshell

The Cock-O-Rama Geoshell is a special object to help blend the Genitalia Core with any Genesis characters. The Geoshell allows you to mask the boundary of the Genitalia Core with an opacity map. This technique makes for a much better transition between the Genitalia Core and the figure and also allows you to use Cock-O-Rama Genitalia Core with any characters, even if they don't include genitalia textures.

The Cock-O-Rama Core Pack also includes many skin colors and variations for the Cock-O-Rama Geoshell to make it blend with characters which do not already include genitalia textures. There are more than 200 Iray materials organized in 4 categories; Human, Fantasy, Monsters and Characters. This does even include premade material presets and texture support for popular characters and monsters from the main 3D stores. With these Textures and Materials, shading and blending the Cock-O-Rama Genitalia Core to your characters should be quick and easy.



# Cock-O-Rama Strapon

Cock-O-Rama also offers the possibility to use any of the Penis Attachments as strap-on dildos by using the official Cock-O-Rama Strapon, sold separately.

The Cock-O-Rama Strapon is a conforming figure which includes a bunch of material presets and morphs for customization and a some utility scripts to help you turn any figure into a strap-on dildo. By using the "Strapon Parentor" script included with every Penis Attachments you can easily transform those Penis Attachments into cool and unique strap-on dildos. The Cock-O-Rama Strapon, just like the Genitalia Core, was designed with modularity in mind which enables numerous combinations with other Cock-O-Rama products.



All Purpose Cock

Equine Cock  
(sold separately)

# Cock-O-Rama Penis Attachments

The Cock-O-Rama Penis Attachments are standalone cocks designed to work with the Cock-O-Rama Genitalia Core and are sold separately. Just get the ones you like the most.

If you want to use the Penis Attachments as standalone dildos, the Genitalia Core is not required.

As the Penis Attachments are not tied to a particular Genesis generation, you won't need to purchase different versions or buy updates once new Genesis generations become available. The only thing you need is the Cock-O-Rama core made for the Genesis generation you are using. At launch Genesis 3 and 8 will be supported. I will also take care of upcoming generations and also think about providing core products for Genesis 2 and Genesis.



Equine Cock +  
Stallion preset  
(sold separately)

All Purpose Cock (default)

K9 Cock + Razor preset  
(sold separately)

Equine Cock +  
Minos preset  
(sold separately)

K9 Cock + Xeno Dog preset  
(sold separately)

All Purpose Cock + Alien  
Encounter preset

# Installation of Cock-O-Rama

Extract the zip-archive with your unzip program to your DAZ Studio library. For example: "DAZ Studio 4.9/My Library" or "DAZ Studio 4.9/Content"

**Warning:** A few files are shared across multiple Cock-O-Rama products. Because of this when you install more than one Cock-O-Rama product you might be asked whether to overwrite or merge some folders and files. With Cock-O-Rama it is safe to accept and overwrite.

I know that a lot of you guys are having trouble installing DAZ Studio content when they are in .zip format. I made sure the Cock-O-Rama .zip files will not give you such trouble and by simply unzipping them to your Content Library Cock-O-Rama should be ready to go without any problems. Later down in this manual you will find a chapter on demystifying the DAZ Studio library which I hope will help you avoid any installation problem in the future.

# The Future of Cock-O-Rama

Because of the modular nature of Cock-O-Rama and the fact that it was designed to work with separate Penis Attachments there are a lot of options to expand the product further in the future. Having the penis separated from the base means that every type of cock is possible and also very easy to make even for third parties. I am personally committed to the continuous development of Cock-O-Rama and I will be providing additional Penis Attachment packs and add-ons for other figures after release.

# Directory

To find your Cock-O-Rama assets in the content library you need to know where they are. Here's where you can find all of the Cock-O-Rama goodies from the Content Library window within DAZ Studio:

- **Cock-O-Rama Genitalia Core:** DAZ Studio Formats\My Library\...  
People\Genesis 8 Male\Anatomy\Cock-O-Rama\! Cock-O-Rama Genitalia Core  
People\Genesis 8 Female\Anatomy\Cock-O-Rama\! Cock-O-Rama Genitalia Core  
People\Genesis 3 Male\Anatomy\Cock-O-Rama\! Cock-O-Rama Genitalia Core  
People\Genesis 3 Female\Anatomy\Cock-O-Rama\! Cock-O-Rama Genitalia Core

- **Cock-O-Rama Strapon:** DAZ Studio Formats\My Library\...  
People\Genesis 8 Male\Anatomy\Cock-O-Rama\! Cock-O-Rama Strapon  
People\Genesis 8 Female\Anatomy\Cock-O-Rama\! Cock-O-Rama Strapon  
People\Genesis 3 Male\Anatomy\Cock-O-Rama\! Cock-O-Rama Strapon  
People\Genesis 3 Female\Anatomy\Cock-O-Rama\! Cock-O-Rama Strapon

- **Cock-O-Rama All Purpose Cock:** DAZ Studio Formats\My Library\...  
People\Genesis 8 Male\Anatomy\Cock-O-Rama\All Purpose Cock  
People\Genesis 8 Female\Anatomy\Cock-O-Rama\All Purpose Cock  
People\Genesis 3 Male\Anatomy\Cock-O-Rama\All Purpose Cock  
People\Genesis 3 Female\Anatomy\Cock-O-Rama\All Purpose Cock

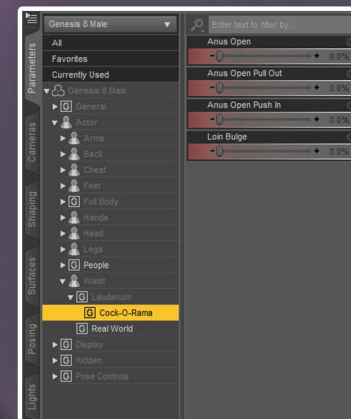
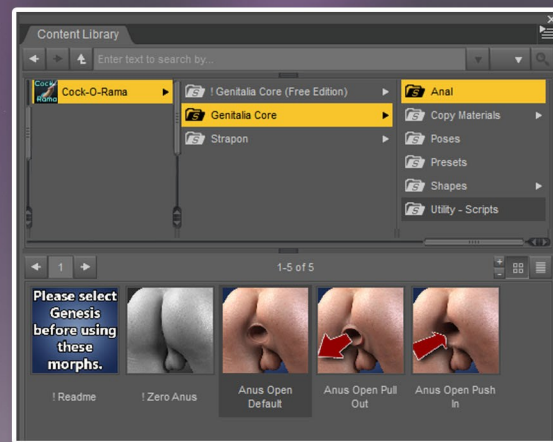
# An in Depth Look at the Cock-O-Rama Genitalia Core

Because Cock-O-Rama Genitalia Core includes so many options, I think it's a good idea if I quickly showcase all of the included features, where to find them and how they work.



## Anal Morphs:

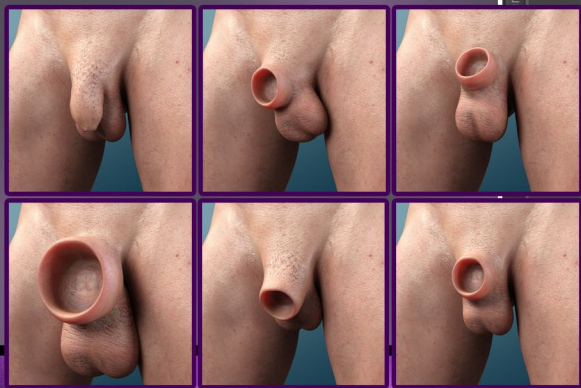
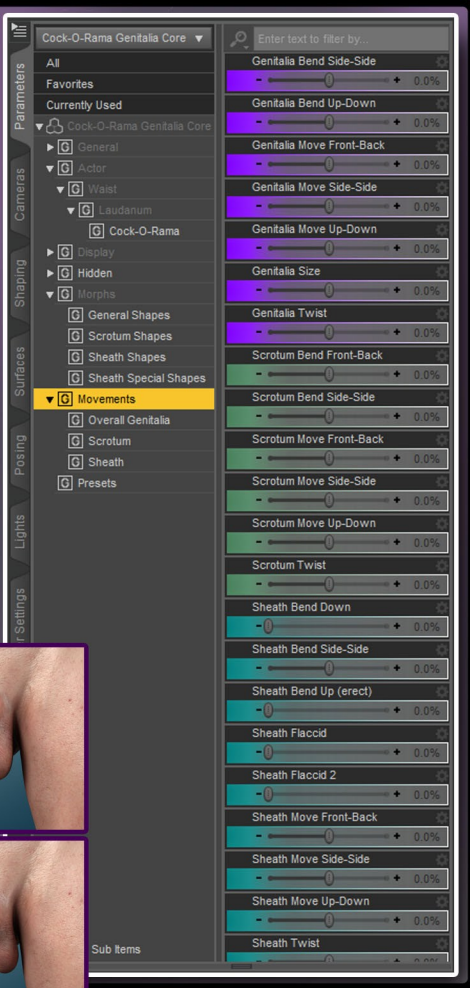
A bunch of useful anal morphs are provided if needed. These morphs are for the main figure and Cock-O-Rama Genitalia Core will automatically follow when you dial them in your main figure. To find them you need to select your main figure (i.e. Genesis8Male) and look for them in the Parameters tab under Actor/Waist/Laudanum/Cock-O-Rama where you will find all of the morph sliders.



Alternatively, you can access them from the content library in the Anal folder of the Cock-O-Rama Genitalia Core.

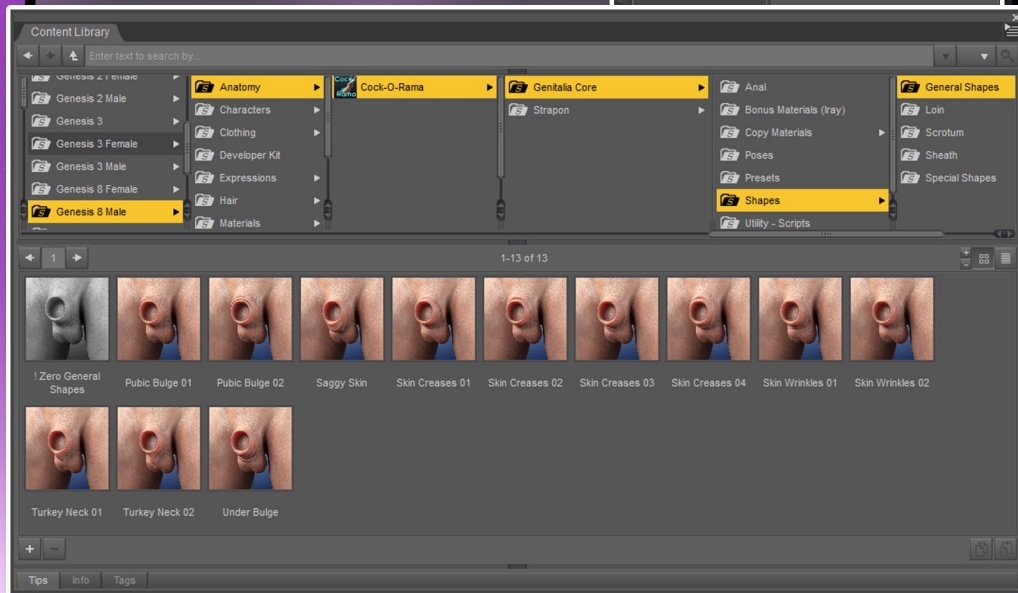
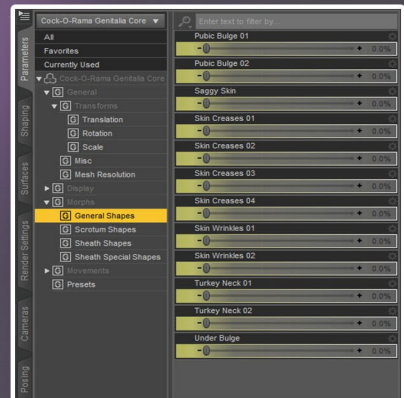
## Poses and Movements:

Probably the most important sliders of Cock-O-Rama Genitalia Core are the Movement sliders, which allow you to adjust and pose either the overall Genitalia Core or adjust individual body parts like the scrotum and the sheath. To find those sliders you need to select Cock-O-Rama Genitalia Core and go to the Parameters tab and look for Movements. Moving the Genitalia Core up and down, forward and backward as well as adjusting the overall size helps you to fit Cock-O-Rama better with a character. The movement's sliders are organized in three categories for ease of access; Overall Genitalia, Scrotum and Sheath.



## General Shapes:

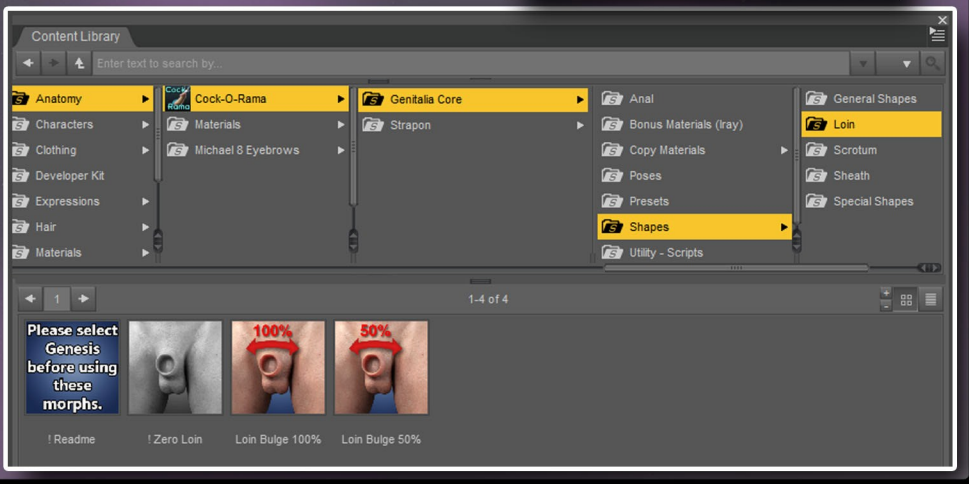
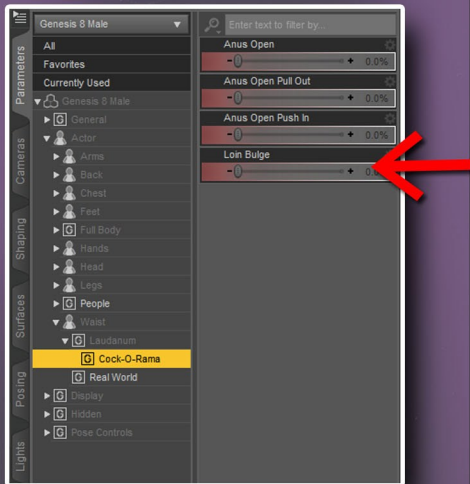
The General Shapes will give the Cock-O-Rama Genitalia Core the look you like. They are located under Morphs/General Shapes in the Parameters tab. Alternatively you can access them from the content library in the Shapes/General Shapes folder of the Cock-O-Rama Genitalia Core.





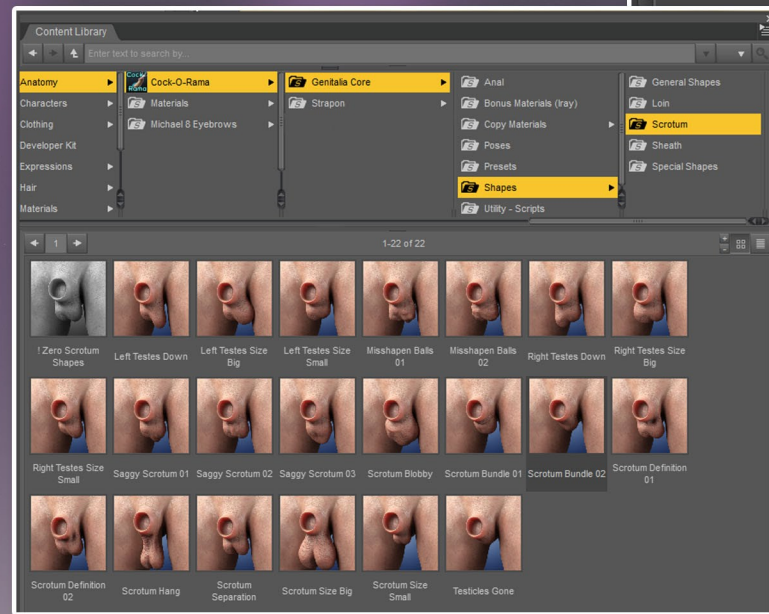
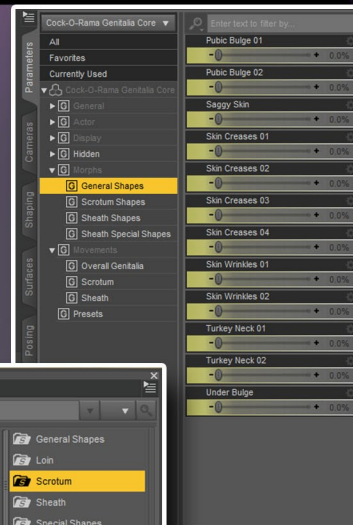
## Loin:

The Loin Bulge is special Genesis morphs to help smooth the loin area where the Genesis figure and Cock-O-Rama Genitalia Core are connected. This morph is located in the Parameters tab under Actor/Waist/Laudanum/Cock-O-Rama where you will also find all the Anal morphs. You can also find it in the Shapes/Loin folder of the content library.



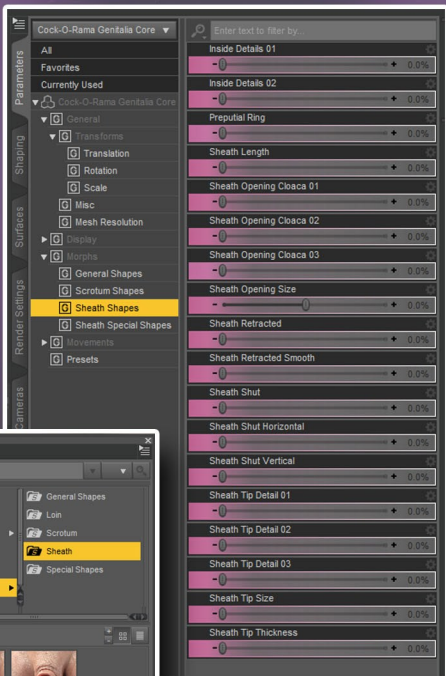
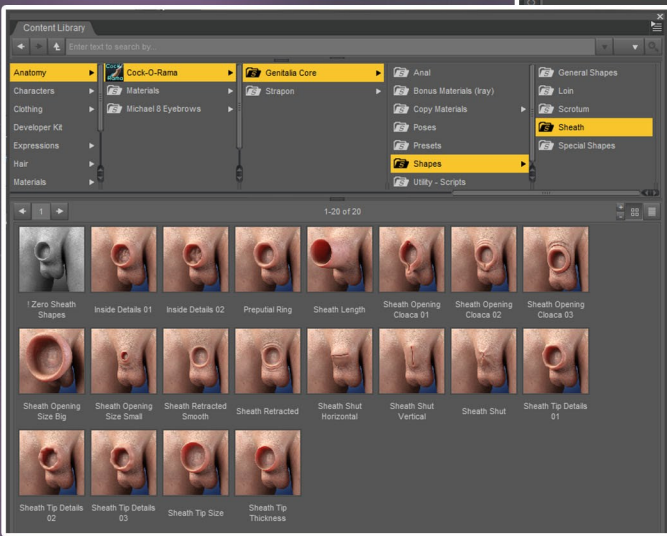
## Scrotum Shapes:

The scrotum is usually very malleable. Therefore, I made sure that enough scrotum-related morphs are provided to help you achieve interesting looks for your character's balls.



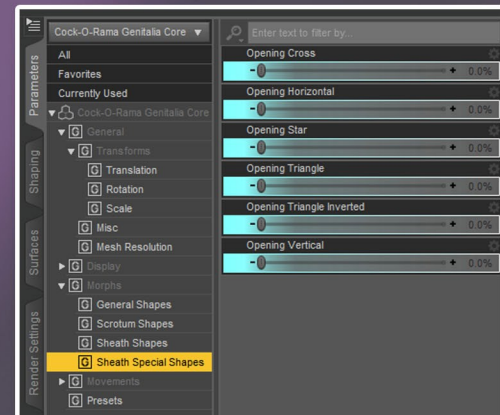
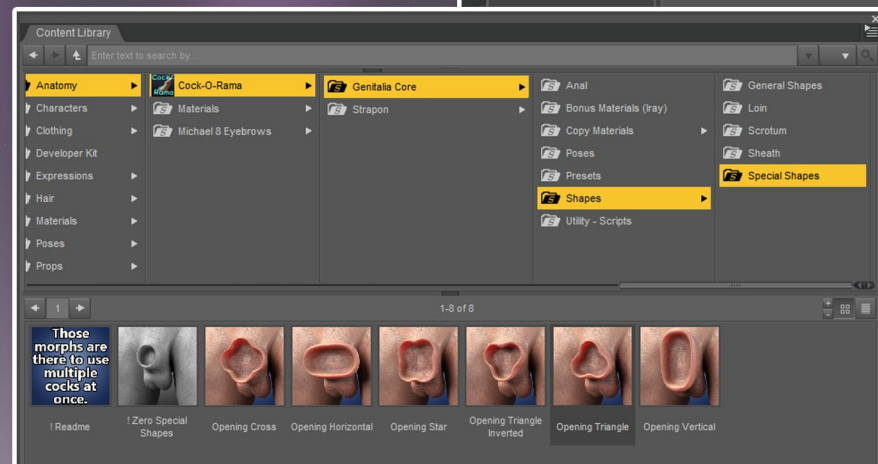
## Sheath Shapes:

The sheath, or the socket as I like to call it, is the foreskin that holds the Penis Attachment. The Sheath Shapes will add wrinkles, folds and saggy skin to further customize Cock-O-Rama's appearance.



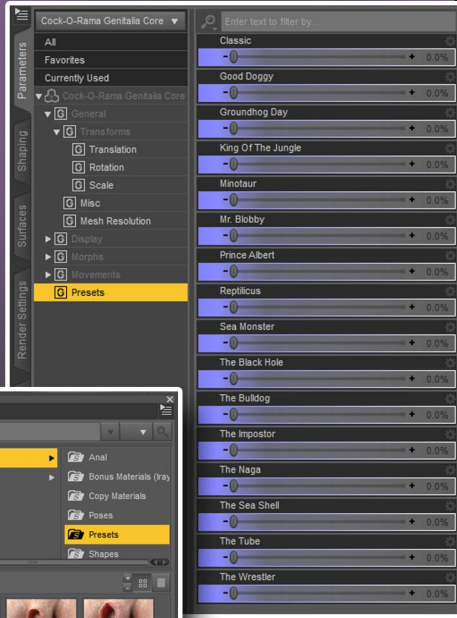
## Special Sheath Shapes:

These morphs are specifically designed to work with multiple Penis Attachments at once. They enable you for example to put two cocks horizontally inside the Genitalia Core or even to place four cocks in a cross-like arrangement. Those morphs are very useful to make unique and weird characters.



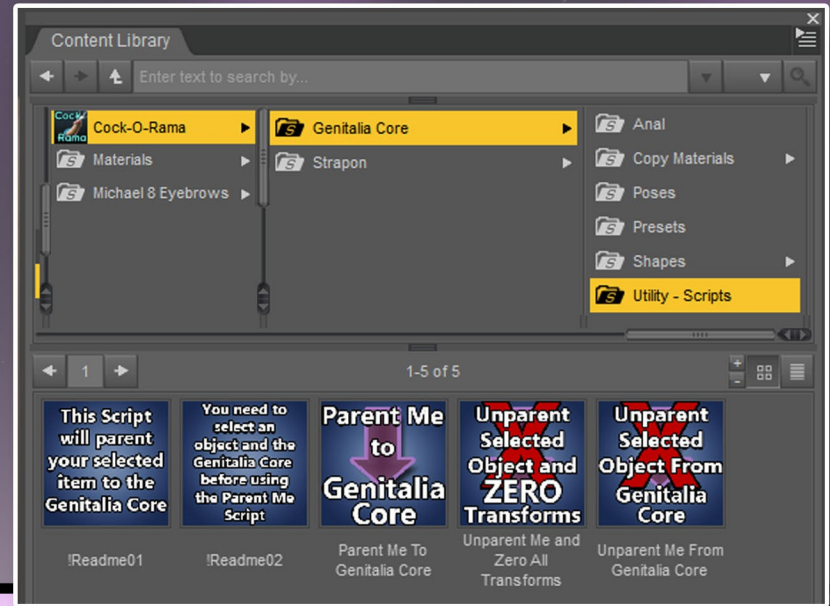
## Presets:

Presets combine individual morphs helping you to achieve interesting looks with just one single slider. Use these presets to instantly try and apply a bunch of cool and interesting looks to Cock-O-Rama which suit the character you are using.



## Utility - Scripts:

These scripts are designed to help you turn any object from your content library into a Penis Attachment for use with Cock-O-Rama. The Parent Me to Genitalia Core script will properly parent your selected object to the Genitalia Core so that it will follow its movements. Depending on the object you want to use, you will probably need to adjust position and scale to perfectly fit inside the sheath socket. I will elaborate more on this process in a later chapter. Don't use those scripts when you are working with any of the official Cock-O-Rama Penis Attachment packages. Those packages include their own scripts which already provide a perfect fit.



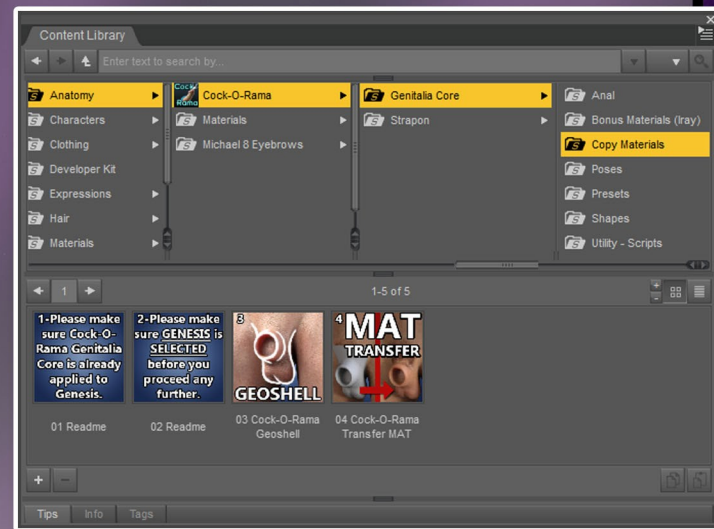
## Bonus Materials (Iray):

The Bonus Materials include a set of 4 human skin materials with an infected genitalia look for Genesis Male and Female. These textures are especially useful to create a human with a mutated cock for your sci-fi renders. This set of Iray only materials does include both black and Caucasian skin for Genesis 3 and 8, male and female. To use these materials simply apply them directly to your character and the Cock-O-Rama Genitalia Core will automatically be update with the same texture accordingly.



## Copy Materials:

When working with a geografted figure like Cock-O-Rama, the biggest challenge is to get a seamless texture blending with the character the geograft is applied to. The Cock-O-Rama Genitalia Core uses the same UV as the Anatomical Elements from DAZ which allow you to use the default genital materials included with many characters. Unfortunately not all characters include genitalia textures. In those cases you will have to use Cock-O-Rama's geometry shell for texture blending. In the Copy Materials folder you will find two very important objects, the Cock-O-Rama Geoshell and the Transfer Material Script. The Geoshell will cover the Genitalia Core with an opacity falloff to make it blend with the character texture underneath it. The transfer script will copy the material from the character to the Genitalia Core. This technique enables you to blend the Geoshell with any character's textures without obvious seams. More Geoshell materials will be available in the Expansion Pack.



## Characters MATs (Iray):

These materials were made to match specific Genesis characters as close as possible. When using them with the proper character you will get a perfect match. You can also try your luck and use them with other characters of similar color. Here the list of characters that are supported by this pack:

### Genesis 3 Females:

- Avavex
- Cat Lyn
- Creech Evolution
- Demonara
- Hellion HD
- Hag
- Off World

### Genesis 8 Females:

- Aeridian Lady Stardust
- Alien Queen
- Demona
- Etta HD
- Glissandra
- Haged HD
- Monster Bride
- Mutomorph Female
- Nenana
- Omnix
- Princess Aqua
- Xenogirl HD
- Yotul

### Genesis 3 Males:

- Alien-X
- Boogeyman
- Creech Evolution
- Demonaro
- Going Viral
- Mathius Vampire
- Muscle Maps
- Robbus Madgloom
- The Aberration
- The Disruptor Alien HD
- The Exile
- The Fallen One
- Torak
- Ultimate Zombie HD

### Genesis 8 Males:

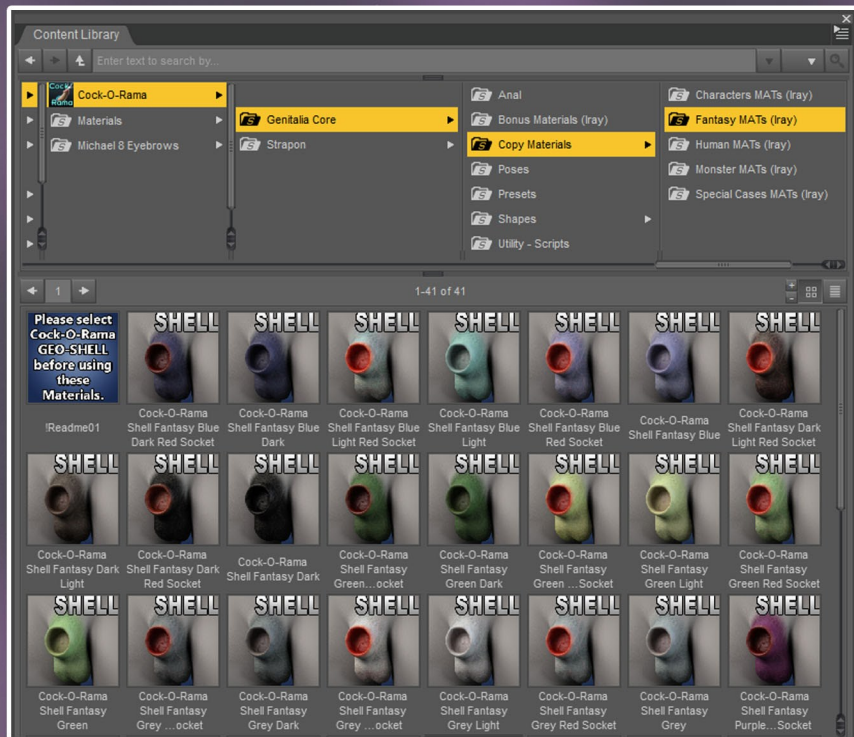
- Crypto Alien
- Demon HD
- Dolb
- Evil Clown HD
- Giant HD
- Glumgurgle HD
- Greylien HD
- Hobgoblin HD
- Keep It Ghool
- Krampus HD
- Muscle Maps
- Mutomorph Male
- Orc HD
- Plague Wolf HD
- Supreme Intelligence HD
- The Dweller HD
- The Count HD
- The Monster HD
- Troll HD
- Xenoman

\*More will be added through free updates.



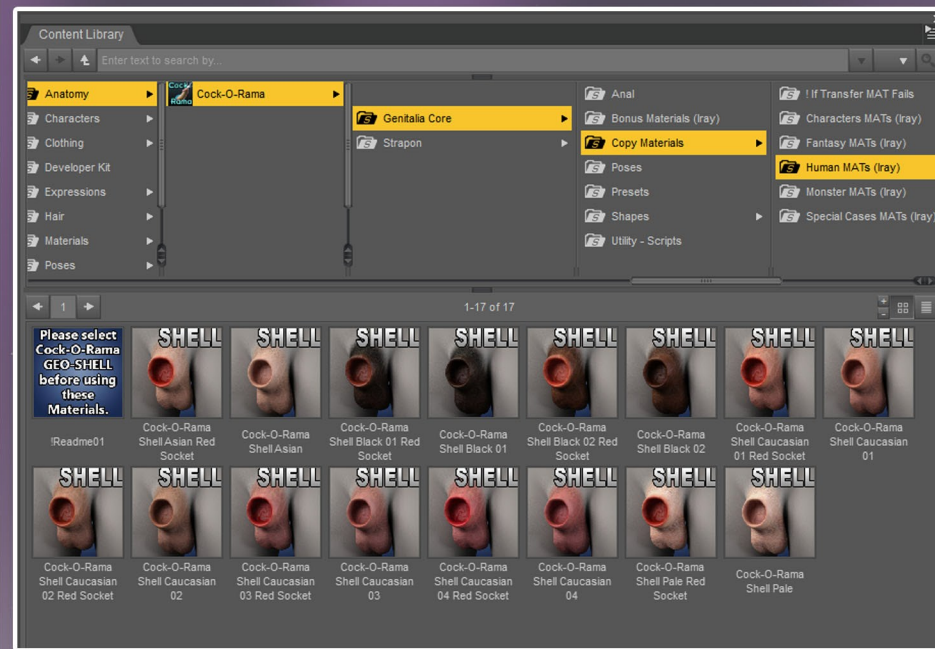
## Fantasy MATs (Iray):

As it is impossible to support every characters ever made and also because new ones are created all the time, this pack includes all the basic skin colors you may need for fantasy characters and creatures. From blue to green, from red to purple this pack got you covered.



## Human MATs (Iray):

Just because Cock-O-Rama is Fantasy and Horror focused, doesn't mean you can't use it with human characters. Here you will find human skin materials for Cock-O-Rama Geoshell to help you blend it with human characters.



## Special Cases MATs (Iray):

The Special case genesis materials were made for some very specific characters with custom UV set. When a character uses a custom UV set, it is not possible to transfer its textures and materials to a geografted figure without seams. Unique textures have to be made for these special cases. Because there are only a handful of them I decided to make textures for them. When using Cock-O-Rama on these characters the Geoshell is not required and should be deleted from your scene. You should apply these materials directly to Genesis and the Genitalia Core will be updated automatically. Here's the list of the special case characters that are supported by this pack:

### Genesis 3 Females:

- Demonara

### Genesis 3 Males:

- Demonaro
- Torak

### Genesis 8 Females:

- Mutomorph Female

### Genesis 8 Males:

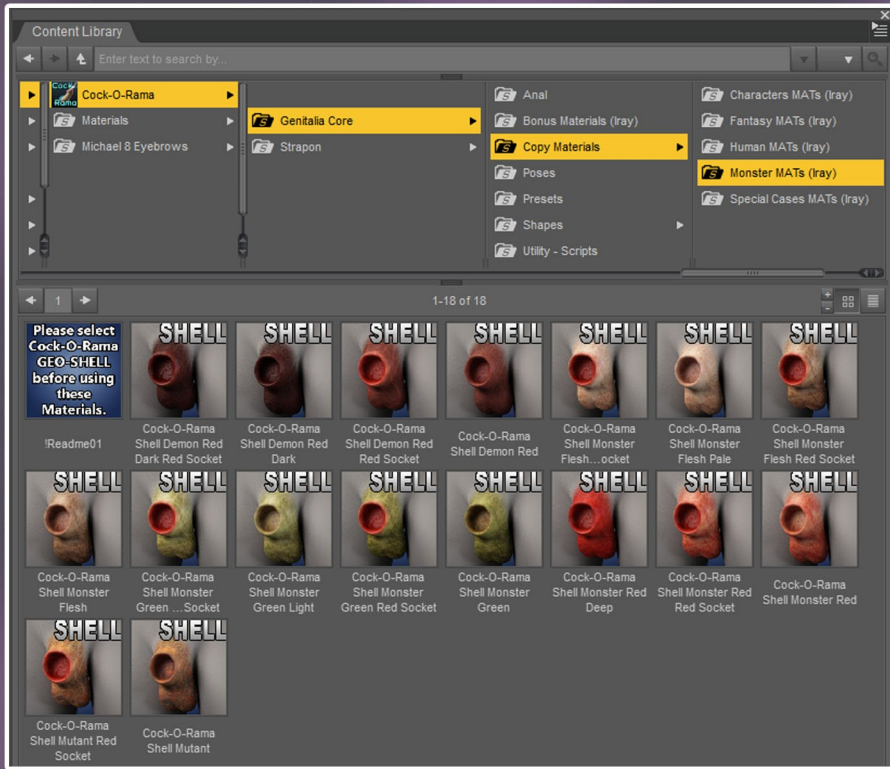
- Mutomorph Male

All Purpose Cock +  
Rosebud preset



## Monsters MATs (Iray):

Here you will find additional colors to help you achieve a more specific look. They will look great on demons, zombies and mutants.



## An in Depth Look at the Cock-O-Rama Strapon

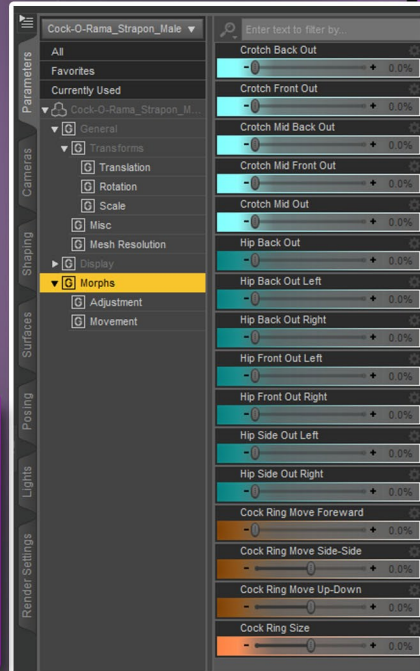
For those of you who don't like monsters and fantasy characters with crazy genitals, you might still want to use some of the Penis Attachments Cock-O-Rama has to offer with your characters. The Cock-O-Rama Strapon allows you to do just that. This simple piece of conforming clothing lets your characters wear each possible Penis Attachment without the hassle of texture alignment.





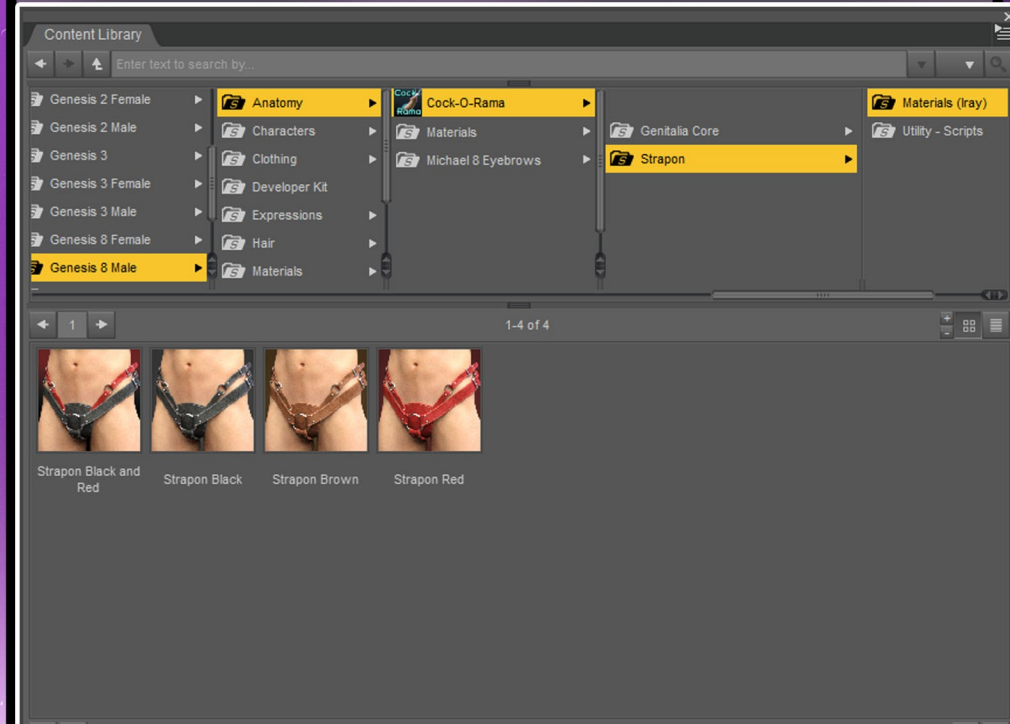
## Morphs Adjustment and Movement:

Cock-O-Rama Strapon includes morphs to help you deal with possible poke-through. The morphs are organized in two categories; Adjustment and Movement. The movement morphs allow you move the dildo holding ring in most directions which is useful while posing the character. It also lets you adjust the size of the dildo.



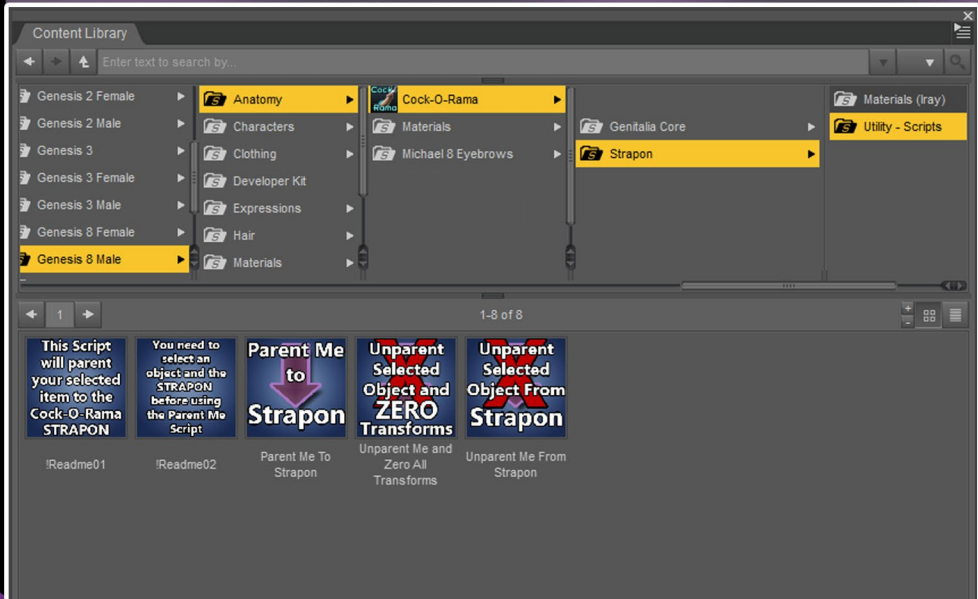
## Materials:

Here you will find leather materials for the Cock-O-Rama Strapon. There are four color options to choose from.



## Utility - Scripts:

These scripts are designed to help you turn any object from your content library into a Penis Attachment for use with the Cock-O-Rama Strapon. The Parent Me to Strapon script will properly parent your selected object to the Cock-O-Rama Strapon so that it will follow its movements. Depending on the object you want to use, you will probably need to position it and scale it to fit inside the dildo holding ring. I will elaborate more on this process in a later chapter. Don't use those scripts when you work with any of the official Cock-O-Rama Penis Attachment packages. Those packages include their own scripts which already provide a perfect fit.



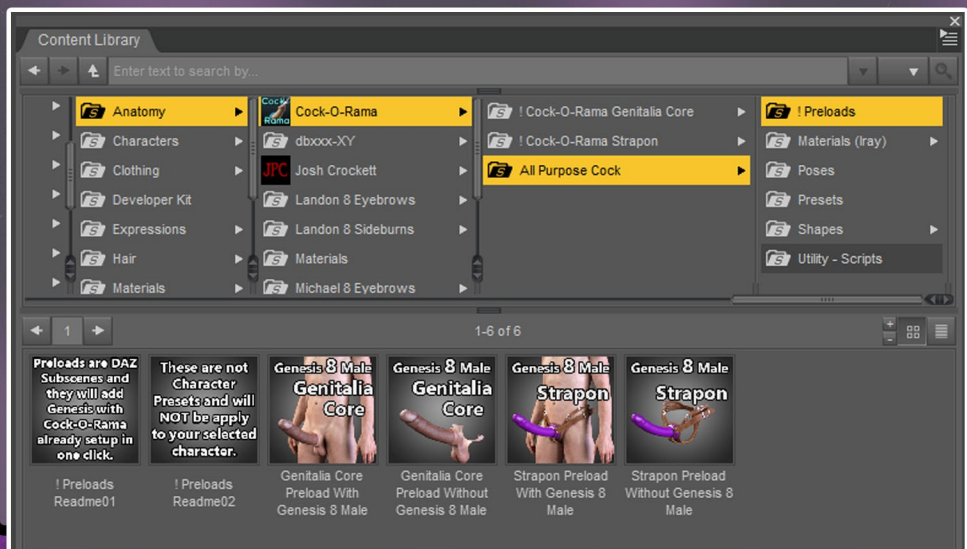
# An in Depth Look at the Cock-O-Rama Penis Attachments

The biggest advantage of Cock-O-Rama is the variety offered by the different Penis Attachments. However, it is nearly impossible for me to showcase every Penis Attachments available in this manual. But I will explain the most important features all Penis Attachments have in common.



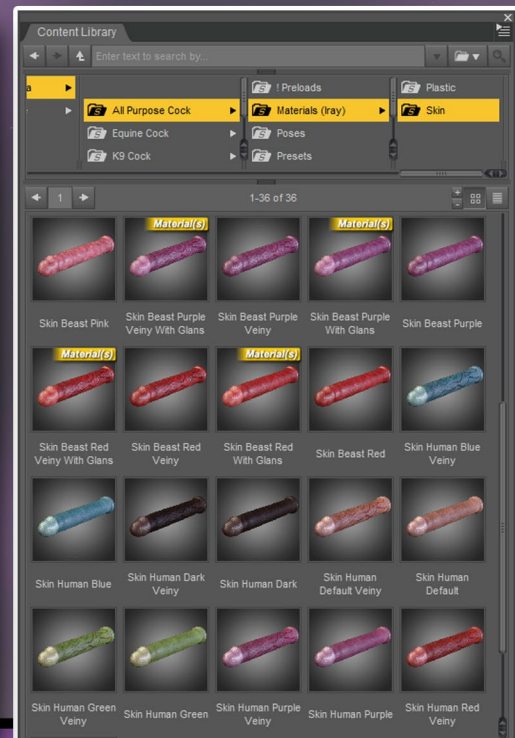
## Preloads:

With preloads you can load the Penis Attachment preconfigured with either the Cock-O-Rama Genitalia Core or the Strap-on and already parented to a default Genesis figure like G8M with just one click. This is a perfect point to start individualization from. Just select the proper preload like i.e. the Penis Attachment and the Strap-on parented to Genesis 8 Female. Then configure the character with your choice of morphs and materials and finally adjust the Core/Strap-on and Penis Attachment combo. Preloads are organized by several categories. You first decide if you want to load Cock-O-Rama pre-attach to a Genesis figure or not. Then you choose the Cock-O-Rama figure you want the Penis Attachment to be parented to; the Genitalia Core or the Strap-on.



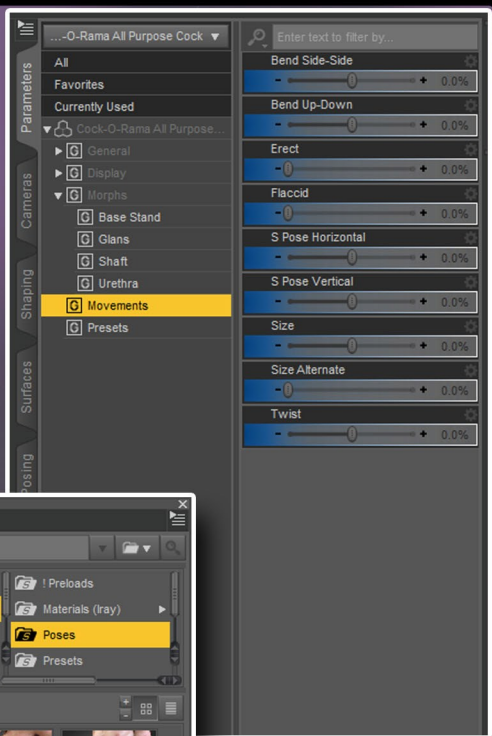
## Materials:

Although every Penis Attachment Packages will have its own set of unique materials, those materials will always be organized in two categories; **Skin** and **Plastic**. The skin materials will provide an organic living look to the cock with accurate translucency so that it looks like it is part of a living character. The plastic materials will give it a more synthetic look which is perfect for a dildo.



## Poses and Movements:

A bunch of poses to quickly add motion and life to the Penis Attachment. They are located in the Poses folder in the content library but you can also access more of them via the Parameters tab under Movements. In the Poses folder you will also find a few "Match" poses which will simply position the Penis Attachment to the specified figure but they will not be parented to it. You need to use the proper script for parenting.



## Shapes and Morphs:

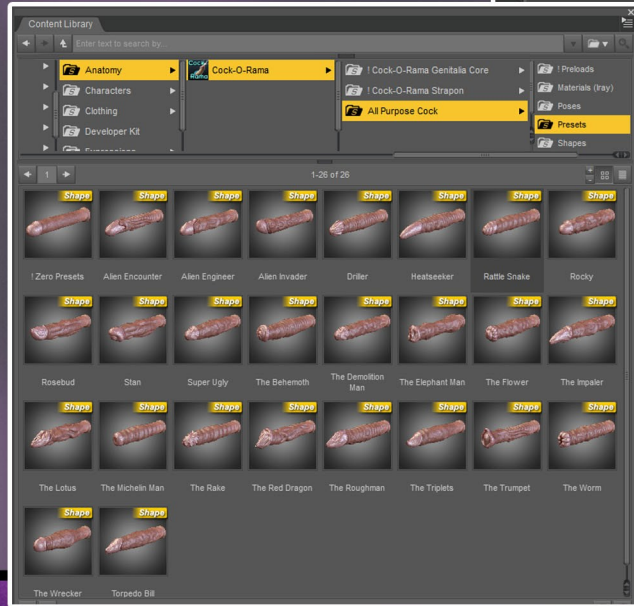
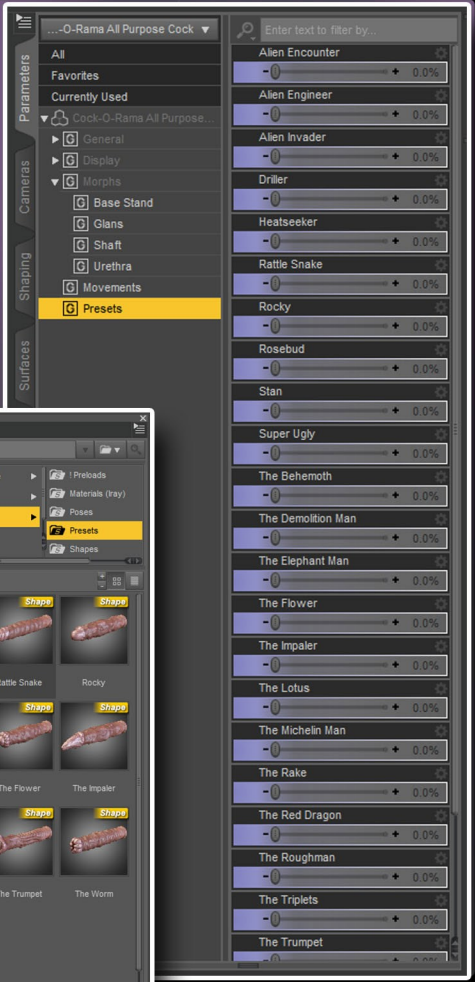
Every Cock-O-Rama Penis Attachment Packages will include a lot of interesting and unique morphs for the various anatomical parts like the glans, urethra or shaft. These morphs are self-explanatory but I will still quickly touch upon those which will be common amongst every Penis Attachment Packages.

- The **Base Stand** morphs are shapes to make the base of the penis look like a dildo stand.
- The **Glans** morphs are shapes to customize the look of the glans and tip of the penis.
- The **Shaft** morphs are shapes to customize the look of the penis' shaft. By combining these morphs you can achieve some crazy looks.



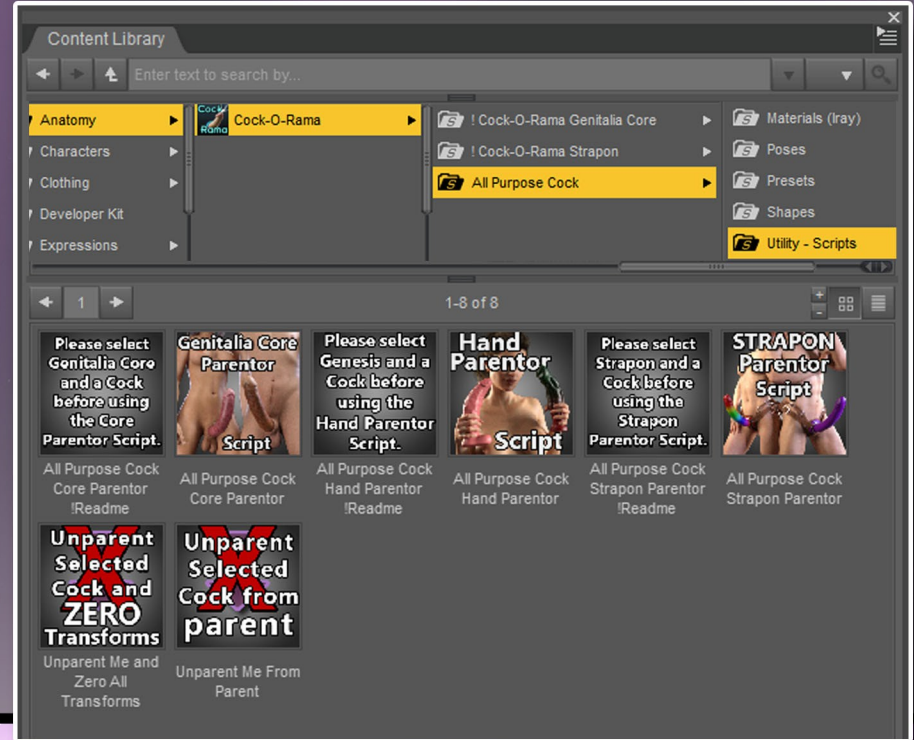
## Presets:

Because most Penis Attachments will include more than a hundred morphs for each part of its anatomy, it may be a bit tedious to try them all one by one to see how they look. The presets are combinations of these morphs I put together so you can quickly create interesting looking cocks for your characters.



## Utility - Scripts:

The most important section of the Cock-O-Rama Penis Attachment Packages are the utility scripts. They allow you to properly parent a cock to either the Genitalia Core or the Strap-on. They can also do useful things like posing and scaling the cock properly to fit perfectly inside the Genitalia Core or the Strap-on. I will explain in greater detail how they work and how to use them in a later chapter.



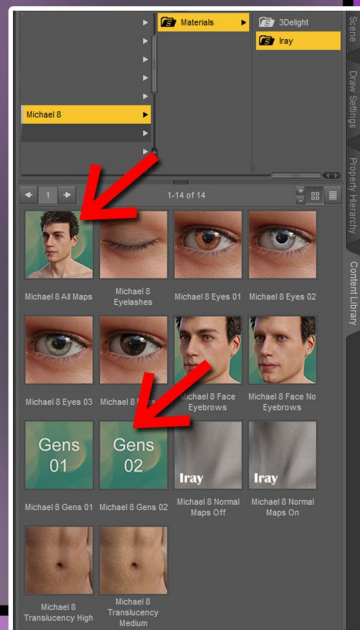
# How to Use Cock-O-Rama

## Getting Started with Cock-O-Rama Genitalia Core:

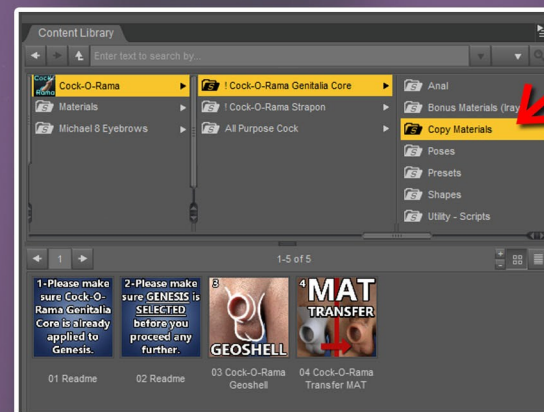
To use Cock-O-Rama you first need to load the Genitalia Core into your scene. It is recommended to select the Genesis figure you want to use with Cock-O-Rama before loading the Genitalia Core so that it will be automatically conformed and ready to use. The Genitalia Core works like the default DAZ Anatomical Element but with way more options and morphs.

## Shading and texturing the Genitalia Core:

By default, Genitalia Core will load into the scene with a grey material. To apply materials and textures to the Genitalia Core simply use those that are included with the character that you want to use. I will be using Michael 8 in this example. Select Genesis 8 Male and go to Michael 8/Materials folder and double click on "Michael 8 All Maps". This preset will apply textures and materials to both Genesis and Cock-O-Rama Genitalia Core at the same time. Alternatively, you can select Cock-O-Rama Genitalia Core and double click on "Michael 8 Gens 01" or "Michael 8 Gens 02" to apply the textures and materials only to Genitalia Core. As you can see, shading the Genitalia Core works exactly the same way as it does for the DAZ Anatomical Elements.



## Texture blending with the Cock-O-Rama Geoshell part 1:

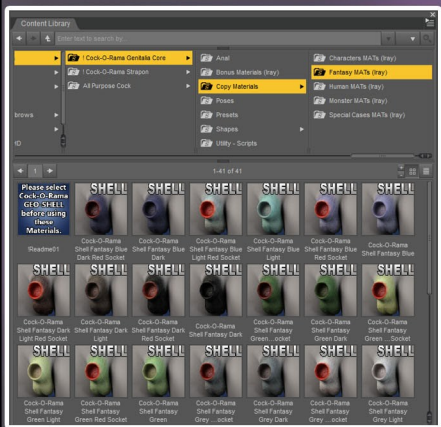


If you want to use Cock-O-Rama with a character which does not include genitalia textures you will have to use the Geoshell in order to blend the Genitalia Core properly with the character. All the required Geoshell utilities are located in the "Copy Materials" folder. Hover on the icons to get hints guiding you through the process of loading the Cock-O-Rama Geoshell and of transferring the materials.

It is very easy to use the Geoshell and to transfer the materials from any character to Cock-O-Rama.

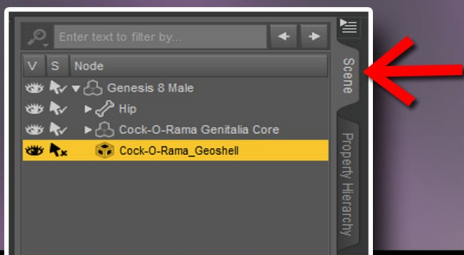
All you need to do is to first select Genesis and make sure it already has a Cock-O-Rama Genitalia Core applied to it. Then, you simple double click on step 3 which adds the Geoshell to the character and double click on step 4 which will transfer the material from Genesis to the Genitalia Core automatically. Useful hints are there to offer some guidance.

## Texture blending with the Cock-O-Rama Geoshell part 2:



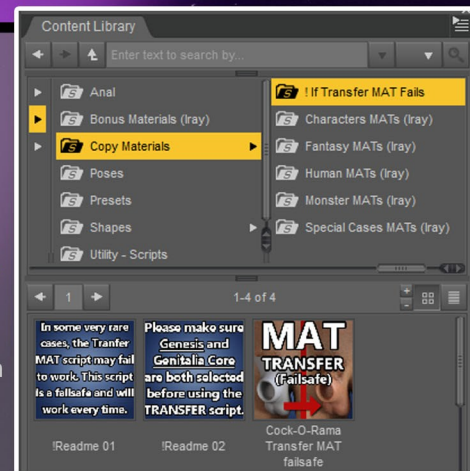
Inside the Copy Materials folder you will find quite a few Iray materials organized by types in subfolders. These materials are mostly for the Cock-O-Rama Geoshell and are available separately in the Cock-O-Rama Texture expansion set. They feature a wide range of color to help you blend Cock-O-Rama with your characters. Keep in mind that Cock-O-Rama is primarily designed for Fantasy characters and not for human figures.

To apply a material to the Cock-O-Rama Geoshell you need to first select it from the scene tab. In DAZ Studio, geometry shells are non-selectable from the view port. If you try to click on it from the view port it will only select Cock-O-Rama Genitalia Core instead. You have to select the Geoshell from the scene tab. Once it is selected simply double click on the shell material of your choice.



## If the "Transfer MAT" script fails:

In some very rare occasions the "Transfer MAT" script might fail to work. If the script does not work for you just head over the "If Transfer MAT fails" folder where a failsafe version of this script is provided. The "Transfer MAT failsafe" script is guaranteed to work every time. To use the "Transfer MAT failsafe" script you need to **select both** your Genesis figure and the Cock-O-Rama Genitalia Core. If you don't select both of them, the script will let you know and ask you to try again.

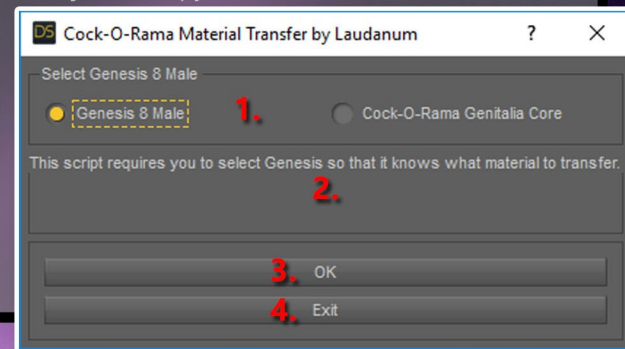


1. This selection box shows the name of the two objects you have selected. You need to tell the script which one of the two is the Genesis figure by checking the proper one. "Genesis" will be checked by default but if your Genesis figure has a different name or you have multiple copies of it with a number at the end of the name, the script won't know which object to copy the material from.

2. Just a simple hint.

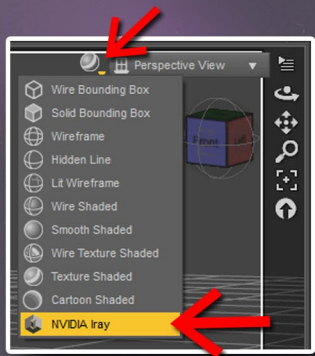
3. The OK button will execute the script.

4. The Exit button will cancel the script.



## Trouble shooting texture blending:

The most difficult aspect of a geografted figure is to blend it properly with your character. Unfortunately there is no magic trick to this problem and a product like Cock-O-Rama cannot include textures and materials for every character out there since new ones are created daily. Although Cock-O-Rama does include textures and material presets for a lot of monsters and such, it is possible that you will encounter a character where you don't get a good blend. Here's a more advanced technique to help you match a character color as much as possible.



From the material presets available choose the one with the texture that fits best. Zoom in to the Cock-O-Rama Geoshell so that it's easier to see. Change the viewport mode to Nvidia Iray to see the results of the following tweaks in realtime.



Select Cock-O-Rama Geoshell and go to the Surfaces tab. There you will find all of the Geoshell's material zones. There are quite a few of them because the Geoshell encompasses both Genesis and Cock-O-Rama Genitalia Core. You need to select only the one that ends with the word Genitalia. There you will see the material properties of the Geoshell. You don't need to be an expert to play with these settings and don't be afraid to mess with them when you have to.

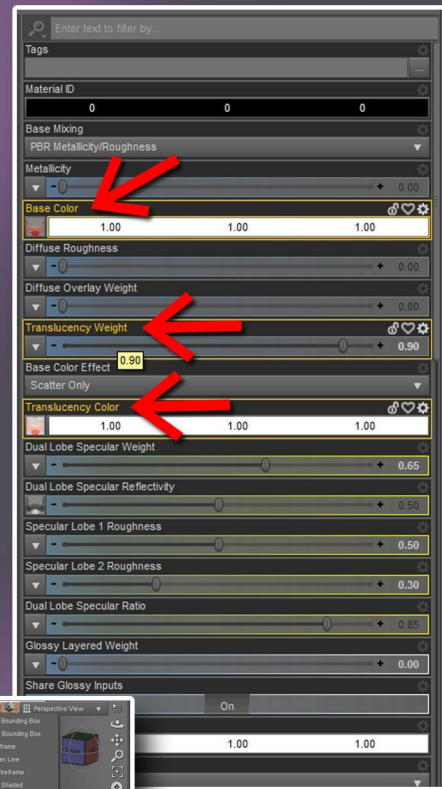
There are three properties with the greatest impact on the look of the Geoshell.

The Base Color where you can tint and darken the overall appearance of the Geoshell.

The Translucency Weight which makes the object lighter or darker.

The Translucency Color which tint the object in a different way than the Base Color.

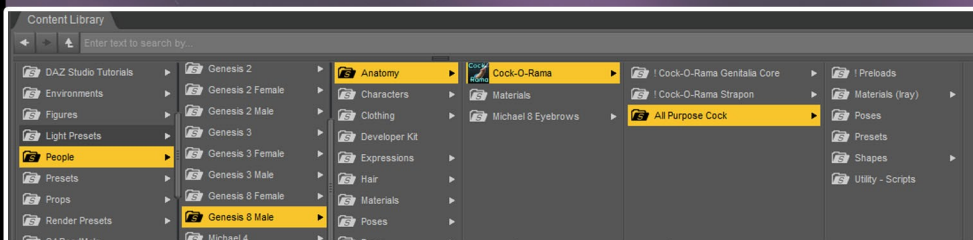
Play with those properties to get a feeling on how they affect the Geoshell. By having changed the viewport display to Nvidia Iray you can see the result in realtime which makes this process much easier and fun.



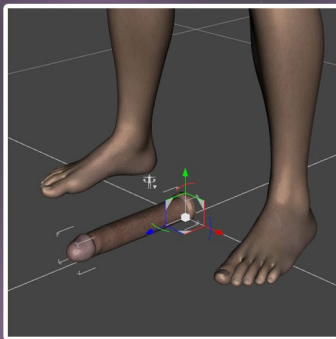


## Adding a Penis Attachment to the mix:

At this point the Genitalia Core is still an empty cock socket and not very useful. To turn it into an awesome fantasy penis for your character you need to load a Penis Attachment into the scene from the Props folder under Laudanum/ Cock-O-Rama where all the Cock-O-Rama Penis Attachments are located.

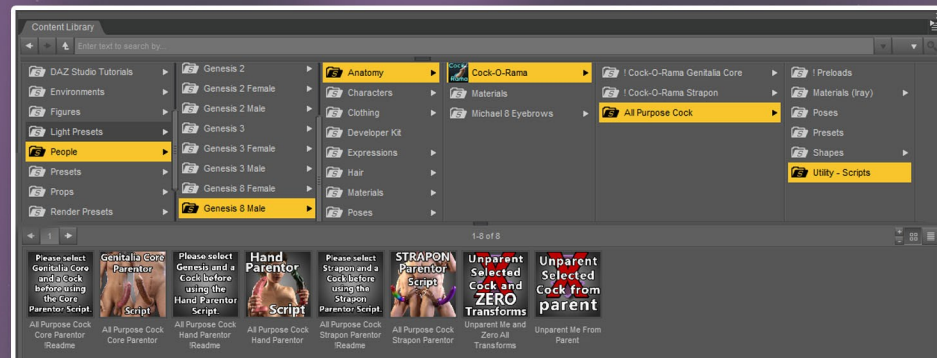


Once you have chosen a suitable cock from your library (you can use more than one and mix and match them), double-click on it and it will be added to your scene. All Cock-O-Rama Penis Attachments will load at the scene's origin for easier manipulation. To make the penis part of your character you need to go to the Utility-Scripts folder and use the appropriate script. The script will parent the penis to the Genitalia Core and reposition it to match perfectly inside making it part of the character. From that point on the penis will inherit all of the Genitalia Core transformations.

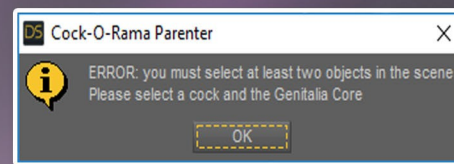


## Using the Cock-O-Rama Parenting Scripts part 1:

Every Cock-O-Rama Penis Attachments include a set of useful scripts to automate the steps needed to setup Cock-O-Rama properly. The scripts are located in the "Utility - Scripts" folder that is included with every Cock-O-Rama Penis Attachments.



To use a script in DAZ Studio simply double-clicks on it from the content library tab as you would with any other DAZ content. Before you use any of the scripts you need to have the proper figures selected. If you don't select anything the scripts will tell you what to select. Helpful hints are also there to guide you through the process.



## Using the Cock-O-Rama Parenting Scripts part 2:

The included scripts provide the following actions;



The **Genitalia Core Parentor** script will position, resize and parent a Penis Attachment to the Cock-O-Rama Genitalia Core (this works for both Pro and Free Edition).



The **Hand Parentor** script will position, resize and parent a Penis Attachment to the hand of your choice of your Genesis character.



The **Strapon Parentor** script will position, resize and parent a Penis Attachment to the Cock-O-Rama Strapon, sold separately.



The **Unparent Me and Zero All Transforms** script will unparent your selected Penis Attachment from whatever figure/item it is parented to and zero its transformations.



The **Unparent Me from Parent** script will simply unparent your selected Penis Attachment from whatever figure/item it is parented to.

## Using the Cock-O-Rama Parenting Scripts part 3:

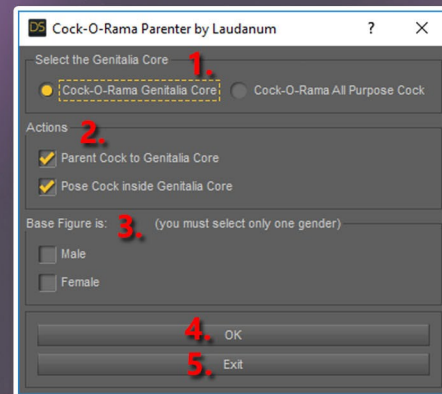
Once you have selected both Cock-O-Rama Genitalia Core and a Penis Attachment you can proceed with the Core Parentor script. A window will appear where you can activate or deactivate some features.

1. This selection box shows you the name of the two objects you have selected. You need to tell the script which one of the two is the Genitalia Core by checking the proper one. Genitalia Core will be checked by default unless it has a different name.

2. The Actions are two very useful commands that the script can do for you. They are checked by default and there's really no reason to turn them off. The "Parent Cock to Genitalia Core" will parent the Penis Attachment to the Genitalia Core so that it will properly follow the figure. The "Pose Cock inside Genitalia Core" will pose your Penis Attachment perfectly inside the Genitalia Core for a nice fit.

3. The script needs to know the gender of your Genesis figure so that the "Pose Cock inside Genitalia Core" action works properly. You should only check one depending on which version of Genesis you're working with.

4. The OK button will execute the script.  
5. The Exit button will cancel the script.



## Using Penis Attachments as dildo:



All Purpose Cock + Stan preset

All Purpose Cock + Super Ugly preset

To use a Penis Attachment as a dildo simply load a Cock-O-Rama cock into your scene. From there you can apply a simple pose to the cock from the Poses folder. Depending on the scene you're creating, manual adjustments might be required. If you want the cock to be parented to a Genesis figure's hand you simply need to use the appropriate script presets from the Utility – Scripts folder and double click on it. That way the cock will automatically follow the Genesis figure's hand. Doing this makes it very easy to use poses for Genesis figures having fun with dildos.

Every Cock-O-Rama Penis Attachments include a set of plastic materials with a wide variety of colors to choose from. With these materials you can create amazing looking sex toys without the need for additional purchases.

## Using the Hand Parentor Script:

1. This selection box shows you the name of the two objects you have selected. You need to tell the script which one of the two is the Genesis figure by checking the proper one.

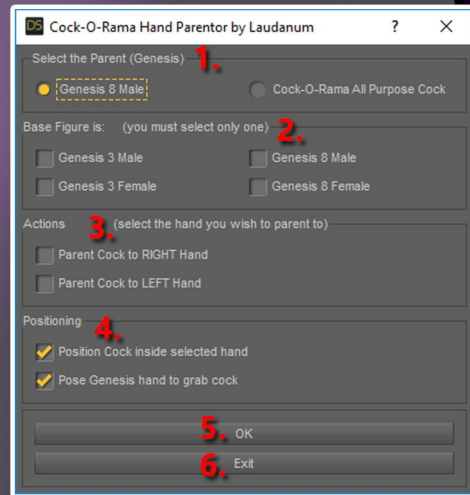
2. You need to specify which version of Genesis you are using by checking the proper one.

3. The "Actions" section expects you to select which hand the Penis Attachment will be parented to.

4. The Positioning options are additional commands and are checked by default. The "Position Cock Inside selected hand" will place the Penis Attachment inside the hand you previously selected. The "Pose Genesis Hand to grab cock" will apply a pose preset to the previously selected Genesis figure's hand so that it grabs the Penis Attachment.

5. The OK button will execute the script.

6. The Exit button will cancel the script.

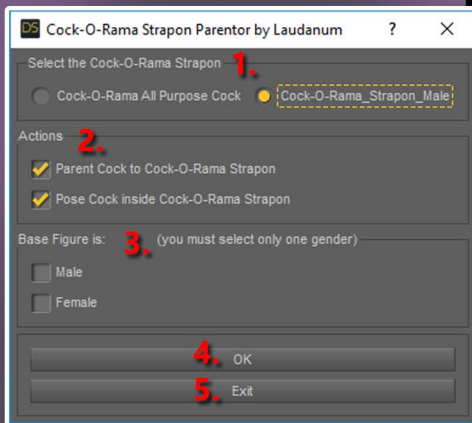


Made with K9 Cock (sold separately)



## Using Penis Attachment as a Strap-on Dildo:

To use a Penis Attachment as a strap-on dildo, simply select both the Penis Attachment and the Cock-O-Rama Strapon than double click on the Strapon Parentor script from the Utility – Scripts folder. A property window will appear with a bunch of options for you to play with.



1. This selection box shows you the name of the two objects you have selected. You need to tell the script which one of the two is the Strapon by checking the proper one.

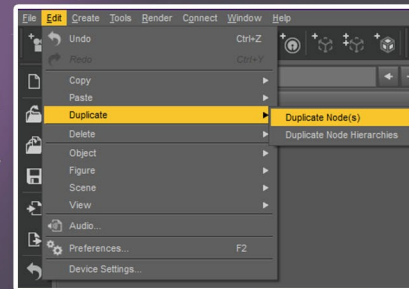
2. The Actions are two very useful commands that the script can do for you. They are checked by default and there's really no reason to turn them off. The "Parent Cock to Cock-O-Rama Strapon" will parent the Penis Attachment to the strapon so that it will properly follow the figure. The "Pose Cock inside Cock-O-Rama Strapon" will pose your Penis Attachment perfectly inside the strap-on for a nice fit.

3. You need to specify whether you are using the Strapon on a male or a female figure so that the previously selected Actions will work correctly.

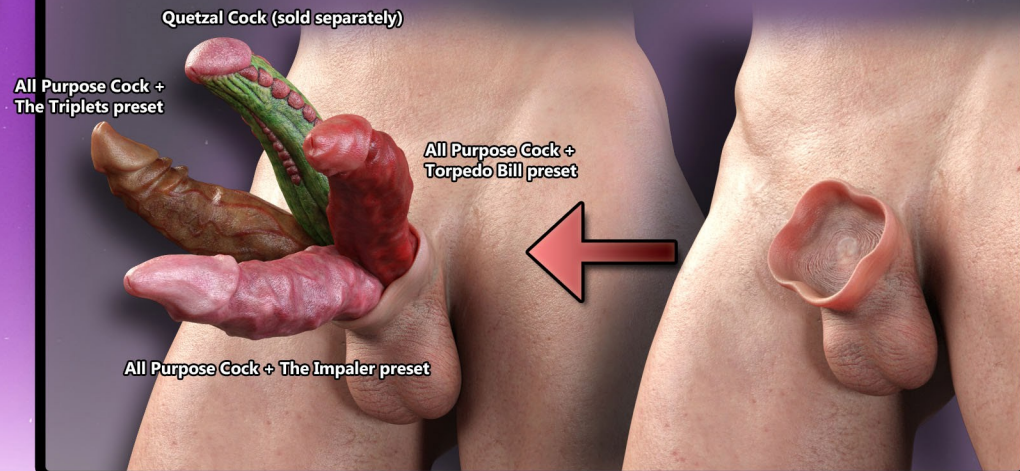
4. The OK button will execute the script.  
5. The Exit button will cancel the script.

## Using multiple cocks at once:

To use multiple cocks at once I recommend starting with one cock already parented and positioned properly into the scene. Then apply one of the Special Sheath Shapes from the content library to the Genitalia Core. Choose a shape depending on the number of cocks you want to add and their positioning.



Once you are done with shaping the Genitalia Core select the Penis Attachment from the Scene tab and go to Edit> Duplicate> Duplicate Node(s). This command will create a copy of the Penis Attachment which will retain all its attributes, materials and parenting. From there you only need to move it into position to fit inside the Genitalia Core. Repeat the process if needed.



# Manual Parenting in DAZ Studio

DAZ Studio supports drag-and-drop parenting, or the creation of hierarchical parent/child relationships between items. Child nodes appear on sub-branches within the tree view in the Scene tab.

To parent one object to another:

-Make sure that both the parent and child objects are in your scene. Don't worry about positioning the child object just yet.

-In the Scene tab, click and drag the child object on your desired parent object. You can parent any object to any other object or bone. In our case, you can parent a Penis Attachment to the Genitalia Core or the strapon. With the Genitalia Core you need to parent the penis to the "Sheath 03" bone specifically. With the Cock-O-Rama strapon you need to parent the penis to the "CockRing" bone.

-The child object will move so that:

Its local origin coincides with the parent object's origin.

Its local axes are aligned with the parent object's local axes.

-Rotate and/or translate the child object into the desired position relative to the parent.

# Moving Objects in DAZ Studio

There are three main ways to manipulate props:

1. Rotation: Rotation occurs at that prop's center and alters orientation without altering location.
2. Translation: Translation occurs at the prop's center and alters location without altering orientation.
3. Scale: When you select a prop, scaling occurs along that entire prop in your selected axis or axes.

## Using the Manipulator

Direct manipulation is the easiest way to adjust your prop's position. This method is both easy and fast. Some artists use this method to move props into their rough positions, then switch to the Parameters tab to make fine adjustments. The precision of this method depends on your viewing angle and distance; the closer you are to the object you're manipulating, the finer control you will have. At its most basic, the process is as follows:

1. Select the prop to move, as described above.
2. Click and drag the **Manipulator handles** to move the prop.

## Selecting Which Prop to Move

You must select the prop you wish to move before moving it. The Manipulator (be rotation, translation, or scale) appears at the selected prop's center whenever you select a prop. These controls will vary depending on the currently selected manipulation mode. There are two ways to select props:

- Click the desired prop in any viewport.
- Select the desired prop using the Scene Tab.

# Demystifying the Content Library

I have noticed that a lot of people are having trouble installing .zip files into their content library. I hope to shed some light on this subject to help eliminate this issue. It is actually easier than you might think and you don't need any advanced knowledge to clean up your DAZ content library.

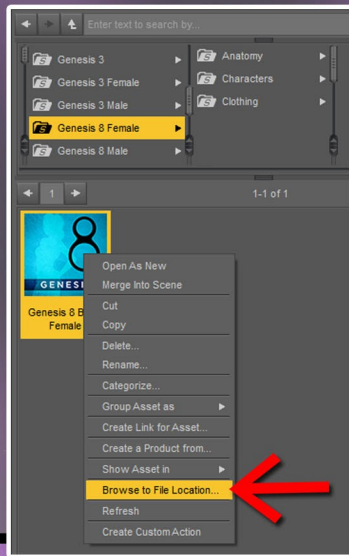
## Tools Needed:

- Windows Explorer or a similar file manager
- WinZip or 7-Zip (to extract the files)
- DAZ Studio (obviously)

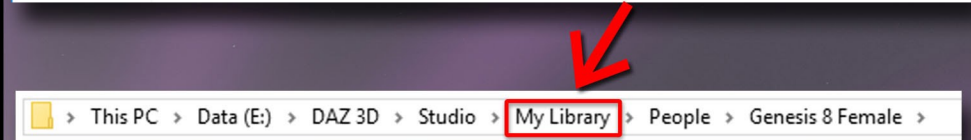
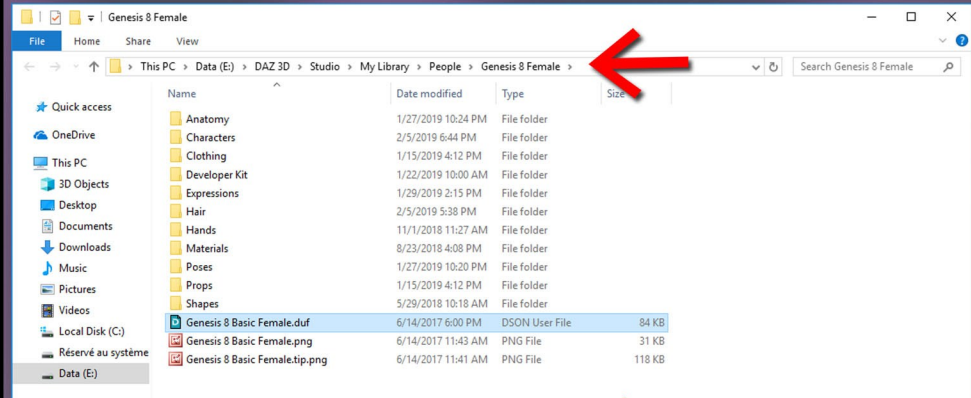
## Finding your Content Library:

When you first install DAZ Studio, it will create a content library folder structure for you to install your stuff to. It should be located in your Documents folder under DAZ 3D/My Library. The name of those folders may vary depending on the version of DAZ Studio you installed.

Here's an easy way to locate your content library from within DAZ Studio. Go to the Content Library tab and find Genesis 8 Female for example which is under People/Genesis 8 Female. Now, instead of double clicking on Genesis 8 Female to add her to the scene, left-click and choose "Browse to File Location".

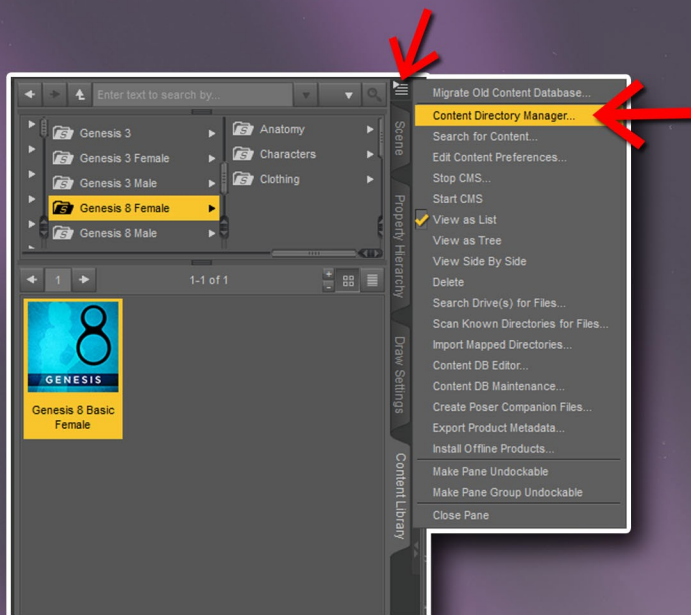


This command will open a Windows explorer window which will show the selected path. This window tells you the "address" of the file near the top. Since we searched for Genesis 8 Female the two last folders to hold the file will be People/Genesis 8 Female. Your content library resides in the folder before People, in my case the folder is called "My Library". This folder houses all the important folders for your 3D content to work properly including but not limited to Data; Props; Animals; People and Runtime (where most textures are stored in the subfolder "textures").

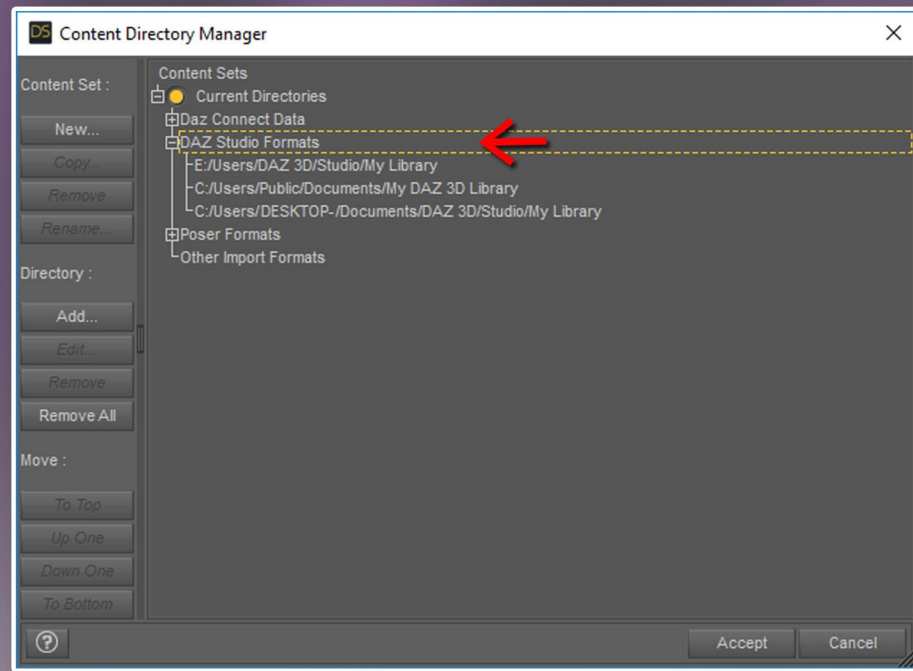


The folder before People is your Content Library.

Here's another and maybe even easier way to find your content library with the help of the Content Directory Manager. In DAZ Studio choose EDIT → Preferences → Content Library → Content Directory Manager. You can also open Content Directory Manager by going to the Content Library Tab (VIEW → Tabs → Content Library). Click on the 'Active Tab Options' button in the upper left to open the menu. In the menu, click Content Directory Manager.



The Content Directory Manager window will open and you will be able to see your content directories in a tree-like structure. To find the "address" of your content library look under Current Directories and under DAZ Studio Formats. There you will find the list of all your content libraries. I won't go into too much details about the Content Directory Manager since you can find a better documentation on the official DAZ 3D website if you need it but for Cock-O-Rama you only need it to find your content library.

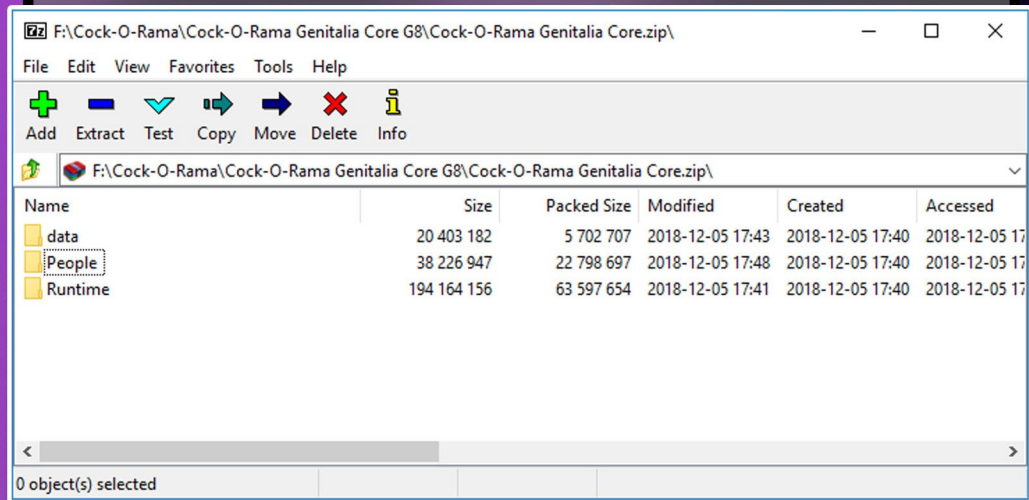
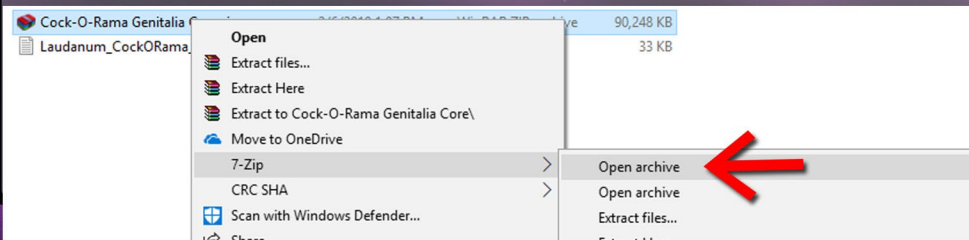


## Caution regarding multiple Content Library directories:

Some people like to have separate directories where they install their content, i.e. based on where it was acquired. They might have a separate directory for all their Renderotica content for example. Although I can't argue with the fact that it helps keeping the content organized and easier to manage, you should keep in mind that some morphs/items will need to be installed in the main library where Genesis is located. Cock-O-Rama is such a product. Although my testers have reported that Cock-O-Rama does also work if installed in a second library, I still recommend to install Cock-O-Rama where Genesis is installed or some features like anal morphs might not work correctly.

## Installing your content from a ZIP file:

Now that you know where your content library is located, it's time to extract the files contained in the ZIP to their proper places. I mostly use 7-Zip File Manager for extracting ZIP and RAR files since it's free and open source and also very easy to use. Find the Cock-O-Rama ZIP file and right-click on it. It will show you a contextual menu with a bunch of commands you can quickly access. If you have 7-Zip install on your computer you will see a 7-Zip submenu with additional commands relevant for working with compress data. From this submenu, choose the Open Archive option. The application 7-Zip will open and you will be able to explore every files and folders that are inside the ZIP file.

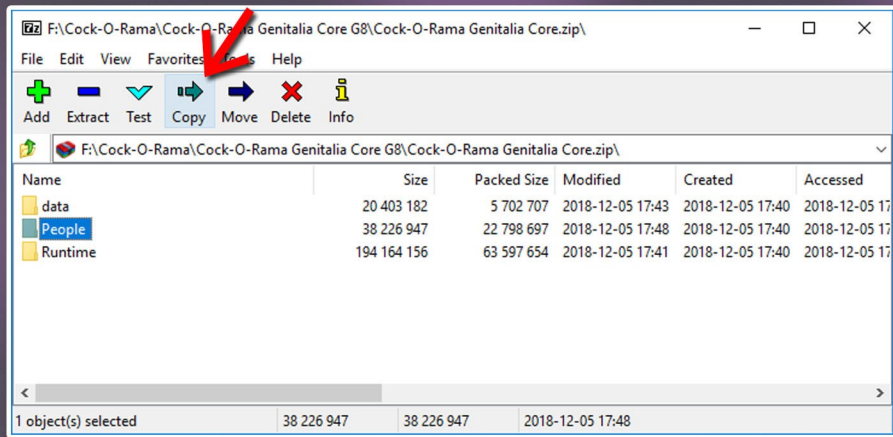


Most content will have an overhead folder either called Content or My Library. The folders you need to extract to your content library are usually inside this overhead folder. This overhead folder is the reason I believe so many people are having trouble installing from a ZIP file because most readme files that come with the ZIP will simply say "unzip to your content library" but because of the overhead folder, when you unzip to your content library you will add a folder named Content in the library and DAZ Studio will not recognize this folder as a valid directory. Once inside the overhead folder you should see a series of folders that are called data, People, Props, Runtime. This will vary depending on what sort of item it is.

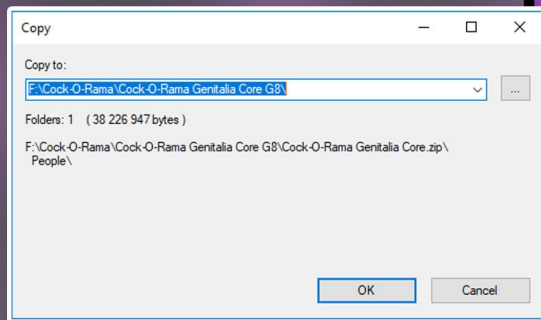
With Cock-O-Rama this will not be an issue because I will not put the files in an overhead folder named Content.



To extract those folders into your content library, with 7-Zip, you simply need to click on them so that they are highlighted in blue and click on the Copy button.



A Copy option window will appear and all you need to do is specify your content library location and click OK. This method with 7-Zip is very safe because it will not replace folders in your content library resulting in a deletion of files which is not desirable. 7-Zip only adds stuff without any risk of losing any data.



Another method to extract to your content location with 7-Zip is to have your content library window open on the side and instead of using the Copy command you simply left-click, hold and drag the folder from 7-Zip and you let go in the content library window. I find this way to be faster and it's just as safe.

I hope this explanation was useful and that it will help you with all your content installation needs in the future.



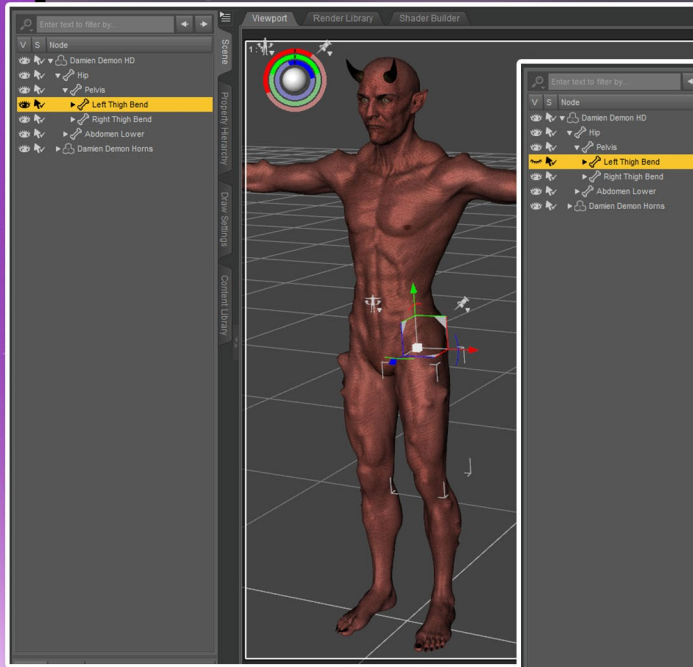
# Bonus Tutorial: The Making of a Literal Demon



In this bonus tutorial I will walk you through the making of this image step by step. I will show you exactly how I used Cock-O-Rama to create the final result you see here and I will share some useful techniques you can use on your day to day projects.

We start by designing the cock for our character. As you can see in the final image, the character's penis is actually a Genesis 3 Male figure with Damien Demon character preset applied. You don't need this character to follow along; you can use any character you have in your library. This example is only to demonstrate my process of turning any object or figure into a Penis Attachment to use with your characters.

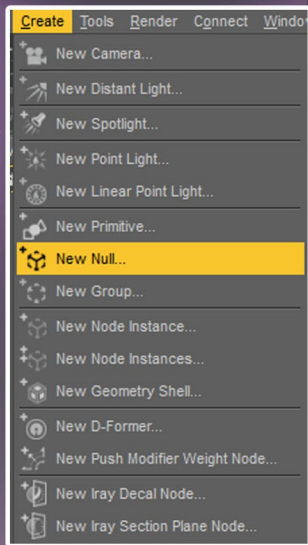
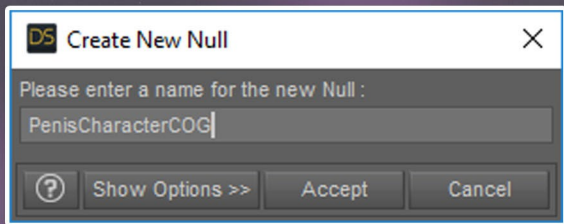
Now that the character which will serve as the penis is in the scene, his legs need to be hidden. To do so just select a part of the leg and click on the eyeball icon in the scene tab. This will hide the selected part and it will not render. Repeat this process until both legs are completely hidden.



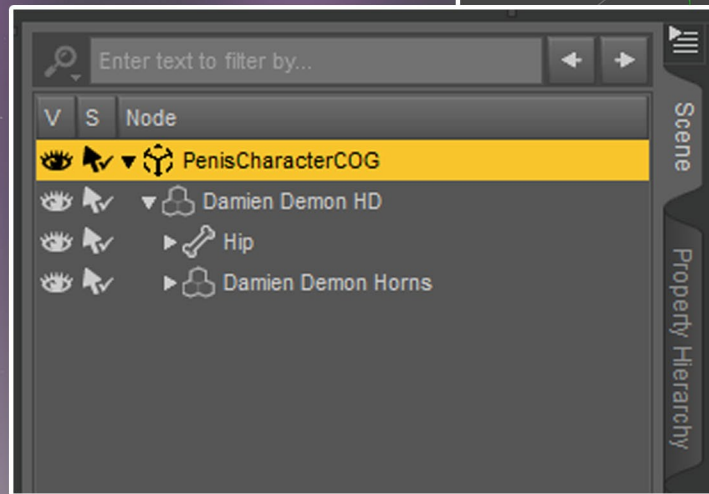
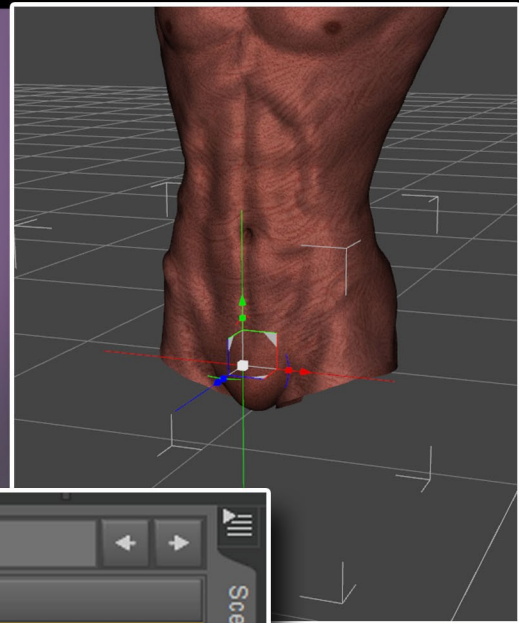
Now we have to move the character to fit inside Cock-O-Rama Genitalia Core. Unfortunately when you select the figure, its pivot is located at the origin of the scene all the way down between its feet. This is not very helpful, therefore I will show you a technique to change an object's pivot to make it easier to manipulate. I use this technique all the time and it is super easy.



Start with creating a null by going to the Create menu and choosing "New Null". A null object will be added to your scene and will be located at the scene's origin. Nulls are special objects that don't render in the final image. Let's rename the null to something like "PenisCharacterCOG" (COG stands for Center Of Gravity).



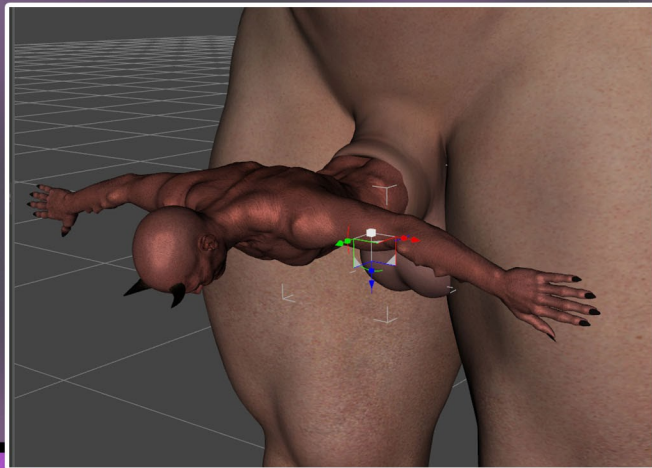
Now move the null inside the character's hip which is where we want to move him from. In the scene tab, select the character and drag it onto the null just created. The character will become a child of the null and will inherit all its transformations. Once we then select the null and move, rotate or scale it, the character follows from the null's pivot. Although the character is now "inside the null", we can still apply poses, expressions or materials to it.



Continue with creating the main character which will have a demon cock. I used The Brute 8 in this image but you can use any character you want. Now apply the Cock-O-Rama Genitalia Core to the character. If the character does already include genitalia materials, simply apply them to the Core. If not, just use the Cock-O-Rama Geoshell and try to match the character's color. The optional Cock-O-Rama Expansion Pack makes this step very easy.

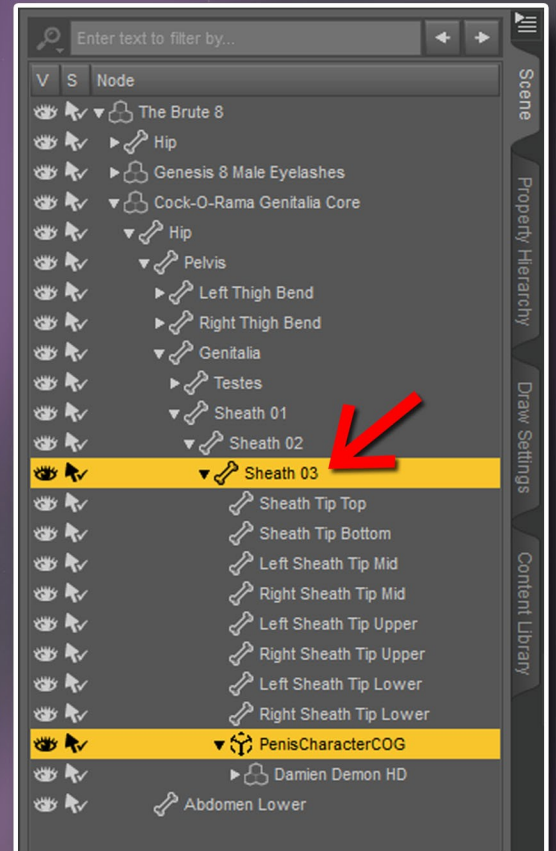


Now that the character is ready, let's place the demon created earlier inside the Genitalia Core. Select the null and move it into position. Adjust rotation and scaling to get a perfect fit.



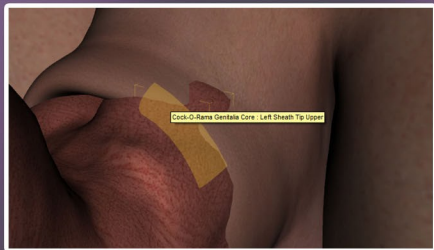
When the demon fits nicely inside the Core, it's time to parent it to the Core. There are two ways of doing so. You may either select both the null object and the Genitalia Core and use the "Parent Me to Genitalia Core" script which is located in the Utility-Scripts folder included with the Genitalia Core.

Or alternatively manually parent the objects in DAZ Studio similar to the way we parented the penis character to the null. To properly parent an object to the Cock-O-Rama Genitalia Core you need to drag the object into the **Sheath 03** bone. If you are using the Cock-O-Rama strapon instead of the Genitalia Core, you need to parent the object to the **CockRing** bone.

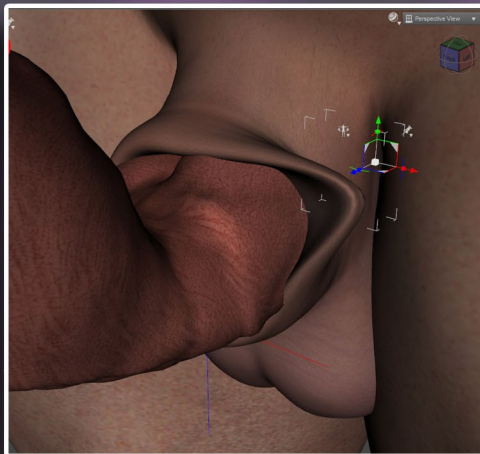


One final tip to get a perfect fit. Because we are using a character as a cock we have an irregular shape, which does not fit perfectly inside the Genitalia Core like a round shape would do. Luckily there is a way to fix this although it is well hidden.

If you move your mouse cursor around the tip of the Genitalia Core in the viewport you will see a bunch of selection zones which will highlight in yellow. These zones correspond to bones you can select and move for an extra posing level.



Move those bones so that the irregular object fits nicely inside the Genitalia Core. You can even rotate and scale them if necessary.



That is pretty much it. Now you know everything to create your own highly unique Cock-O-Rama scene. The rest is simply picking the proper expressions and poses and adding lights for rendering.

I hope you enjoyed this tutorial and have learned everything you need to know.

Thank you once again for purchasing Cock-O-Rama. I hope you will have as much fun using it as I did making it!

Be sure to provide feedback and feel free to ask questions in the forums at Renderotica!

**Looking forward to see your first Cock-O-Rama render in your gallery.**

*Laudanum*

