# Texture Wizard for Dicktator & Futalicious
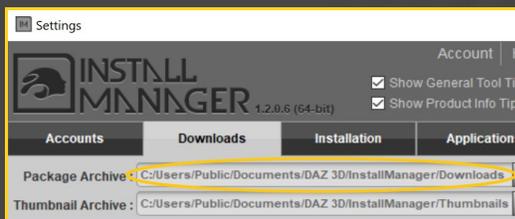
*~~Mini-tutorial~~*

## 1- What is Texture Wizard?

Texture Wizard is an IRAY texture tool set for Dicktator and Futalicious v3, for G3F, G8F, G3M and G8M. It also includes tools for DAZ G3M & G8M anatomical elements. 3Dl presets are not provided.

0.2 update includes support for Full Monty BBQ Graft (on DCK UV sets only) and 25 more G8F character presets.

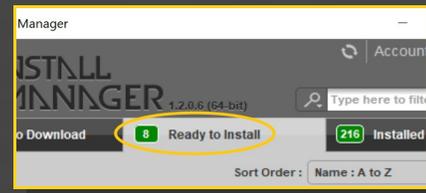## 2 - How to install it? [two possibilities]

### 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:
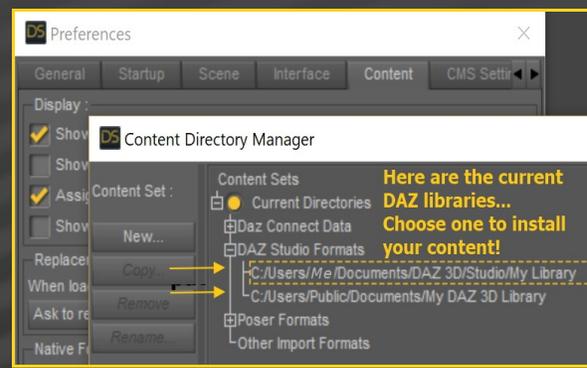


– Copy in it both the zip (do not unzip it) and the dsx files;

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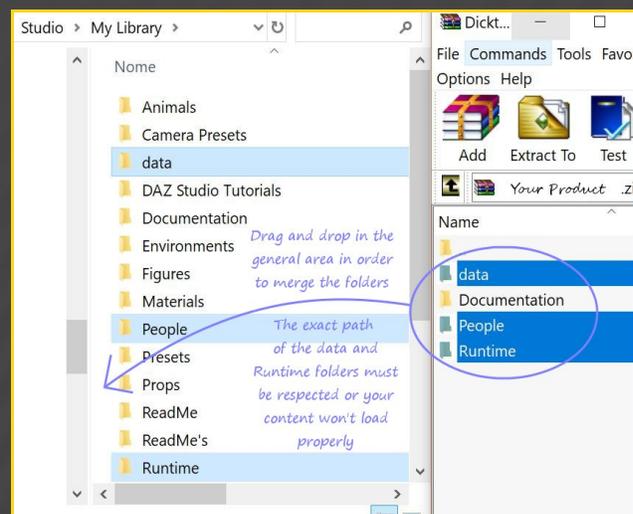


Remember that in the DIM settings, you can choose the destination library.

### B – Manual procedure



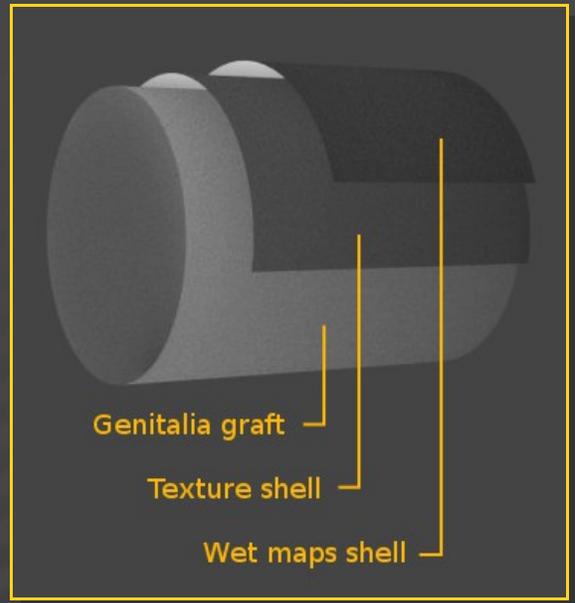Locate your main DAZ folder. It may be something like C:\Users\Public\Documents\My DAZ 3D Library.

Merge the contents of the .zip file with your main DAZ folder, where your Genesis content is installed. For MAC users: follow instructions here:
http://www.renderotica.com/community/forums.aspx?g=posts&t=204659&cmsg=0&cmsn=

---> 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.



Genitalia graft
Texture shell
Wet maps shell

## 3 - Where is my content?

You can access to the graft and presets in your Content Library tab under People/M_Texture Wizard:



In order to copy the lower displacement on the upper shell (and the bump as well), select your Genesis figure, and load the *'Copy Bump&Displacement to Wet Shell'* script from the *'M_Texture Wizard/Adjustments/Shell/Displacement and Bump'* folder. The script will work for Futalicious and Dicktator only, not for DAZ anatomical elements.

## 4 - Shells

Texture sets for Dicktator and Futalicious are loaded on two shells:

• Texture sets, blush and displacement presets are loaded on the default Dicktator or Futalicious Shell;

• Wet map presets are loaded on a new 'wet map' shell. If displacement is applied on the lower shell, it must be applied on the upper shell too, or the lower shell will poke through.

## 5 - UVs

Textures are provided on three UV sets:

1. Dicktator/Futalicious. It is the best choice if you want to avoid stretching, or if you want to use Roasty;

2. G3/8M gens. Use this if you want to import G3/8M gens maps (several presets are included for popular characters). Textures may get stretched if you need a big shape;

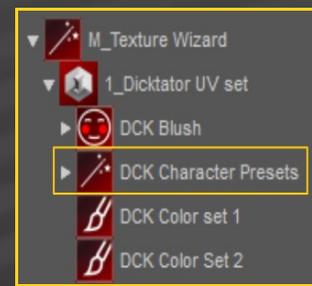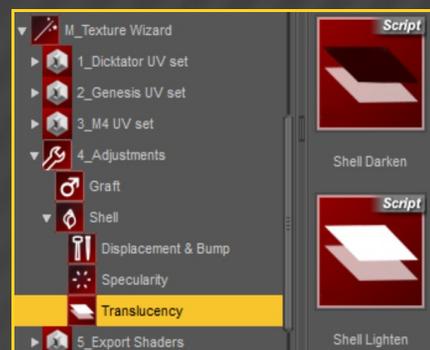3. M4 gens. Use this if you want to import M4 gens maps.



Character presets are color sets edited to match specific characters. They can be loaded only to the gen matching the target character (so you can't load a V7 preset on G8F Futalicious, for instance).



Character presets for G3M and G8M that load the original character gen texture need that such texture set is correctly installed on your content library, otherwise it won't load.

You can adjust the texture tone and gloss with the scripts included in the **'4-Adjustments / Shell / Translucency (or Specularity)'** folder.

On the texture shell, load only blush, color and displacement sets with the same Uvs.

## 6 – Color sets and character presets

Color sets are provided to load all available textures; each color set can be loaded either on G3F, G8F, G3M or G8M.

## 7 – Blush

Blush presets are provided with two options: black and white characters.
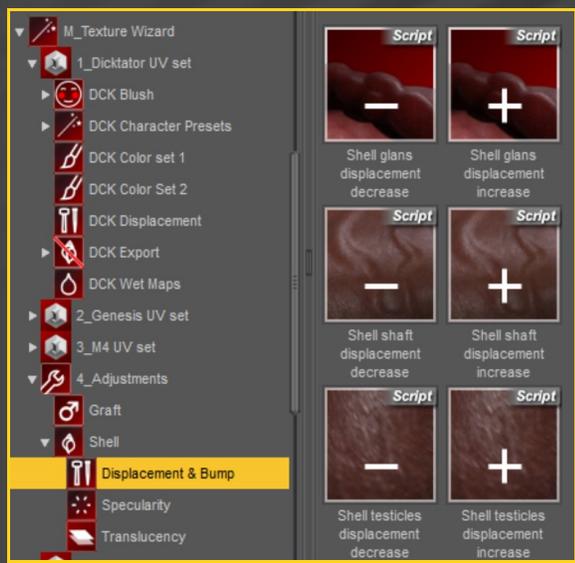


Just select the Dicktator/Futalicious shell and load a preset on it. They can be mixed with any texture/displacement set.

## 8 – Displacement

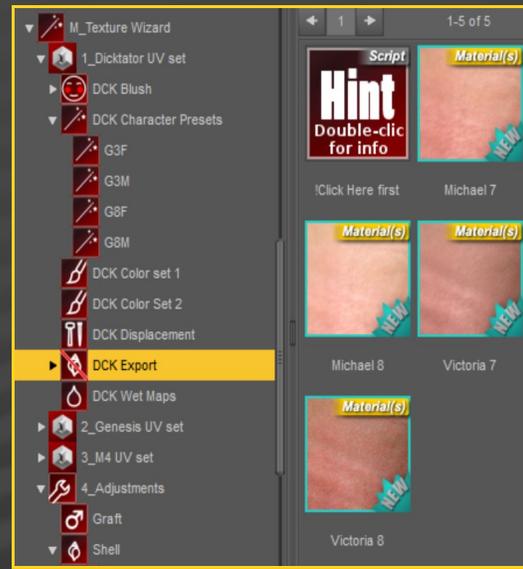Vein / glans / testicles displacements are provided for each UV set as well.



Select the Dicktator/Futalicious shell and load a preset on it. In the '*4-Adjustments / Shell / Displacement and bump*' folder, you can find a set a scripts to increase or lower the displacement value.



## 9 – Export-friendly texture presets

Four textures presets are provided to be loaded on the Dicktator/Futalicious graft (no shell required). Just select Dicktator or Futalicious and load them.



## 10 – G8M/M4 Tools

Some tools are provided to quickly import G3/8M or M4 gen textures on Futalicious or Dicktator.
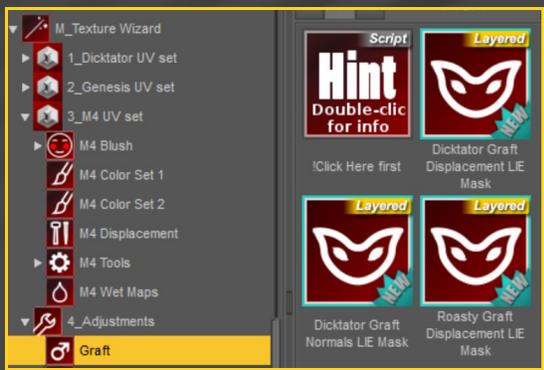


1.      Select your Genesis figure, load the matching ghost gen from the '2_*Genesis Uv Set*/*G8M Tools*' or the '*3_M4 UV set*'/*M4 tools*' folder;

2.      Select the loaded ghost gen in the scene, and load a G3M/G8M or M4 preset on it;

3.      Select your Genesis Figure again and load the **'2_G8M_Texture Copy'** script or the **'2_M4_Texture Copy'** script

4.      If you loaded a M4 texture, select the Dicktator/Futalicious shell, and load **'3_Convert to IRAY'.** You'll probably have to adjust some settings, as raising the translucency for example.

## 11 – Mask displacement tool

If your character includes a strong displacement (monster, orc…), it will be copied to the graft with the texture copy tool, and then poke through the shell. In order to solve the problem,  select the graft, and load a LIE mask preset from the **'4-Adjustments/Graft'** folder.



## 12 – Export to G3/8M anatomical elements without shell

You can directly export blush and displacement presets to G3M/G8M gens. Select **'Genesis 3**

**Male Genitalia'** or **'Genesis 8 Male Genitalia'** in the scene and load a preset on it from the **'5_Export Shaders/G3M and G8M graft'** folder.



Glans, shaft and testicles are provided in only one surface in such gens, so displacement presets are provided as LIE for the glans and testicles.

## 12 – Export to G3/8M anatomical elements with shell

You can use shells in order to export on G3/8M gens.



It is useful if:

•      Your male character does not have a gen texture;

•      You want to use the Dicktator/ Futalicious textures on the G3/8M gens;

- You want to use the wet presets.
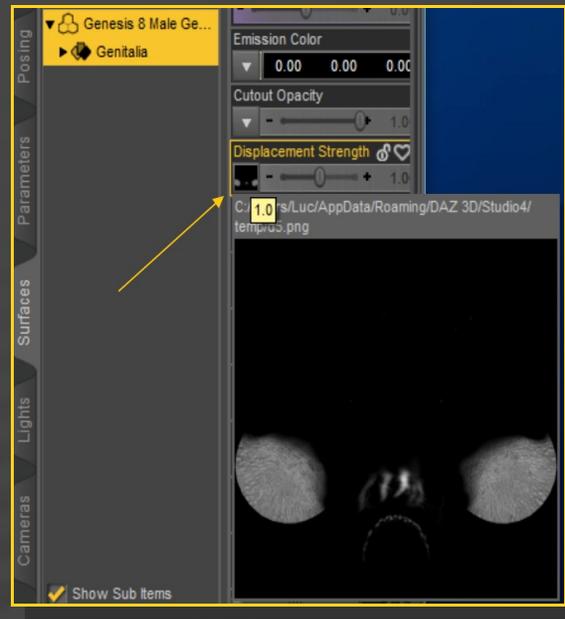
Follow the following steps for the setup:

1. Select your Genesis character, load the *'Male Genitalia_Material Copy'* script, OR load the matching gen texture on the penis.

2. With the Genesis character selected, load the shell(s);

3. Load the textures presets with the shell and the shell gen surface selected in the surfaces tab. Remember to load the same displacement presets on the shell and the upper wet shell.

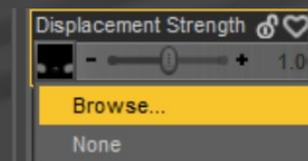Displacement maps are applied with LIE presets.

## 12 – Baking LIE presets

If you save a scene including LIE presets, they won't be saved. It is best to move the 'baked' image created by DS with the LIE outside its temporary folder in order to avoid it to be deleted when the the application is closed.

Select the property where the LIE is applied (Normal map, displacement strength). Click on the icon on the left:



Choose 'Browse...":



You'll be directed to the temp folder. Select the correct .png from it, cut it. Then, browse to another folder location, paste it, select the file and choose 'Open'.