Androgyny
for Futalicious

~~Mini-tutorial~~

1- What is Androgyny?

Androgyny is a morph and texture set for Futalicious & Roasty v3, for G3F or G8F (Futalicious v3.2 supported). It allows to transform the male penis into a female genitalia. Androgyny set includes materials presets for IRAY only.

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!
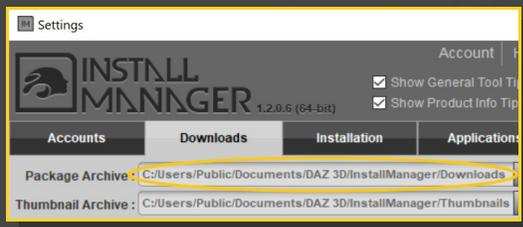
B – Manual procedure
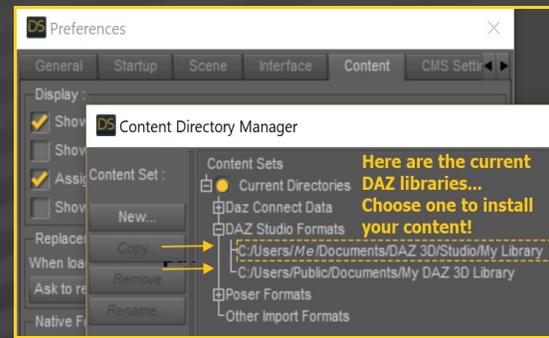
Locate your main DAZ folder. It may be something like C:\Users\Public\Documents\My DAZ 3D Library.
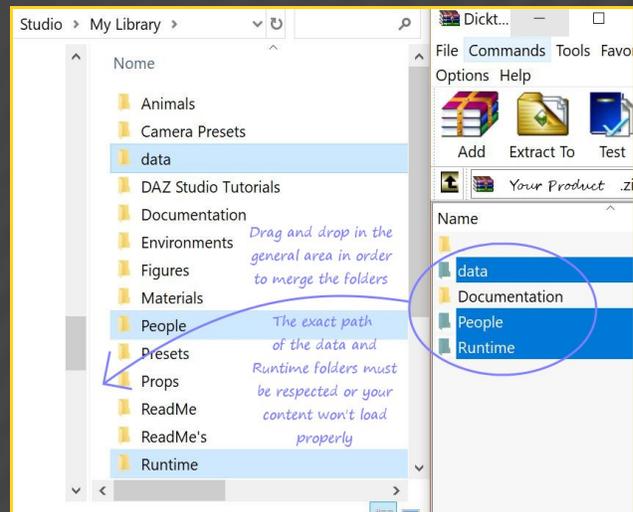
Merge the contents of the .zip file with your main DAZ folder, where your G8F/G3F content is installed. For MAC users: follow instructions here:
http://www.renderotica.com/community/forums.aspx?g=posts&t=204659&cmsg=0&cmsn=

---> 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/M_Androgyny:
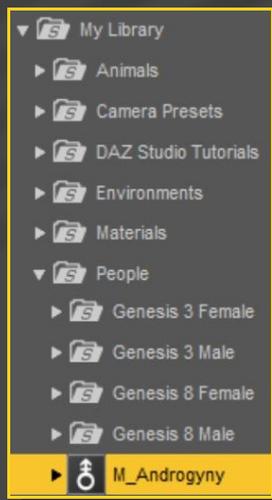
4 – Futalicious Setup

[The simplest setup... the texture will mimic the vestibule pink]

• Set up Futalicious and its shell as usual;

• With Genesis 3/8 Female selected in the scene, load the Androginy Shell and the Androgyny setup script from the "Futalicious only" folder;

• Done! but if you change the Androgyny value on Futalicious, load again the Androginy Setup script.

5 – Futalicious+Roasty Setup

[using Roasty allows to have a full working vagina on the female gen]

• Set up Futalicious and Roasty as usual;

• With Genesis 3/8 Female selected in the scene, load the Androgyny Shells 1 & 2 and the Androgyny setup script from the "Futalicious+Roasty" folder;

• Done! but if you change the Androgyny value on Futalicious, load again the Androgyny Setup script.

6 – Setting Androgyny value

Once the setup is completed, you need to dial the Androgyny main parameter to set the blend. You can do that using the presets included in the M_Androgyny/Presets folder:

Or setting the morphs in the Parameters tab. With Futalicious selected in the scene, go to 1-Adjustments/5-Androgyny:
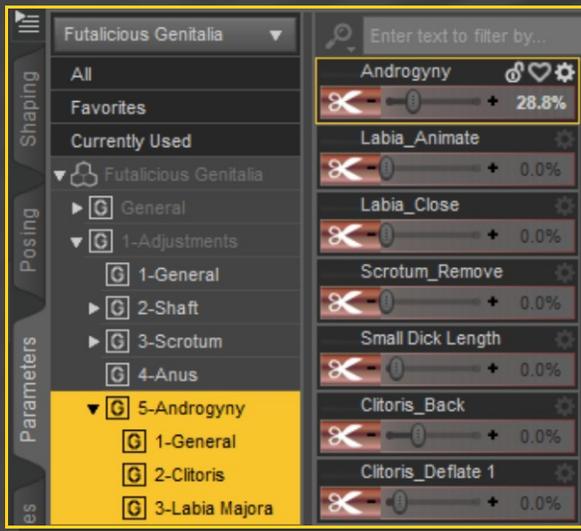
You'll find many other morphs there, mainly for the female gen. Use 'Labia Animate' if you want to add movement to the labia while saving an animation.

6 – Supported morphs

Androgyny morphs transform a lot the original mesh, so they may don't mix well with all of Futalicious/Roasty morphs or G3F/G8F FBMs. In order to fix the issue many correctors are included for popular FBM shapes (see readme for the full list), and for Roasty 'vagina open' morphs. Many custom JCMs have been included too. Results will vary!

6 – The scripts

The scripts do two things:

-They take care of the texture blend on the Androgyny shells;

-They set all Futalicious morphs values and displacements values.

When setting up an animation, just run the script on some Androgyny key values: 0 - 70 – 80 – 90 – 100.

7 – Full gender blend general hints

[I'm not giving detailed instructions here as it would take five pages... Many info can be found in DAZ forums, product support docs and Youtube tutorials. We may open a discussion on Renderotica forums about it all.]

In order to create a gender blend from male to female FBM or vice-versa, you'll need a FBM male morph. It isn't allowed to distribute such shapes outside DAZ3D store, so you'll need to create it for G3F with Gen-X (to be found in DAZ store).

There are a coulpe of little issues with the shape: the bulge on the gen, and high nipples.

So this package includes morphs to fix these issues. The Gen-X G3M FIX morph fixes the bulge and activates correctors for Futalicious Androgyny morphs.

You may use the male FBM to create a guy with female gen too...

Androgyny shells take care of the blend on the female part of the Futalicious gen only.

If you want to create a blend between FBM male and female textures there are three ways:

1 – Shell: create a shell for the male texture, and set its transparency (cutout opacity) for the blend. Issue is the translucency that may alter its colour;

2 – LIE: create a second layer for main surfaces (arms, ears, legs, hips, torso) diffuse color (at least) and set its transparency for the blend. I don't think this value can be keyed in an animation but it works for single renders;

3 – Animated parameters: animate the textures with a script.

The male textures will have to be mapped on the G3F Uvs (ore vice-versa). You'll need G3M UVs for G3F for that (you can find them on DAZ store) then you can use them to project G3M textures on G3F Uvs with the Map transfer tool.