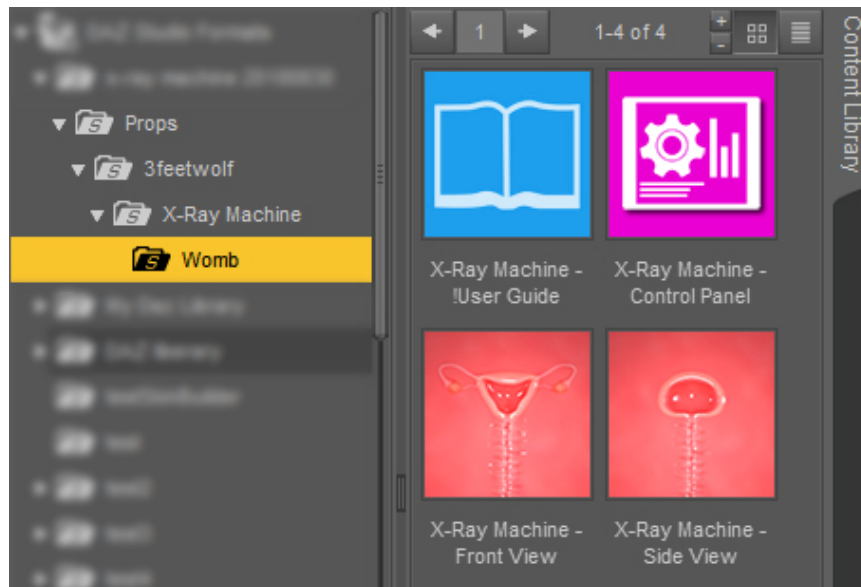


```
*****
* Product Name: X-Ray Machine
Author: 3feetwolf
Copyright September 2018
Email: 1033085906@qq.com
*****
* Compatibility:
Not tested on Mac
Only works in Daz Studio 4.10.0.107 or higher
*****
```

Usage Instructions:

1. Overview

After installing the X-Ray Machine, open DAZ Studio and go to the Content Library. You will find the all contents of this product in "Props > 3feetwolf > X-Ray Machine > Womb", including two scene files and X-Ray Machine's control panel script.

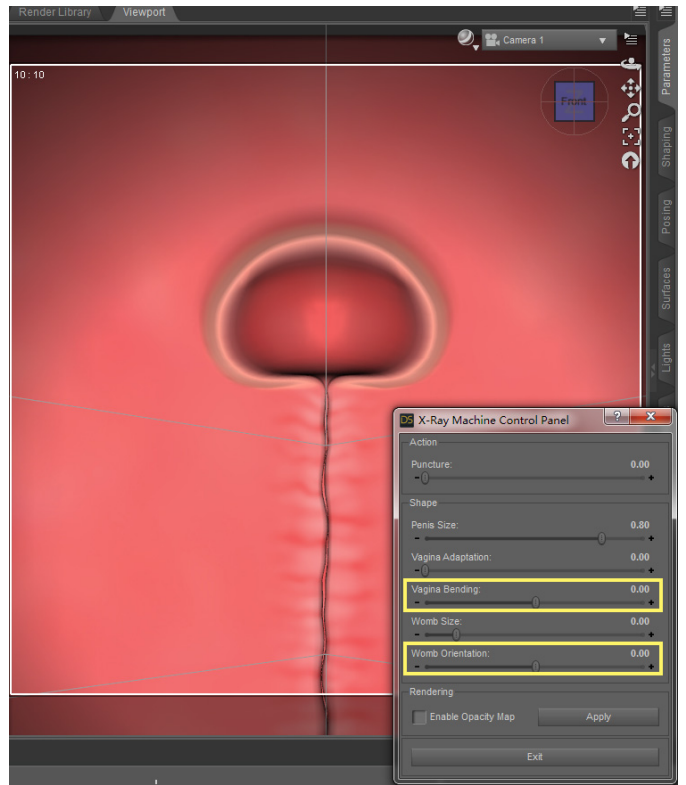
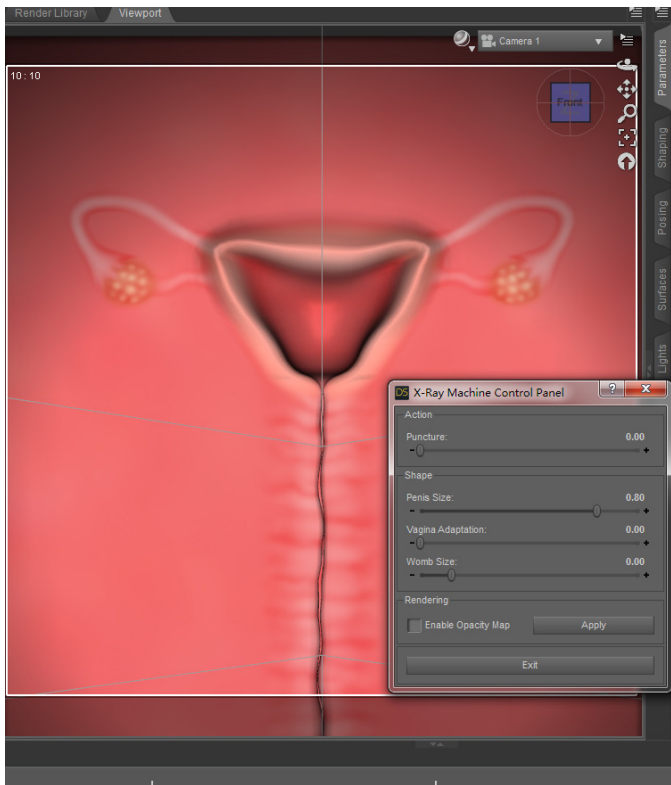


1.1 Quick start

To use the X-Ray Machine, first you need to double-click the Front View or Side View icon to load a scene, then double-click the control panel icon to open the X-Ray Machine's control panel.

1.2 The difference between Front View and Side View

It can be seen from their names that these two scenes are different. If you load the Front View, you can see body organs such as the ovaries and fallopian tubes in addition to the womb and vagina. And if you load Side View, you will only see the womb and vagina. In addition, the options in the X-Ray Machine control panel will change depending on the scene you load.



As you can see from the above images, when you load the Side View, the control panel will have two more options, 'Vagina Bending' and 'Womb Orientation'. This is because the shapes of womb and vagina change as the body of the woman bends. So we need these two options to simulate this change. In the section 2, I will explain all the options of the control panel in detail.

1.3 Contents in the scene

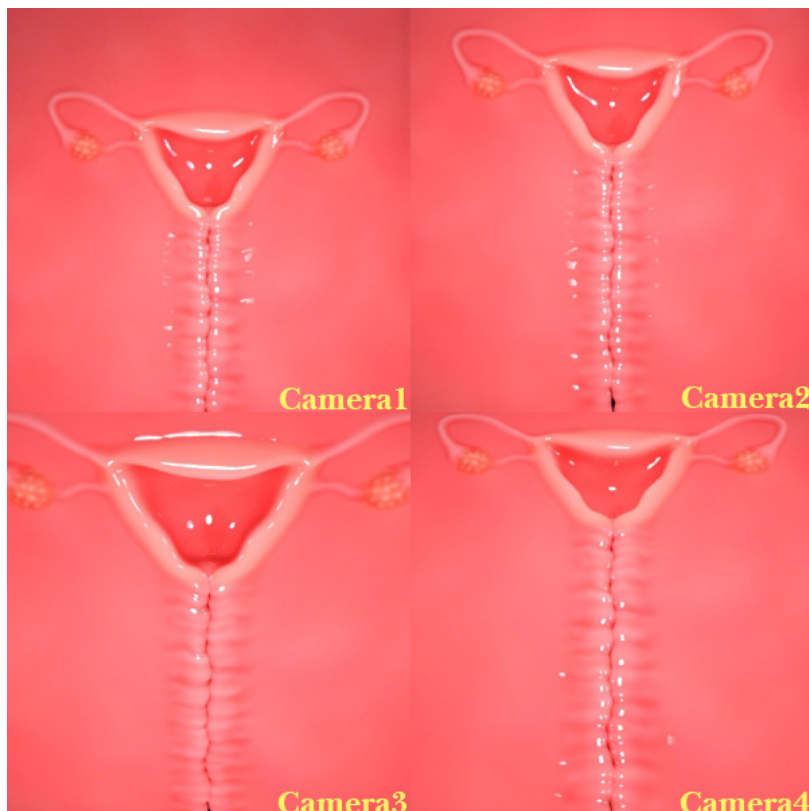
After you load a scene, you will see a lot of nodes in the Scene panel of DAZ Studio.



The first node is the womb and vagina you see in the Viewport. Depending on the scene you load, its name will be 'Womb Front' or 'Womb Side'. The second node is called 'Vagina Wall'. When the scene is just loaded, it can not be seen in the Viewport because it is obscured by the 'Womb Front' or 'Womb Side'. But as soon as you launch the control panel and then drag the Puncture slider, it will show up.



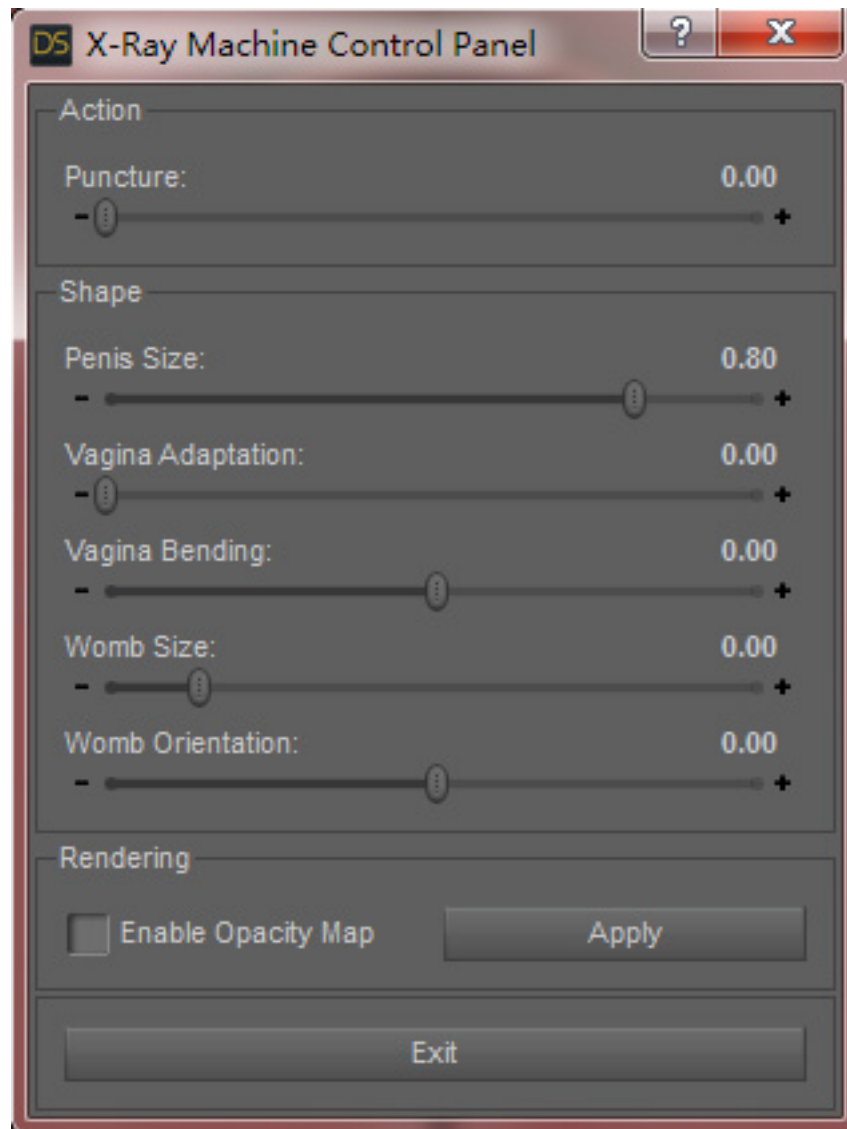
Next is the camera nodes. I have 4 cameras in the scene, the default camera is Camera 1. This camera is the right choice when you use normal size penis props. And if you are using a large size penis props, then Camera 2 can better meet your needs. Camera 3 overlooks and Camera 4 looks up. You may need to use these two cameras in some situations.



I use spotlight and HDRI map to illuminate the entire scene. There is only one spotlight in the Scene pane as the main light. In the Environment of the Render Settings you can see the HDRI map I used and its parameters.

Please note: For the convenience of the user, everything in the scene, including materials, lights, cameras and environment, have all been set. That is, after you load the scene, you can do rendering right away without having to adjust their parameters. But if you need, you can always adjust their parameters or even add more lights and cameras to get the results you want.

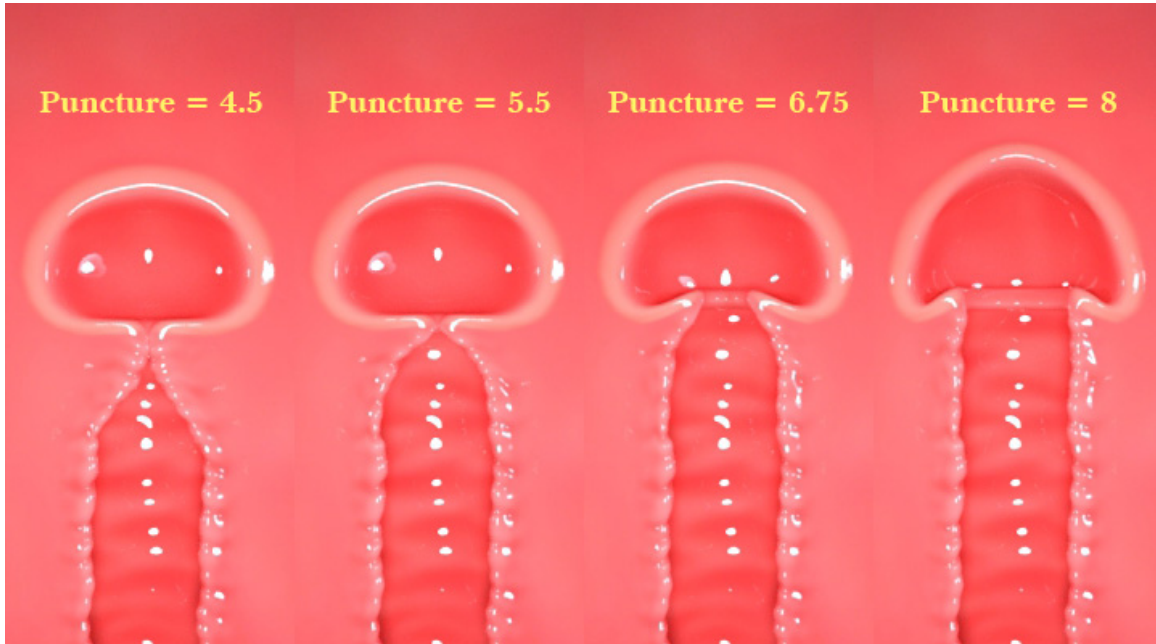
2. Control panel



Next I will explain each option in the control panel. The options of the control panel are divided into three groups, which play different roles.

2.1 Action group

There is only one slider in the Action group, Puncture. Drag this slider and vagina will gradually open. When the value of the Puncture reaches 5 or more, the cervix will be opened. When it approaches the maximum, the womb also deforms. Obviously, Puncture can be used to simulate the movement of penis in the vagina and womb.



2.2 Shape group

The options in the Shape group can be used to adjust the shapes and sizes of the vagina and womb, so that they can match your penis props.

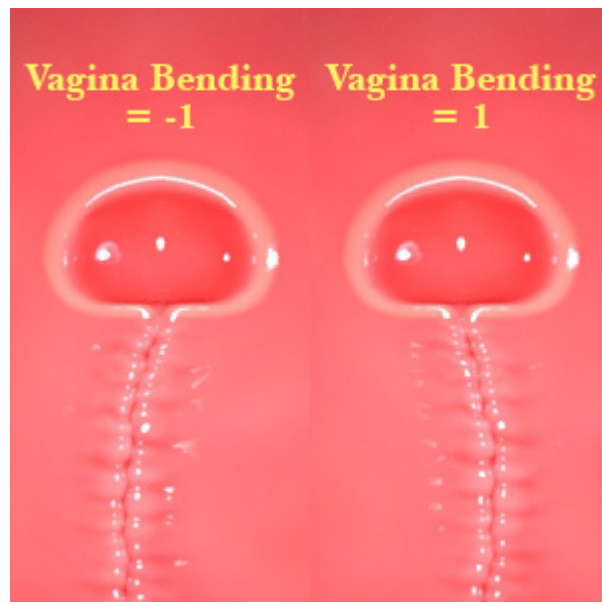
Penis Size - The larger the value of this slider, the more the vagina and cervix will be stretched as you drag the Puncture slider, so that they can match the bigger penis props.



Vagina Adaptation - If the value of this slider is greater than 0, then when you drag the Puncture slider, you will see that the shape of the vagina has changed, the part near the vaginal opening is expanded more than the part close to the womb. This shape is suitable for matching penis props whose axes are thicker than the glans.



Vagina Bending - This slider appears only when you load Side View. Drag this slider to bend the vagina to the left or right.



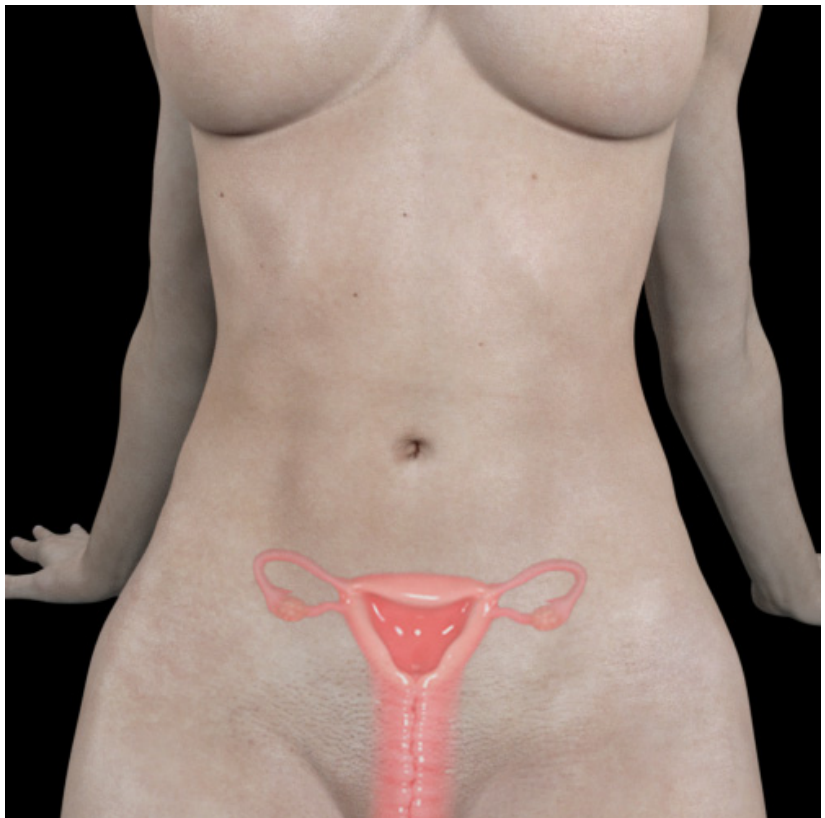
Womb Size - This slider can be used to adjust the size of the Womb. Smaller womb can make the Penis looks bigger.

Womb Orientation - This slider appears only when you load Side View. Drag this slider to deflect Womb to the left or right.



2.3 Rendering group

There is only one 'Enable Opacity Map' option in the Rendering group. Check it and click the 'Apply' button and the script will add the opacity maps to the material settings of the womb&vagina node and the 'Vagina Wall' node. This will make the periphery of the womb and vagina transparent, providing some convenience for compositing the rendering results into the female body during the post-production process (you need to save the rendering results in PNG format).



Uncheck this option and click the 'Apply' button, the script will remove the opacity maps from the material settings of the womb&vagina node and the 'Vagina Wall' node.

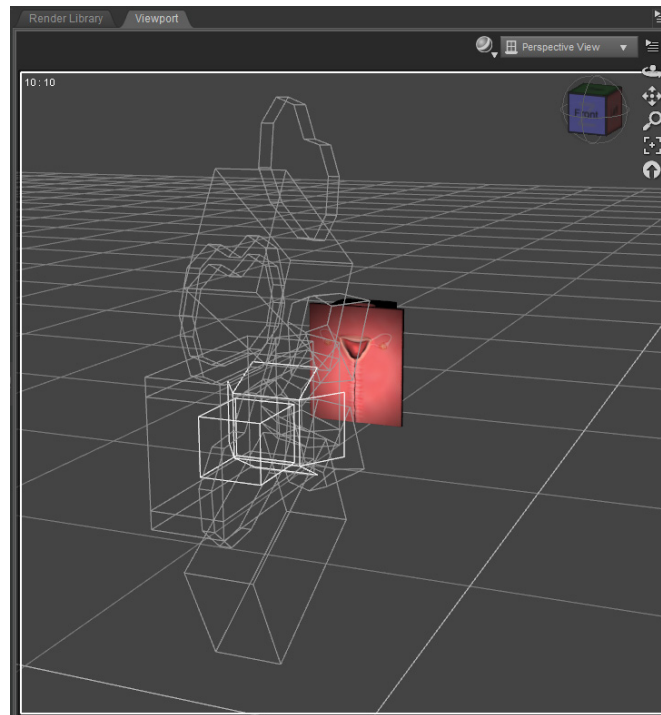
3. Still frame

Now we are ready to work with the X-Ray Machine.

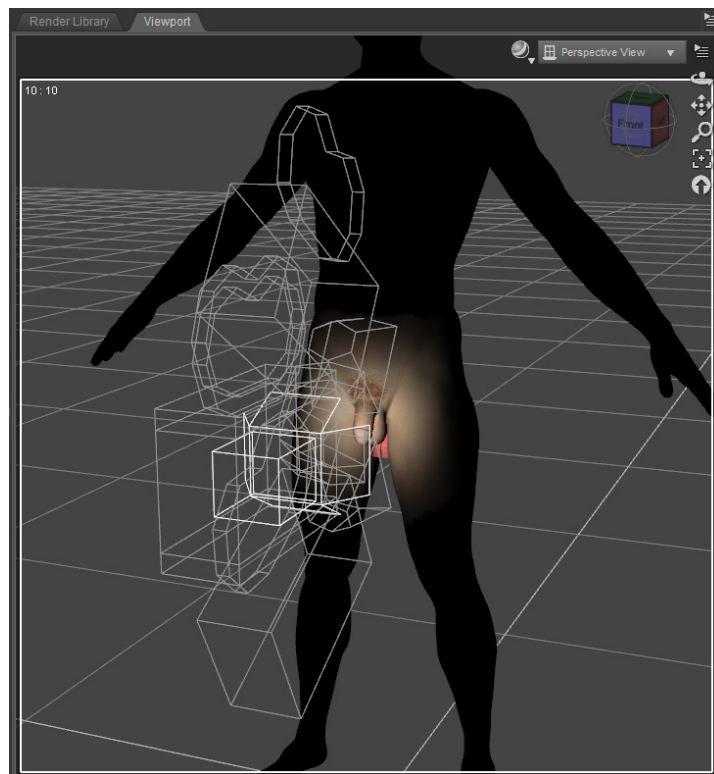
3.1 Making still frame

The following are the steps I use to make a still frame using X-Ray Machine:

a. Load the Front View. Because we need to set the penis props, so I switch the scene to Perspective View.

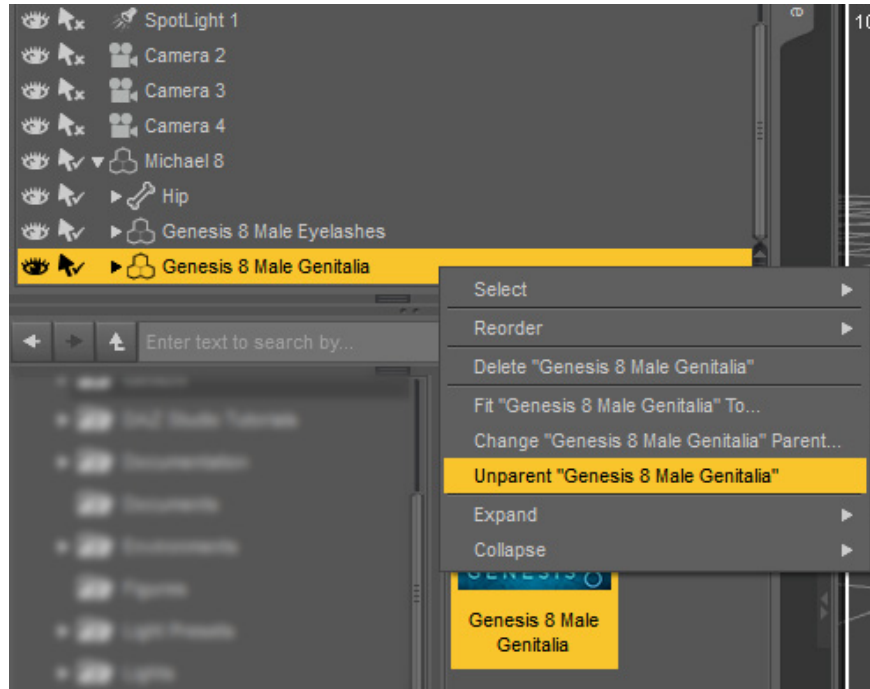


b. Load a male character, then apply a penis props to him and then set up the material for this penis props.



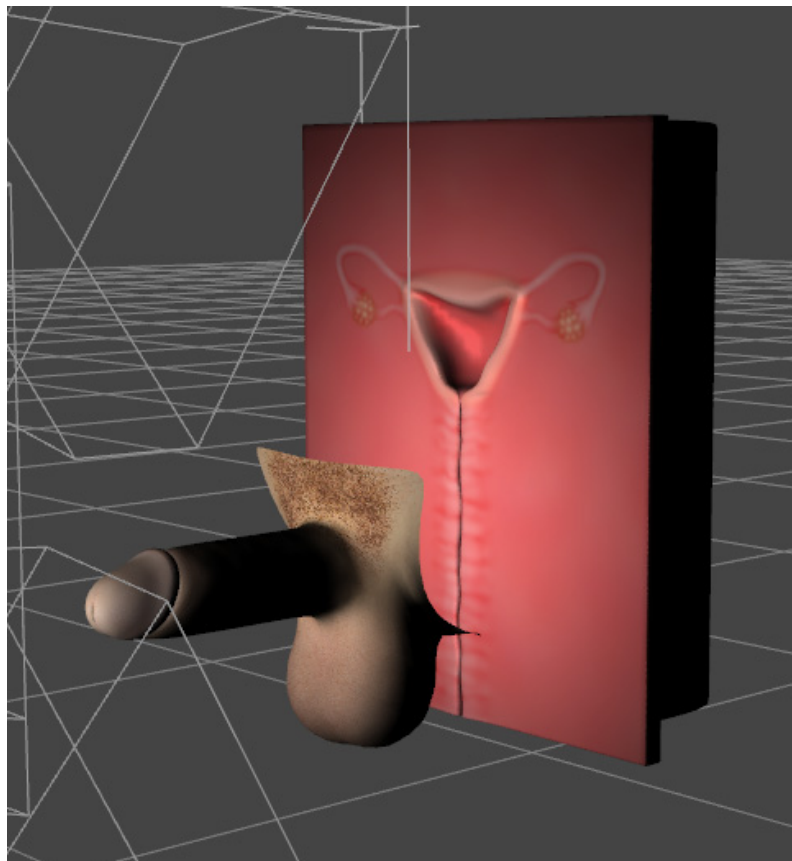
Here I use Michael 8 and Genesis 8 Male Genitalia. Please note that when using the X-Ray Machine we only need the penis props, not the character. But many times your need to set up the material for you penis props, so in this case, the character is necessary.

c. After setting the material for Genesis 8 Male Genitalia. Right-click on it in the Scene pane and select 'Unparent Genesis 8 Male Genitalia' from the pop-up menu to separate it from Michael 8.

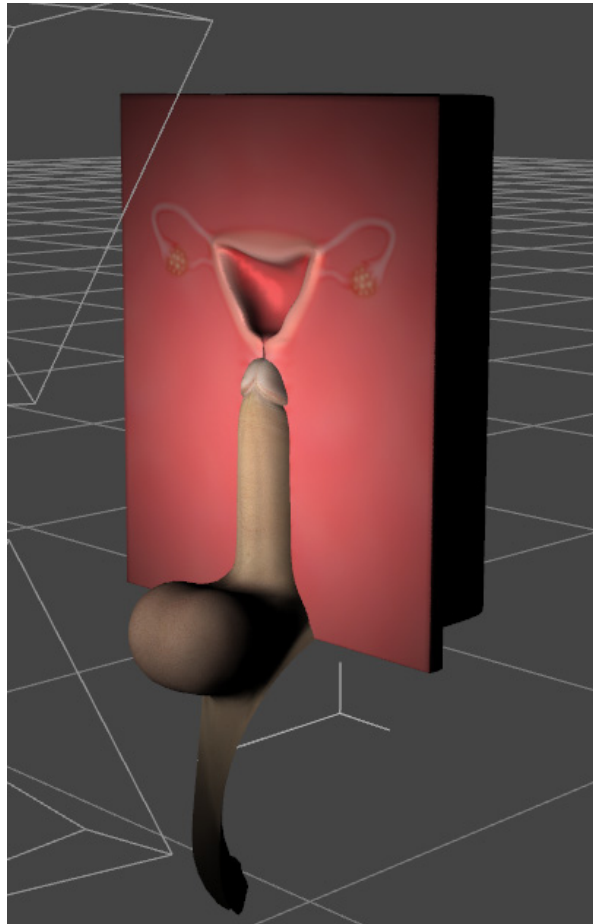


Because we no longer need Michael 8, so at this point, we can remove him from the scene.

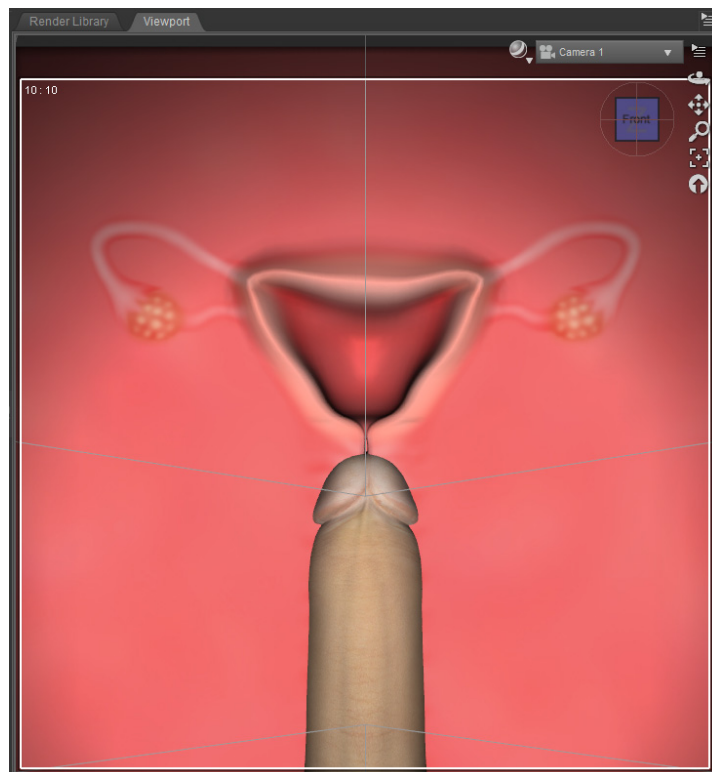
d. Select Genesis 8 Male Genitalia in the Scene pane and then modify its parameters in the Parameter pane to make it 'erect'. If your penis props is already in this state, please ignore this step.



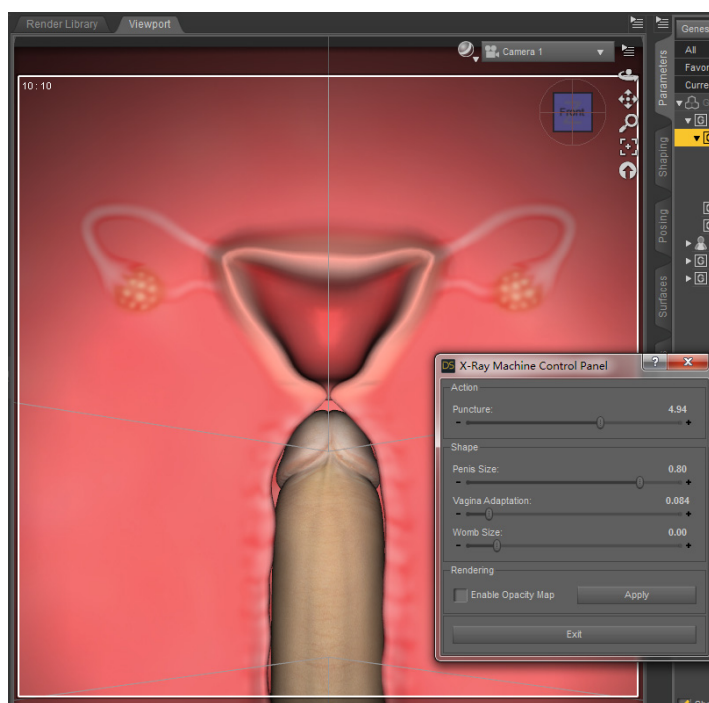
e. Next, I move Genesis 8 Male Genitalia to an appropriate position. Usually I just need to set its X Rotate to -90 in the Parameter pane, then adjust its Y Translate and Z Translate. Note that in this step, we do not need to set the position of penis very accurately. Because in the later steps, we can continue to adjust its position if needed.



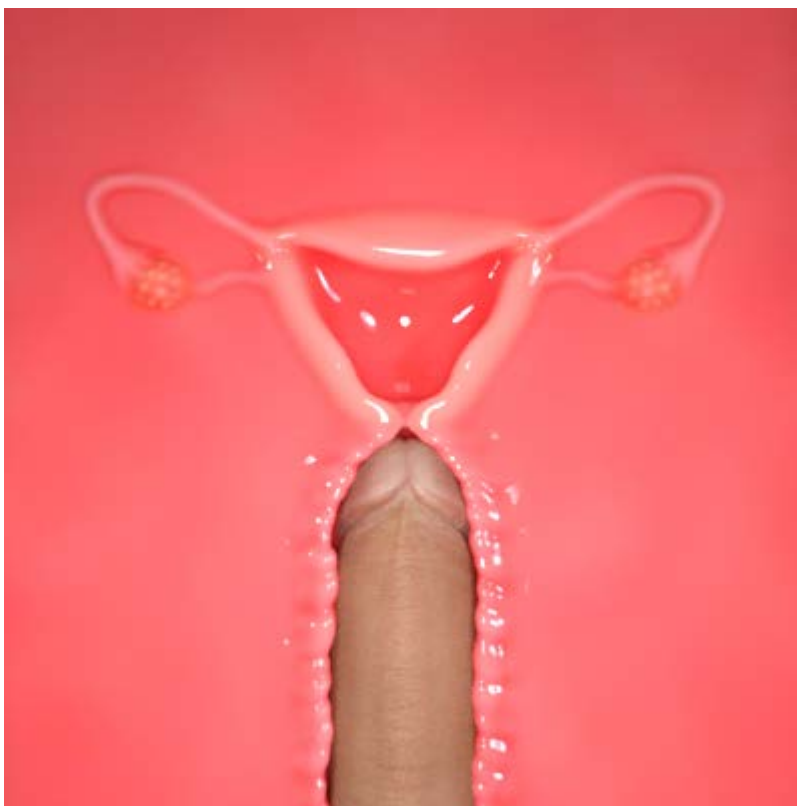
f. Switch Viewport back to the default Camera 1.



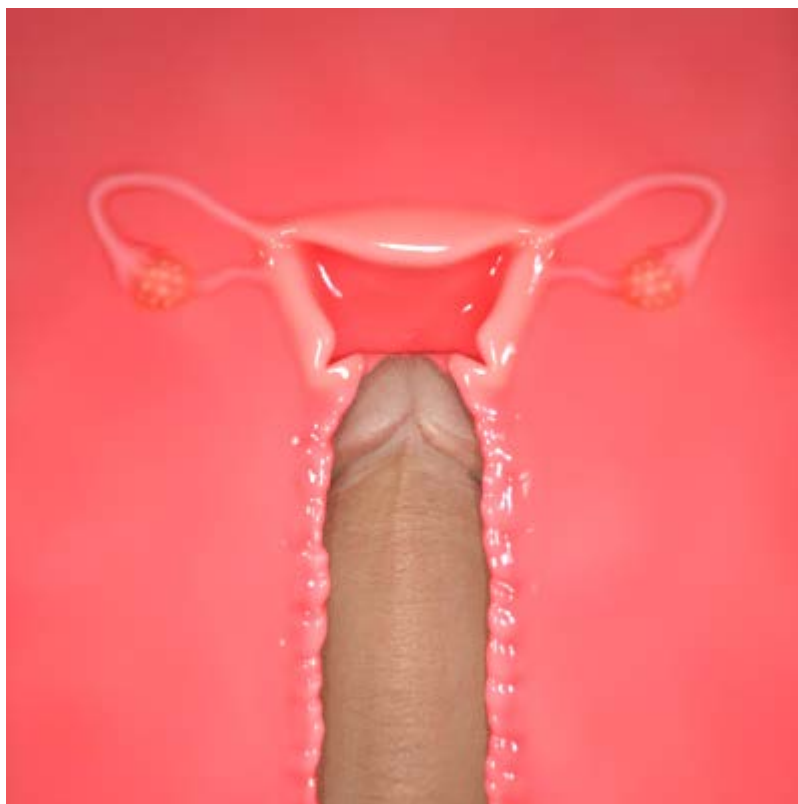
I open the Control Panel of the X-Ray Machine to set vagina to match the shape and position of the Genesis 8 Male Genitalia.



After that, I close the Control Panel and render.



g. We can make further modifications at any time according to our needs. For example, I scale the penis to 150% and then re-set its position. Accordingly, I also adjust the options in the Control Panel of X-Ray Machine.



Summary: As you can see from the above steps, the process of using X-Ray Machine to create still frames is quite simple. You just need to set up your penis props and then put it in a suitable location. Then launch the X-Ray Machine Control Panel to set the womb and vagina to match your penis props, and then finally render.

3.2 Using the still frame

Still frame made with X-Ray Machine are usually used as material. For example, you can rotate, scale, transform, and crop the rendering result in the 3.1 section as needed in the image editing tool and overlay it onto another image. This will add more fun to your manga or comic.

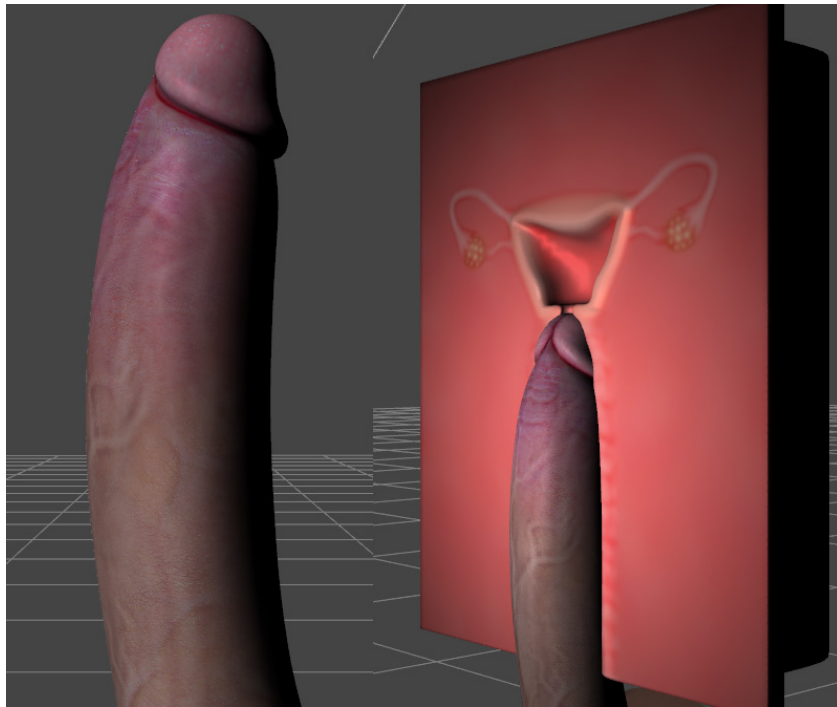


3.3 Some suggestions

In the X-Ray Machine, the size of womb and vagina is based on the real proportion of female organs. Although I have provided some options in the control panel, it is still a challenge to have the womb and vagina match the penis props of different shapes and sizes in the user's hands. If you always feel that it doesn't match your penis props when using X-Ray Machine, you can refer to the following suggestions:

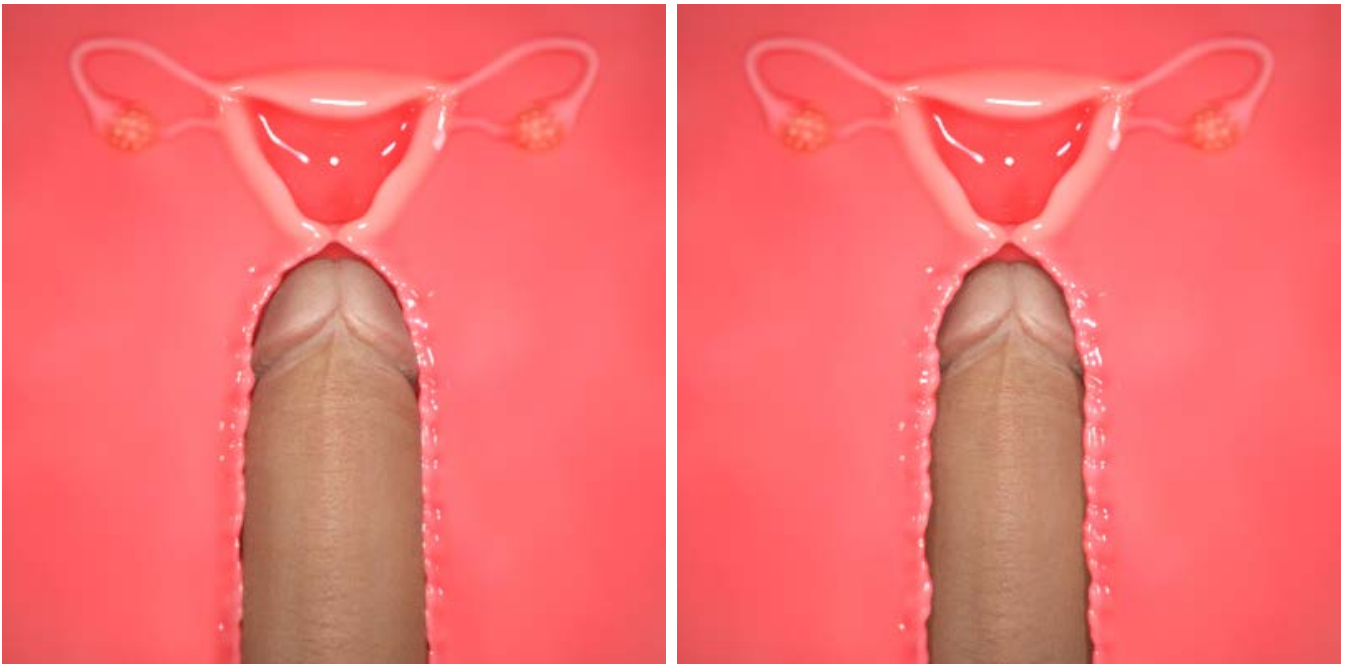
- a. If the penis props is too big, you can reduce its size appropriately. This will not affect the final result of your works. Because you can easily scale the footage generated by X-Ray Machine in the Post-Production process to restore Penis to its original size.

- b. You can use the morphs or joints that come with the penis props to adjust its shape. Some penis props may have a strong bending or deformation, which gives them beautiful shape. But it also brings trouble to matching these props in the X-Ray Machine.



As you can see, this penis props is very curved. If I want to use it in the Womb Front scene, then I have to make a lot of minor adjustments. So if such a penis props has morphs or joints, I would suggest using these morphs or joints to straighten it before you position it. Doing so is consistent with the facts, we all know that penis is not really as hard as steel. When it is squeezed by female body, it deforms and cannot maintain its original shape.

c. You can adjust the Z Translate of the penis props, so that the vagina "wrapps" the penis.



It can be clearly seen that by adjusting the Z Translate of the penis props, we can get different visual effects.

d. If your penis props is too big, then don't put it into the womb. If the penis props you are using is as large or even larger then the size of the X-Ray Machine's womb. In this case, if I allow the womb to match this penis props, it will form a condom shape with the vagina. This is not what I want. So I limited the size of the penis props that can enter the womb. When you need to use a super-sized penis props, be careful not to put it into the womb.

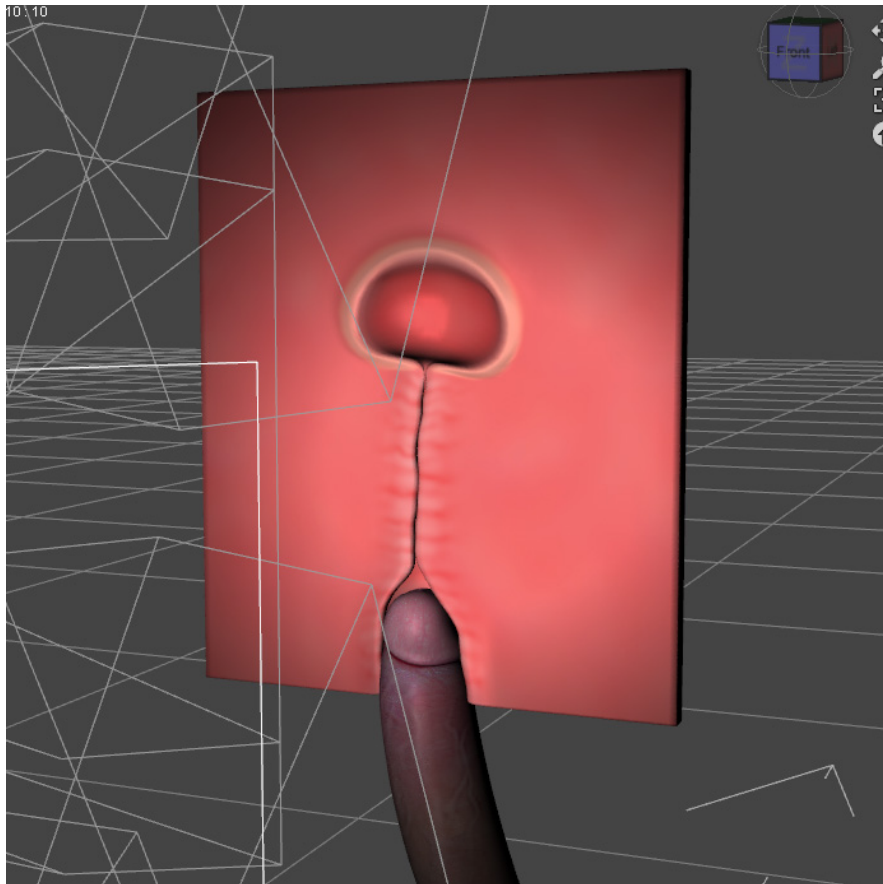
4. Making animation

Next I will use the X-Ray Machine to make an animation. Please note that this process is actually quite rough, I just use it to show you the basic method of making animations using the X-Ray Machine. If you want to learn more about how to create animations in DAZ Studio, please refer to corresponding tutorials.

We already know that the process of making a still frame is to put the penis props in a suitable position, then use the Control Panel to set up the X-Ray Machine to match the penis props and finally render it. The animation production process has similarities with this process. I will also put the penis props in a suitable position first, then use the Control Panel to set up the X-Ray Machine to match the penis props. However I won't render at this point, but set the current scene as a keyframe instead. Then I will drag the Timeline's slider forward and then put the penis props to another location, use the Control Panel to set up the X-Ray Machine, and set the scene as a new keyframe. I will continue to repeat these steps until the entire animation is set. Finally, the rendering starts.

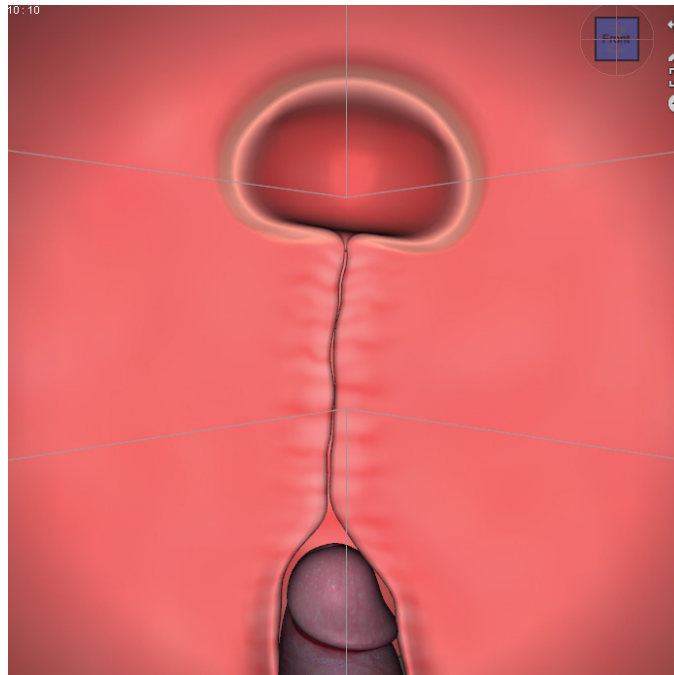
4.1 Setting keyframes

a. Load the Side View and switch the Viewport to Perspective View. Load a penis props and put it to the starting position.



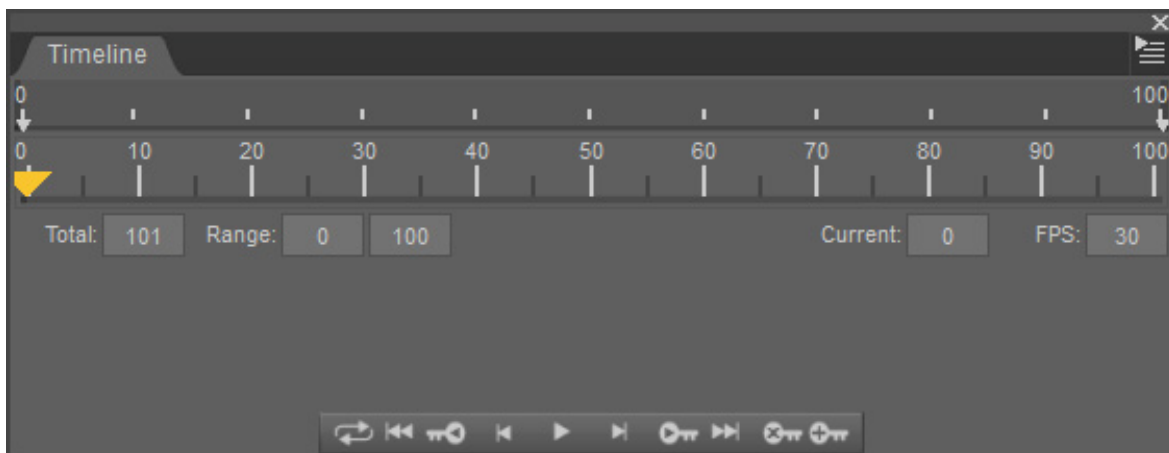
Note that since I am using Side View, the left side of Penis will always be facing the camera.

b. Switch the Viewport to Camera 2 and use X-Ray Machine's Control Panel to make further adjustments until you feel satisfied.



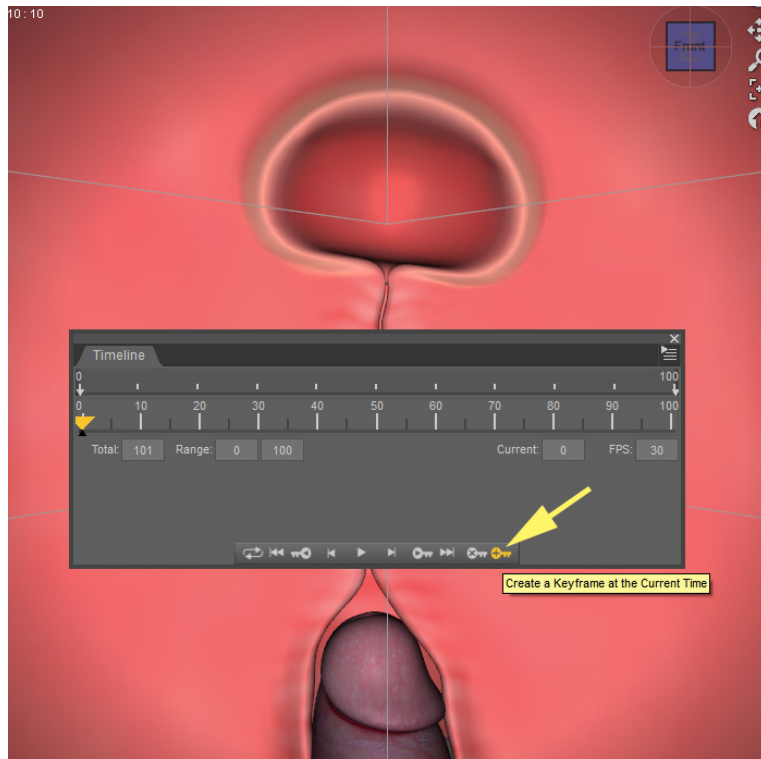
Tip: If you want to save your work progress, you can save the current scene as a new scene and store it in your own folder. The next time you can use this new scene directly without having to start from scratch.

c. Click on 'Window > Panes(Tabs) > Timeline' in the main menu to make the Timeline pane visible. Since the default number of frames is too few, I first change 'Total' to 101 in the Timeline pane. Then we can see that the Timeline's Range becomes 0 to 100.

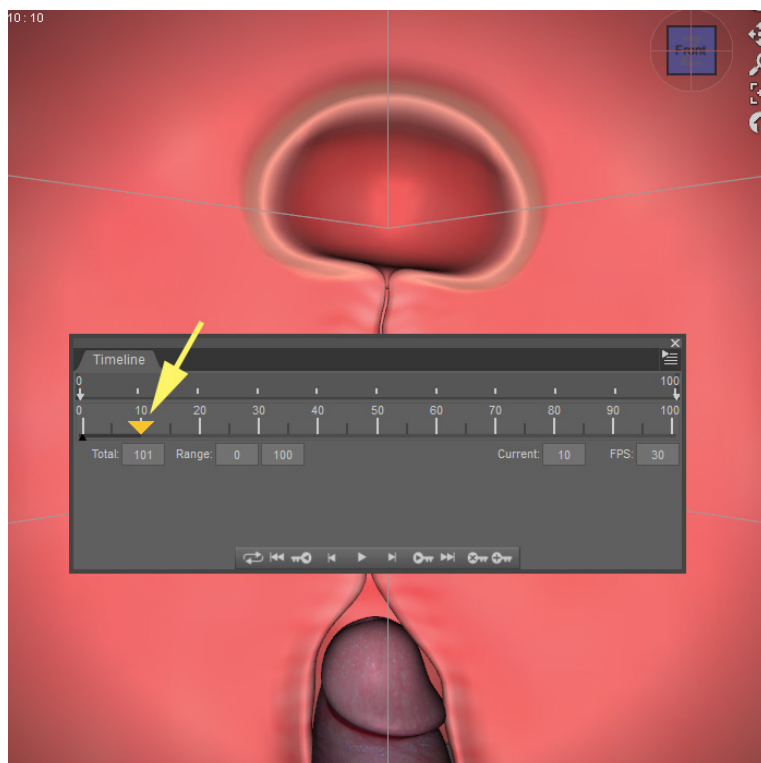


This means that if we start rendering the animation now, the maximum number of frames in this animation is 101.

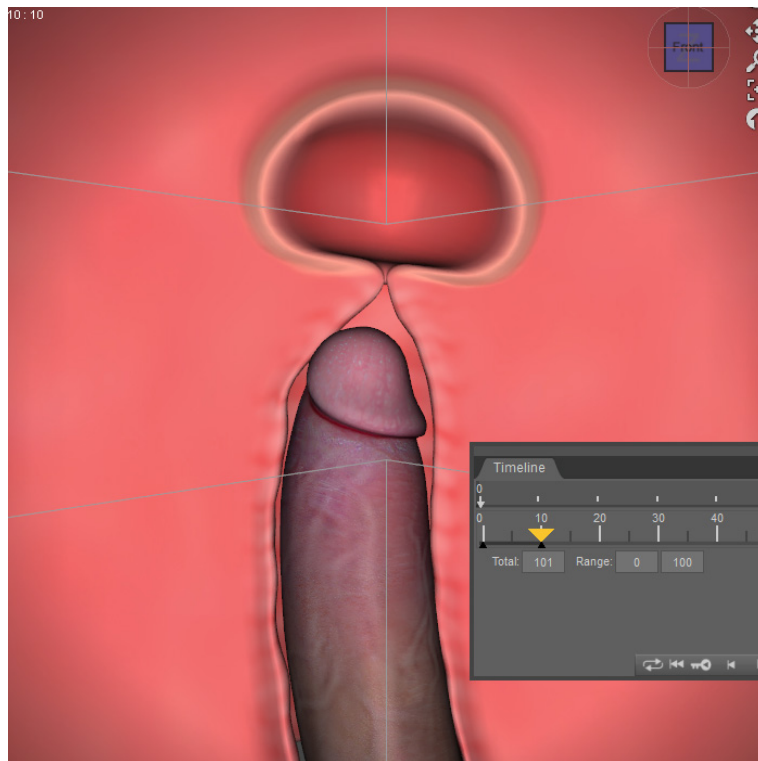
d. Now we first set the starting scene as the first keyframe. There is a row of icons at the bottom of the Timeline pane, and we just need to click on the icon to the right to create the keyframe.



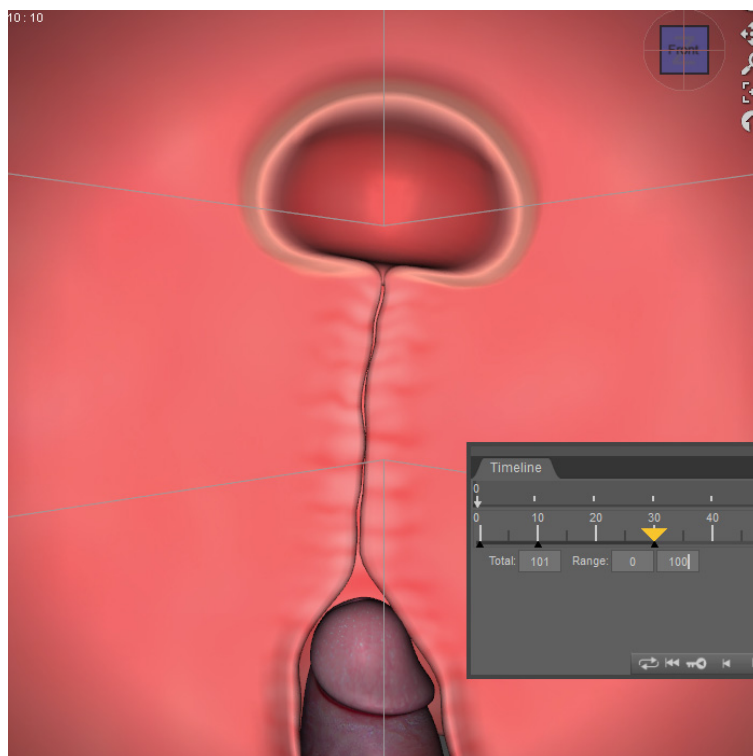
e. Next, hold down the yellow slider of Timeline with the left mouse button and drag it to frame 10.



f. Move the penis props to a new location and use the X-Ray Machine Control Panel to make further adjustments until you feel satisfied. Then set the current scene as a keyframe.



g. Drag the yellow slider of Timeline to frame 30. Move the penis props to a new location and use X-Ray Machine's Control Panel to make further adjustments. At last set the current scene as a keyframe.



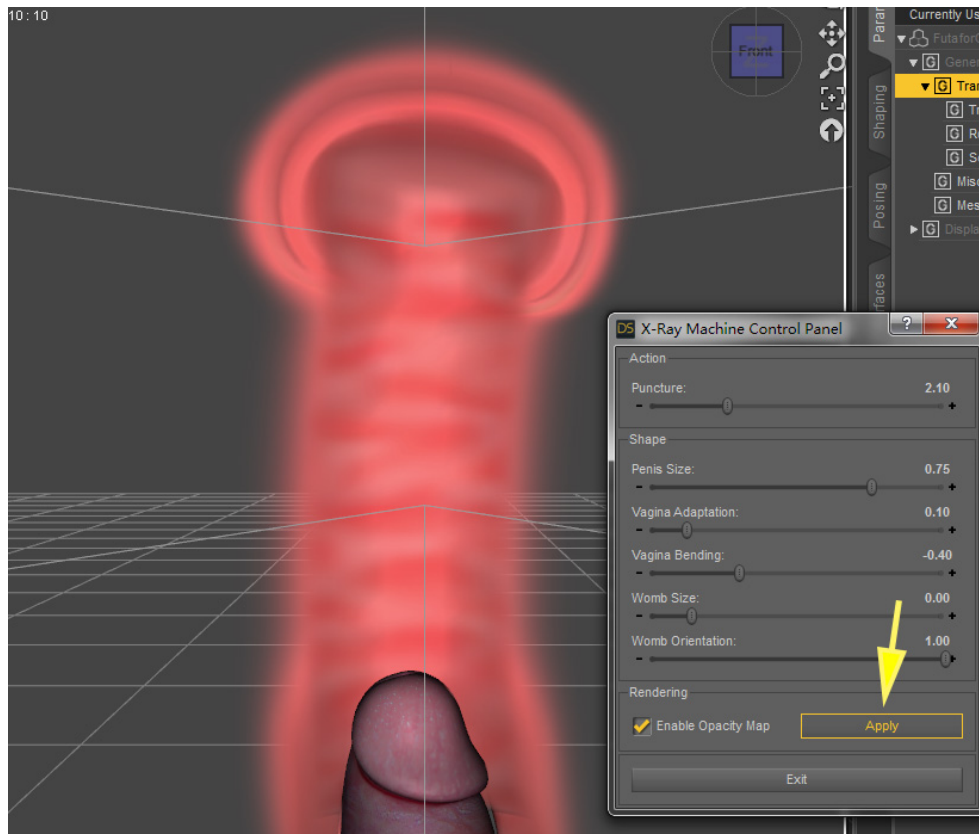
h. Now let's do a simple test. Use the left mouse button to hold down the yellow slider of Timeline and drag back and forth between frame 0 and frame 30. We can see that the penis moves in the vagina, and the vagina deforms as the penis moves.

i. Through the above steps, I have completed a cycle of action in which the penis enters the vagina and then withdraws from the vagina. Just do a few more such loops and we can get a complete animation.

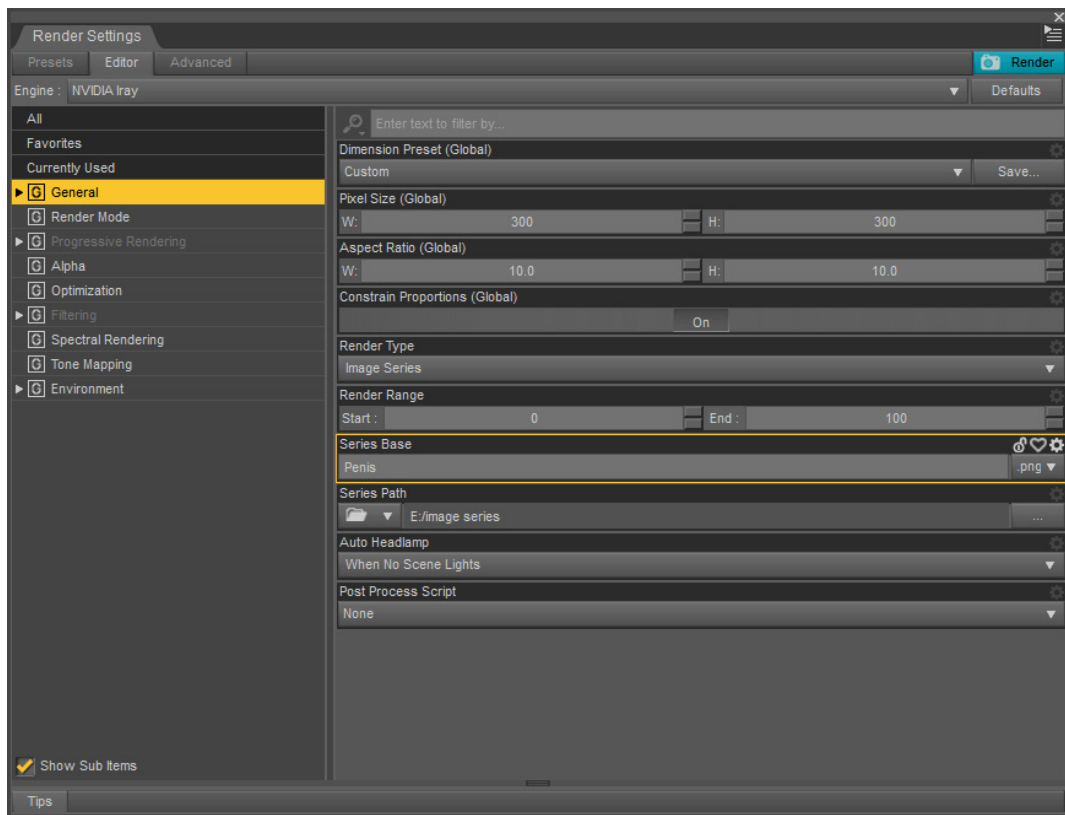
Please note that the various settings I have made, such as the number of frames in the animation, where to create the keyframes, and the position of the penis at the keyframes, are not fixed. You don't have to follow these settings at all when you make your own animation.

4.2 Rendering image series

Once all the keyframes have been set, we are ready to render. Switch Viewport to Gamera 2. Because I'm going to compose the rendered animation with the character's body animation, I open the X-Ray Machine's control panel and enabled 'Enable Opacity Map'.



Then, I open the Render Settings pane and set some rendering options.



Render Type: You can choose 'Image Series' or 'Movie'. Here I choose 'Image Series'.

Render Range: Specifies which frames will be rendered. I set it to frame 0 to frame 100. That is, all frames will be rendered.

Series Path: Specify which directory the rendered image series will be stored in.



The image above shows the rendered image series.

4.3 The Post-Production

In After Effects I combine the image series with a character animation to get the final result. Please see the promotional images or download the AVI format video from the link below.

<https://mega.nz/#!gnRgxYAD!qeTveVCTLoEmtFjt5bEw22cr4XowVTtYjMI7r14-ZTI>