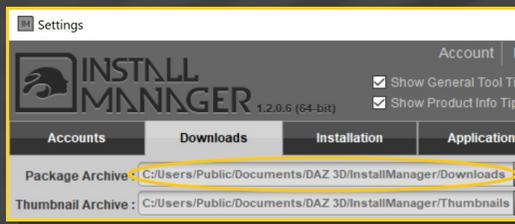# Cockorolla

~~Tutorial~~

1- What is Cockorolla?

Cockorolla is a set of posable kinky flowers, with a penis as a pistil. It comes complete with many options and useful props. There are no dependencies, except G8F if you want to load the flower in a female's hair or the included kinky glass in a girl's hand. DAZ Studio 4.20 is required for the volumetric objects.
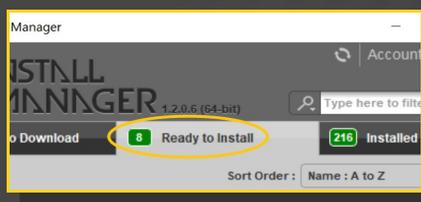
2 - How to install it?
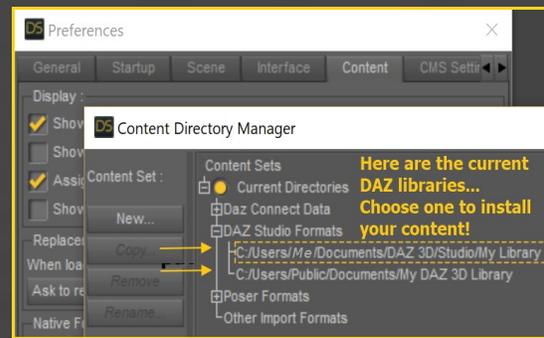
A - Using DAZ Installation Manager

–   Locate your DIM zip directory: Open DIM, click on the upper right gear, click on the 'Downloads' tab, and locate the Package Archive directory:
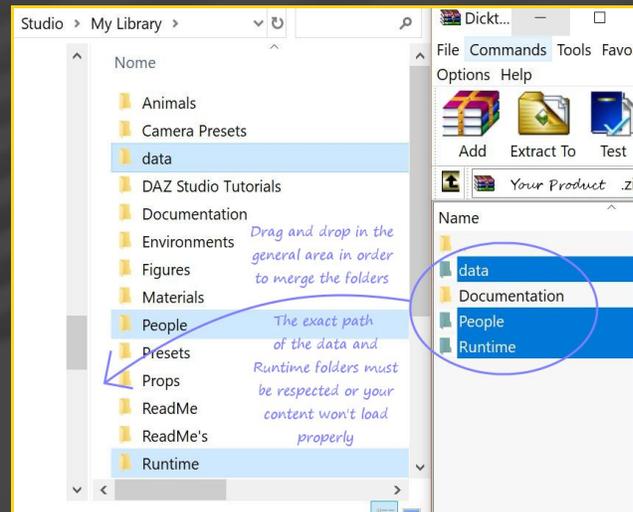

–   Copy in it the zip and dsx files;

–   Refresh DIM (couple of round arrows at the top), and enable the 'Ready to Install' tab. Locate the product, and click 'Install'... done!

B – Manual procedure

Locate your main DAZ folder. It may be something like C:\Users\Public\Documents\My DAZ 3D Library.

Merge the contents of the .zip file with your main DAZ folder, where your G8M/F content is installed.

---> It is important that the *data* and *Runtime* folders are properly installed in your content library folder with the exact path provided in the zip (installing in a sub-folder is a common mistake), otherwise textures won't be found.

For MAC users: (instructions courtesy of Guttersnipe):

1. Locate your "My Library" folder and COPY

the unarchived contents of your product by dragging and dropping while holding down the "alt" button.

2. A dialogue will appear.

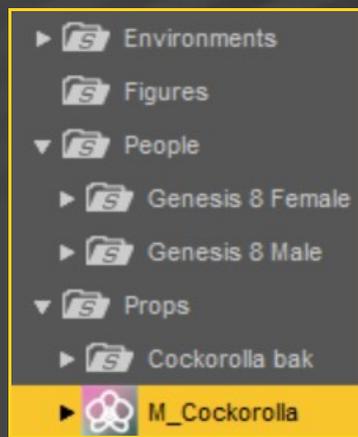DO NOT PRESS RETURN OR CLICK ON "REPLACE"

This is very, very important – if you do it will delete everything you have in any matching folders.

Instead click on "Apply to All" and then (carefully) click on "MERGE":

You may need to refresh your content library (alt-click on "My Library" and select "refresh" from the context menu) or restart Daz to see your new items.

3 - Where is my content?

You can access to the flower figures in your Content Library tab under the '**Props/M_Cockorolla'** folder.
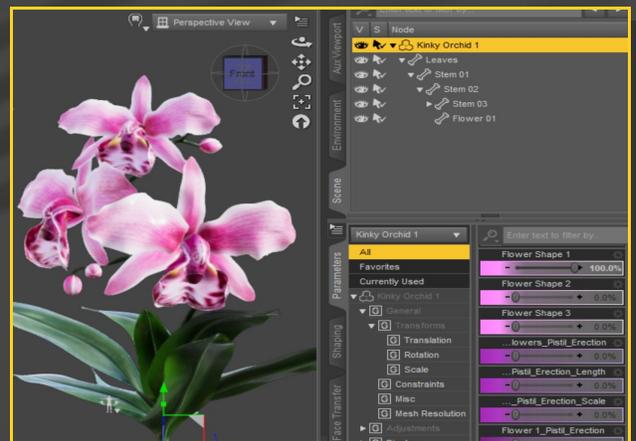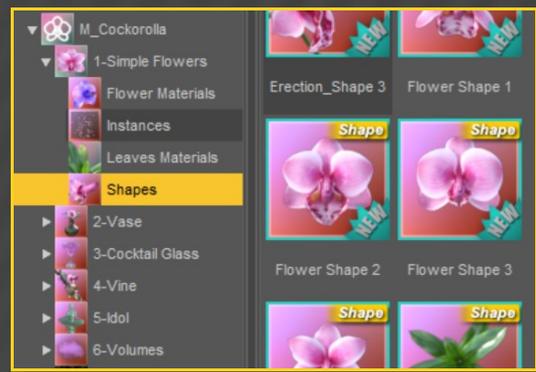

4 – Simple flowers

In the '**1-Simple Flowers**' folder, you can load a collection of orchid plants. All of them are rigged and can be posed:
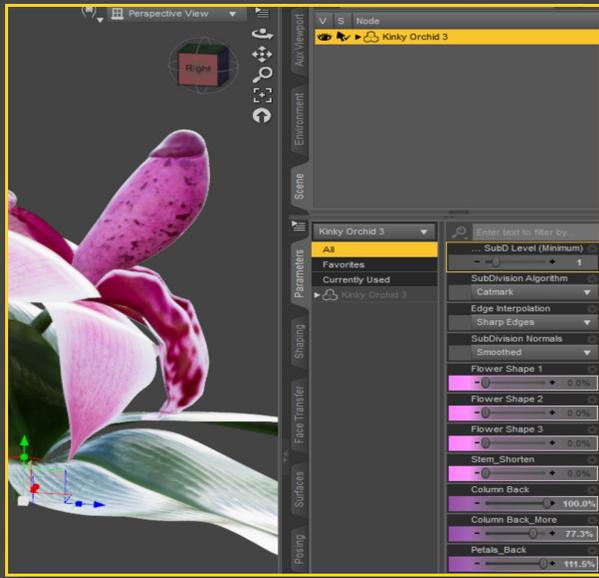
You can shape the plant, either by selecting its root node in the scene and morphing it with its dials in the Parameters tab…
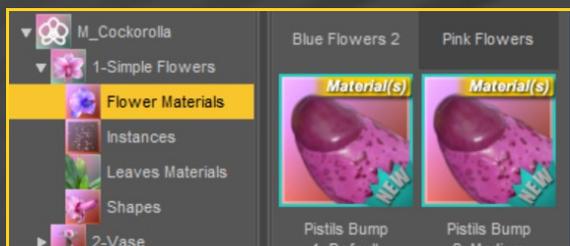

…or by injecting a preset from the '**1-Simple Flowers/Shapes**' folder:

Some morphs (petals & column back) were created to allow easier penetrations and are available only for the single **'*kinky flower*'** or the **'*Kinky Orchid 3*'**:

Textures can be easily edited with the presets included in the **'*1-Simple Flower/Flower Material*'** and **'*1-Simple Flower/Leaves Materials*'**:
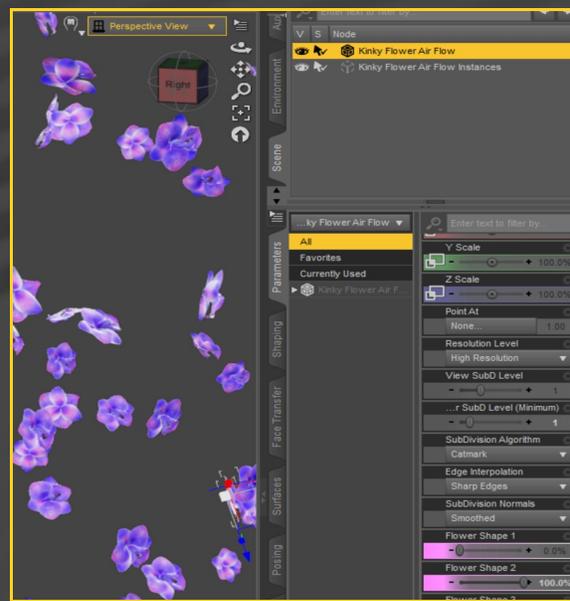

5 – Loading flowers as instances

You can use scripts as 'ultrascatter' (not included) to quickly populate your scenes.

Two presets have been included in the **'*1-Simple Flower/Instances*'** folder:
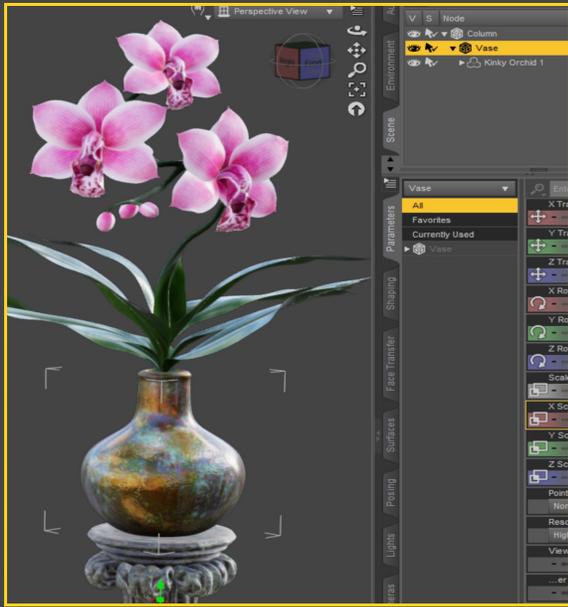

Instances use low memory in your renders. You can shape/colour the root 'Kinky Flower' object, and all others will be affected as well:
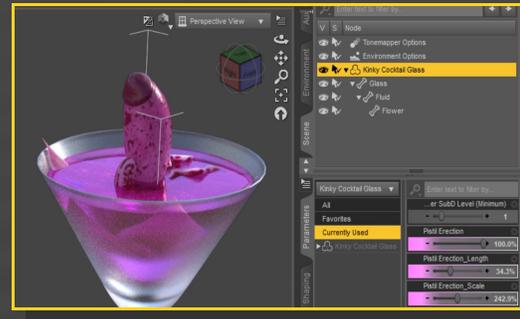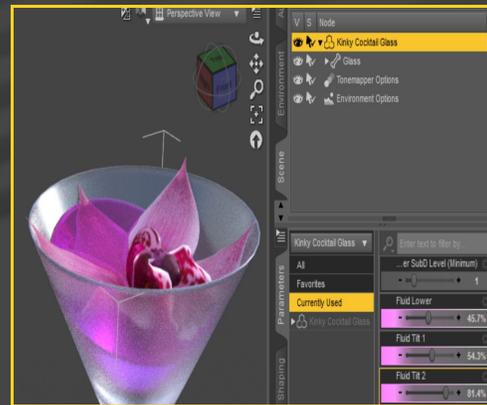

6 – Vase and Column scene subsets

In the **'*2-Vase*'** folder, a collection of scene subsets is provided. They load plants, vases and column. You can shape/pose/colour the plants as previously explained. The vase and column can be textured with several presets:

The pistil can be erected as all of the orchids, either by tweaking morphs in the parameters tab or by using shape presets:
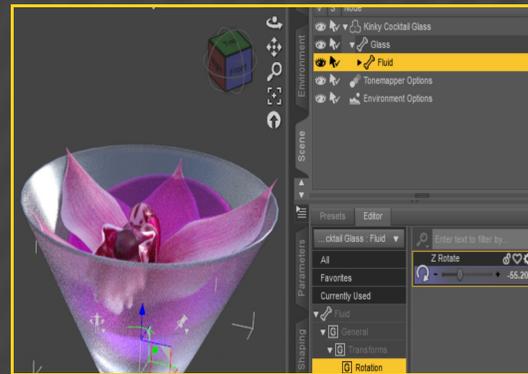

If you need to tilt the fluid, first step is to select the glass root node and dial the **Fluid_Lower** & **Fluid_Tilt** morphs in the Parameters tab:
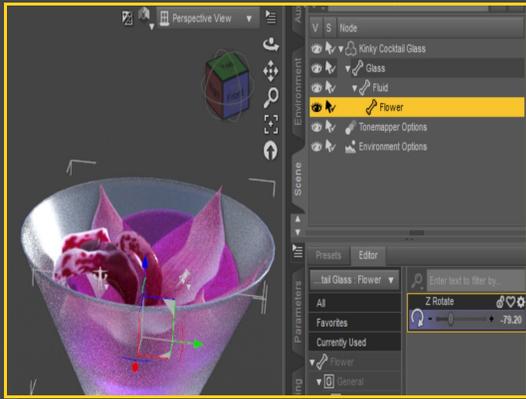

7 – Cocktail Glass

From the '**3-Cocktail Glass**' folder, you can load a figure complete with glass, drink and kinky flower:

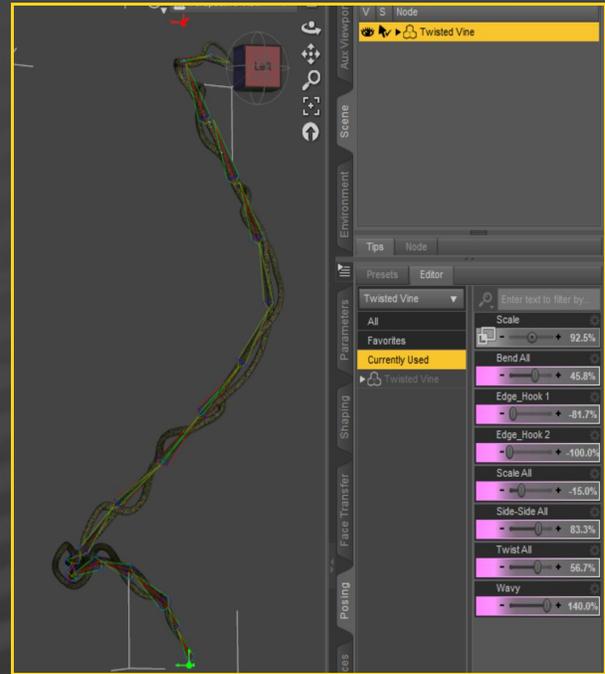Then, select the Fluid node and rotate it in the Posing tab:
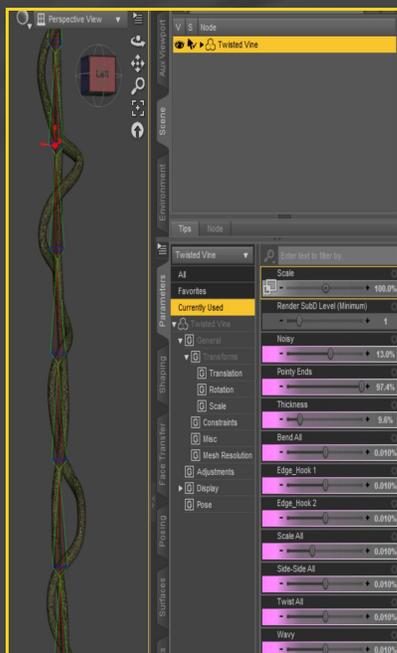
Last, select the *Flower* node and rotate it:

You can load the glass as a smart prop on G8F's right/left hands.

First, remember to set limits off on her hands, or the thumb will poke into the glass. Loading the smart props on G8M requires some tweaking in his fingers.

8 – Vines

In the '*4-Vine/Vine Standalone*' folder you can find a rigged vine that can be easily posed.

It includes many posing/shaping dials in the Parameters tab.

In order to pose the vine, you can either pose it bone by bone, grab and drag its end in the scene, or use its posing parameters:

The vine includes three texture options in the 4-Vine/Vine Materials folder.

The vine is also provided with several flowers parented to it, just load the '*Vine and Flowers*' scene subset in the '*4-Vine/Vine Standalone*' folder. You'll need to pose some of the plant roots to avoid clippings.

For quick scene setups, you may load the presets included in the main '*4-Vine*' folder:
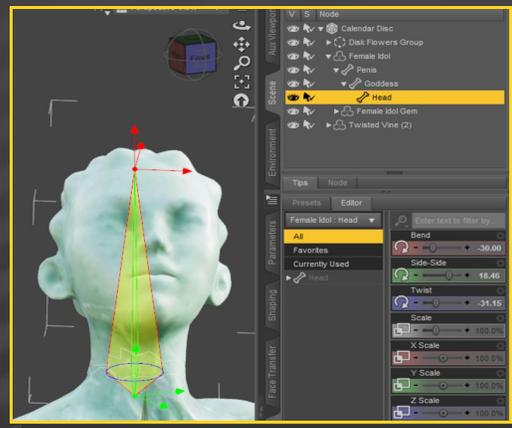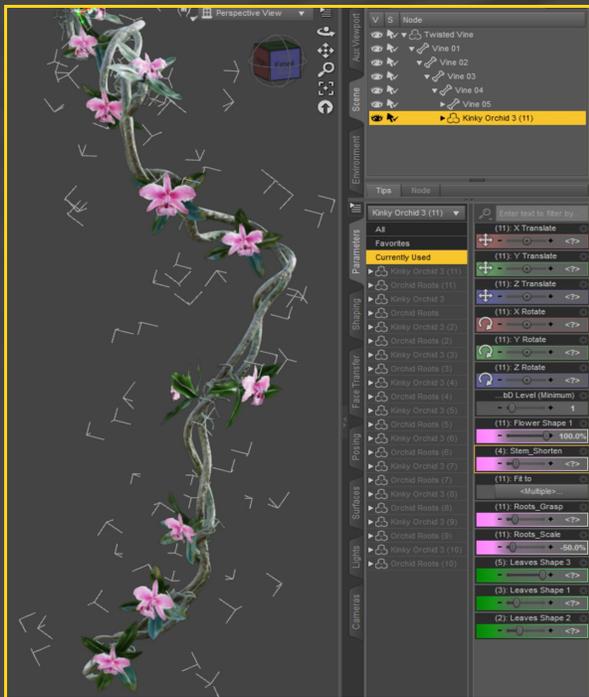
9 – Idol and temple

Several items and scene subsets are included in order to create your 'temple in jungle' scene.

The two main scene subsets are included in the '5-Idol' and '7-Fertility room' folders. They will load everything you need at once.
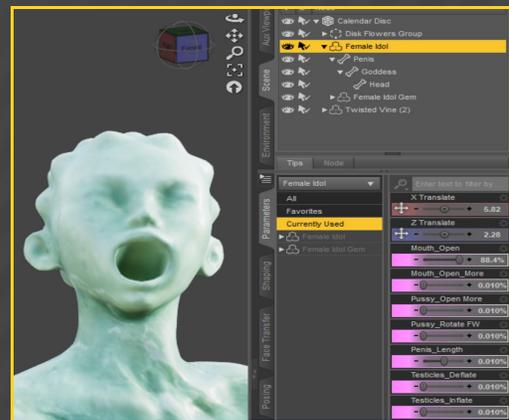
The Kinky Idol is a posable figure: you can rotate its base and head.

If you need to edit all the flowers at once, you can use the '*!All Flowers Selector*' script, and then dial their parameters or use the presets as usual:
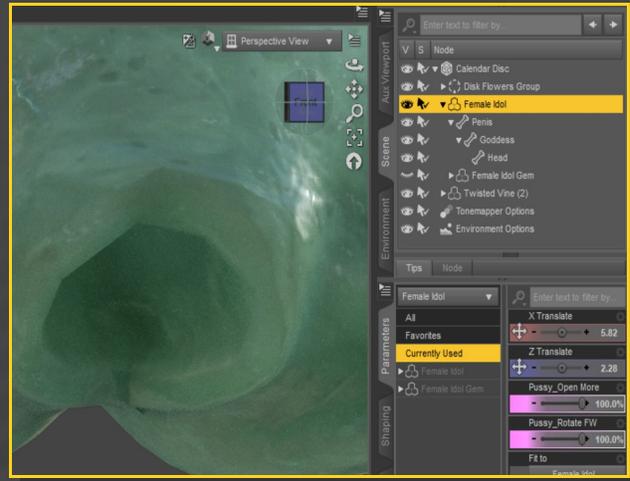

If you also open its mouth (morphs are to be found in the Parameters tab) and lower the sculpture down its base, so the idol can be used for blowjobs.
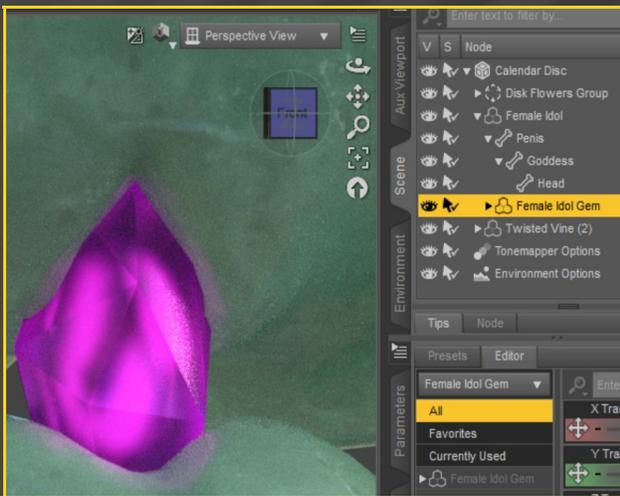
The gem is a follower that can be removed if the idol is looted (the vagina can be opened with a dedicated morph as well).
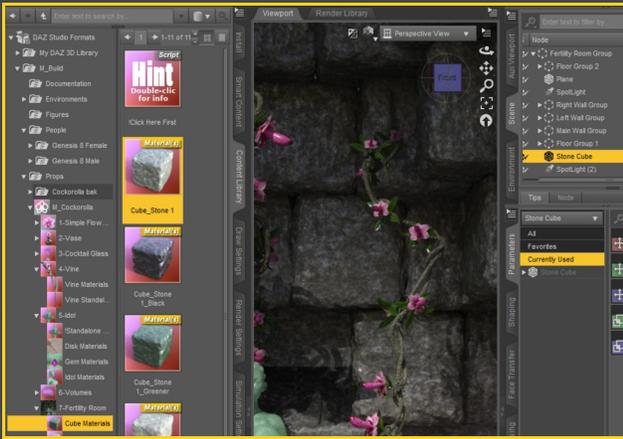
The 'Fertility Room' is built with the kinky idol, vines and a single cube, with several if its instances:

The instances are grouped, so in the scene tab you can quickly hide one part of the scene at a time (one wall, etc).

If you need to change the room's colour, select the **Stone Cube'** in the Scene tab and inject a colour preset from the **'7-Fertility Room/Cube**

Materials' folder:

You may use the Stone Cube to build your own scenes. Create and pose some instances of it and rotate them by multiples of 90° aroud any of their X/Y/Z axis to create some variety.

10 – VDB Clouds

Clouds will only work with DAZ Studio 4.20 and if you installed *'Default Resources for DAZ Studio 4.20+'*. The clouds are visible in IRAY only; in other viewers they show only as cubes.

The default clouds are to be found in the *'6-Volumes/Clouds Standalone'* Folder. They are scaled to be loaded near the flowers. They can be moved around:

They can be loaded as larger pink fog around G8F with the scene subsets included in the main *'6-Volumes'* folder:

If you need to lower a cloud density, select it in the scene tab and load a preset from the *'6-Volumes/Cloud Density'* Folder.