Futalicious Genitalia v.3.2 for G8F

~~Mini-tutorial~~

1- What is Futalicious for G8F v3.2?

Futalicious is a posable graft genitalia that will blend with Genesis 8 Female default figure. It comes complete with shaping morphs and several texture options. Current tutorial is for version 3.2.

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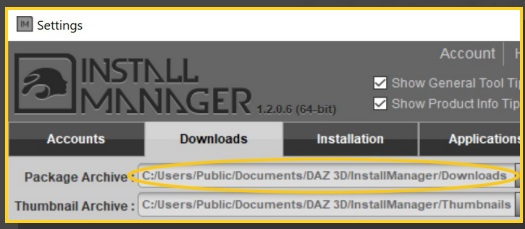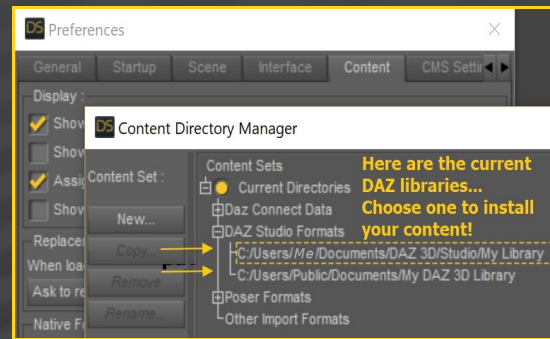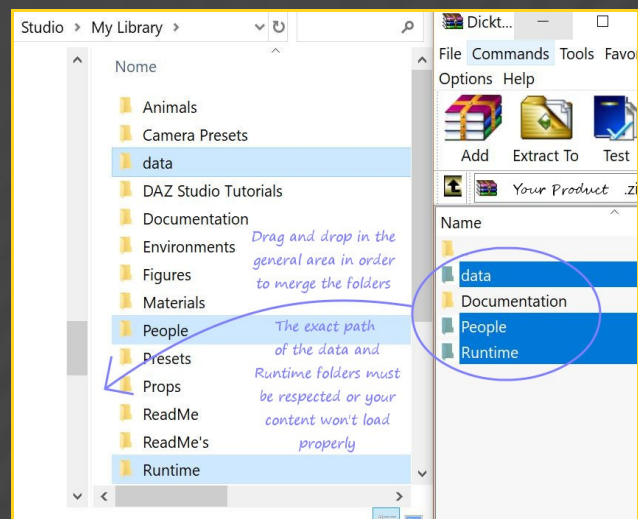
– Refresh DIM (couple of round arrows at the top), and enable the 'Ready to Install' tab. Locate the product, and click 'Install'... done!

B – Manual procedure

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

Drag and drop in the general area in order to merge the folders

The exact path of the data and Runtime folders must be respected or your content won't load properly

Merge the contents of the .zip file with your main DAZ folder, where your G8F 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 geometry data won't load and grafts will look blocky.**

3 - Where is my content?

You can access to the graft and presets in your Content Library tab under People/Genesis 8 Female/Anatomy/Futalicious v 3.2 . If you already installed a previous version of Futalicious it'll show up in a separate folder:
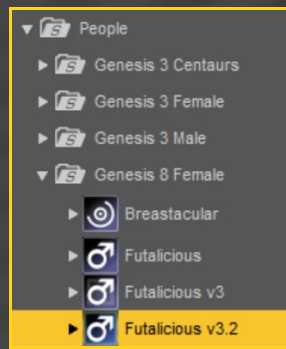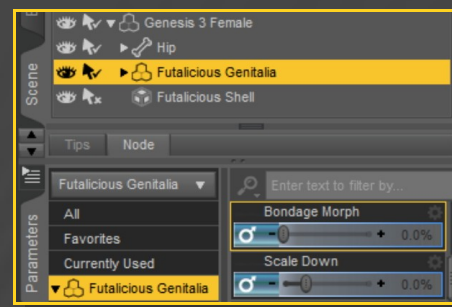

4 - How to set up Futalicious

- Load G8F in the scene, and with it selected, load *'1_Futalicious Genitalia v3.2'*, *'2_Futalicious Material Copy v3.2'*, *'3_Futalicious Shell v3.2'.*
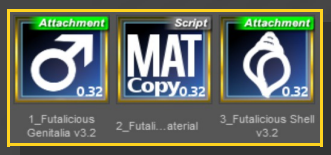
– With the *'Futalicious Shell'* selected in the scene tab or with the *'Shell Selector'* script (it can't be selected in the viewport), you can load a texture preset, the colorizing script or a displacement preset.

- With *'Futalicious Genitalia'* selected in the scene, you can adjust its parameters in the Parameters tab. Many presets can be dialed, and some are included in the Content Library *'3_Bonus/Shaft Shapes'* Folder.


5 - How to set up the cumshots or bondage cage

Select *'Futalicious Genitalia'* and load the matching cumshots or bondage cage from the Content Library *'3_Bonus/Cumshots'* or *'3_Bonus/Shaft Bondage'* folders... They include

several adjusting parameters that you can dial from the Parameters Tab.

6 – Supported Uvs and hints

G8F's torso texture is copied on the graft to match its overall tone. The final genitalia textures are applied one layer up on a geometry shell that blends on the eges. If your dick tone does not match perfectly G8F's skin tone, try to edit the '*Base Color*' and '*Translucency Weight*' of its surfaces on the Geometry Shell:
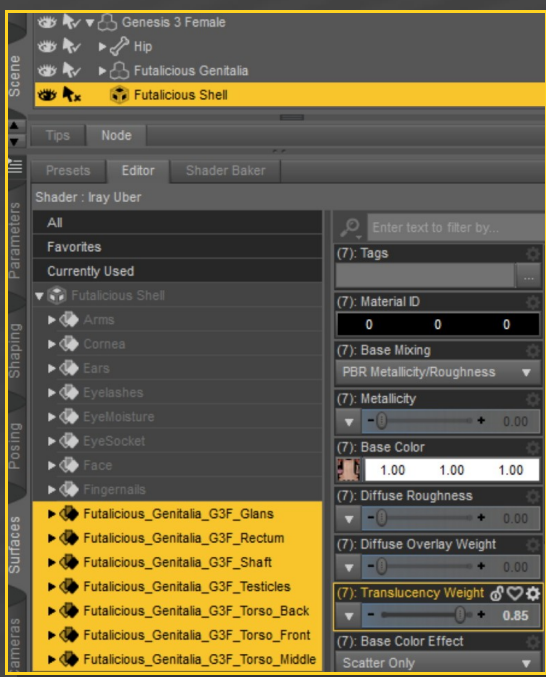
Futalicious for G38F supports default G8F Uvs.

IRAY textures presets are set for DS 4.10+ (with Dual Lobe settings). 3DL presets can be used with earlier versions.

7 – Older poses fix and COLLADA export (updating v2 to v3)

Many Futalicious bones internal names have been changed in order to support Collada export... Now G8F with Futalicious can easily imported in Blender for example. BUT... poses saved for earlier versions of Futalicious (0.2-) have to be converted. If you have to do the job on some of your poses, you can use the 'Convert v2 Poses' script. It will work both for Futalicious and Roasty.

Two bones have been added (Rectum 2 and Legs Crease), but they shouldn't affect your old poses too much.

8 – Troubleshooting...

• The '*Material Copy*' Script correctly sets up the materials, but for some reason the specular maps are not uploaded to the Viewport in all DS versions, so it may have to be refreshed. Save your scene and reload it to force the refreshing.

• Futalicious includes a rigidity map to keep its shape with most FBM. Some FBM may push the mesh away from the bones (it is unlikely). In order to fix that, i*n the Tool Settings/Joint Editor tab, select Futalicious, Right-Click->Edit->Adjust rigging to shape,then Accept.* [Optional, do it if you want to permanently save the fix with the graft] In the Property Hierarchy tab, select Futalicious, chose your new FBM morph, and ERC-Freeze (leave only the x,y,z origin and end points checked, deselect 'Restore Figure'). Save As -> Support Asset -> Morph Asset, selecting your new FBM morph in the list.

• If you have multiple grafts loaded on G8F or usupported multiple shells, white surfaces may show in front of the grafts. Select the bugged shell and load the *"Shell Fix"* script:
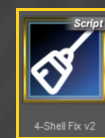
9 - About the geometry shell

The texture is applied on a geometry shell, a copy of the figure geometry, with a slight offset.

The shell has its own texturing and UV and is blended on the edge. The graft ('one layer down') has the texturing copied from the torso. Even where it is covered by the shell, its tone has an influence on the color because of the translucency.