

FUTALICIOUS GENITALIA V.3.2 FOR G8F & GF8.1

~~Mini-tutorial~~

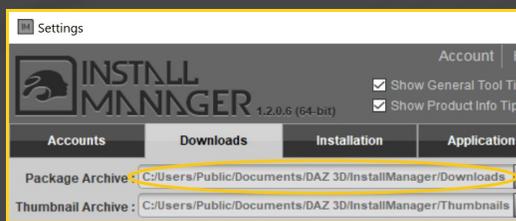
1- What is Futalicious v3.2 for G8F and GF 8.1?

Futalicious is a posable graft male genitalia that will blend with Genesis 8 Female / Genesis 8.1 Female default figures. It comes complete with shaping morphs and several texture options. Current tutorial is for version 3.2, updated in June 2021.

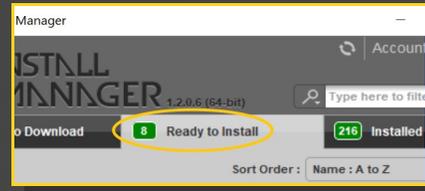
2 - How to install it?

A - Using DAZ Installation Manager

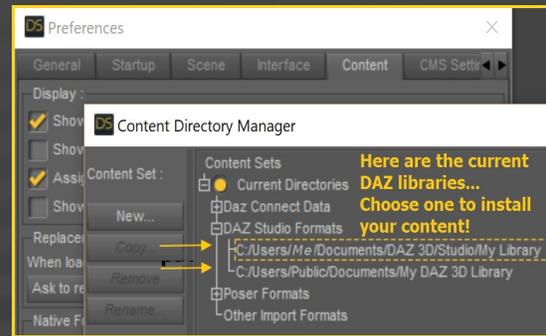
– Locate your DIM zip directory: Open DIM, click on the upper right gear, click on the 'Downloads' tab, and locate the Package Archive directory:



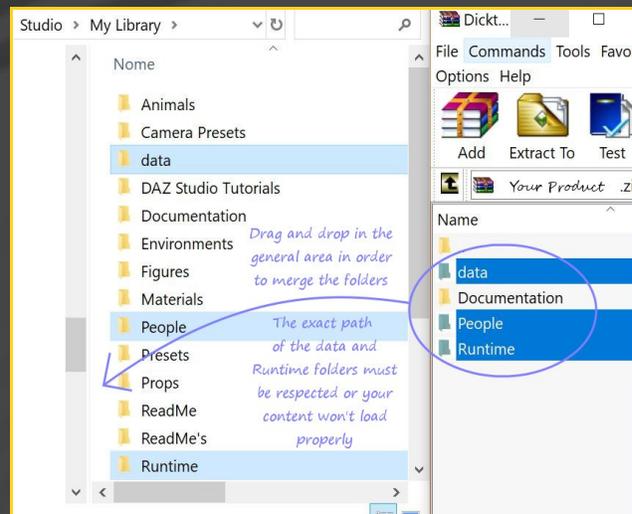
- Copy in it the zip and dsx files;
- Refresh DIM (couple of round arrows at the top), and enable the 'Ready to Install' tab. Locate the product, and click 'Install'... done!



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 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"

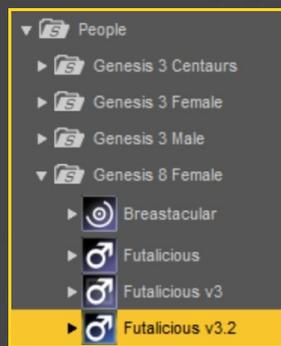
This is very, very important – if you do it will delete everything you have in any matching folders.

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 you new items.

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 with G8F

Load G8F in the scene, and with it selected, load from the '**People/Genesis 8 Female/Anatomy/Futalicious v3.2**' folder:

- '**1_Futalicious Genitalia v3.2**',
- '**2_Futalicious Material Copy v3.2**',
- '**3_Futalicious Shell v3.2**'.



5 – How to set up Futalicious with GF 8.1

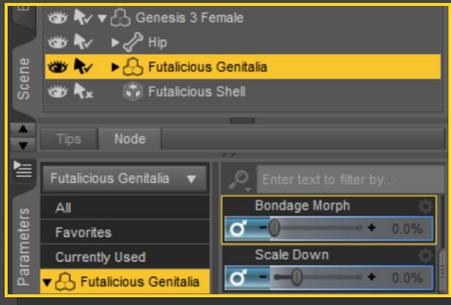
Load GF 8.1 in the scene, and with it selected, load from the '**People/Genesis 8 Female/Anatomy/Futalicious v3.2/7_GF8_1**' folder:

- '**1_Futalicious Genitalia v3.2**',
- '**2_Futalicious Material Copy v3.2 GF8_1**',
- '**3_Futalicious Shell v3.2 GF8_1**'.



6 – Adjust Futalicious parameters

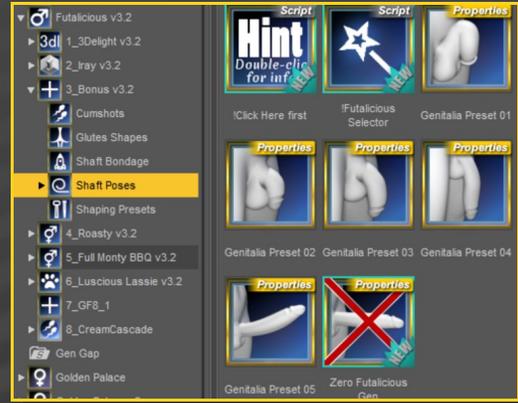
- With '**Futalicious Genitalia**' selected in the scene, you can adjust its parameters in the Parameters tab... there are MANY morphs that will allow to shape the sausage:



8 – Pose Futalicious

You can directly pose Futalicious from the scene with its many bones or quickly access some pose presets from the '*Futalicious v3.2/3_Bonus v3.2/Shaft Poses*' folder:

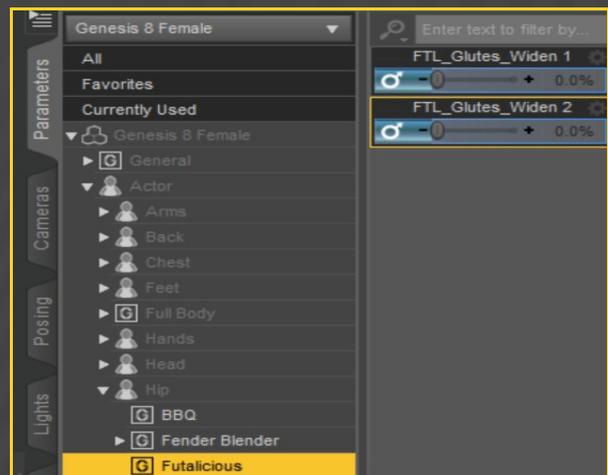
Remember to check the Pose&Parameters presets that will save you a lot of time:



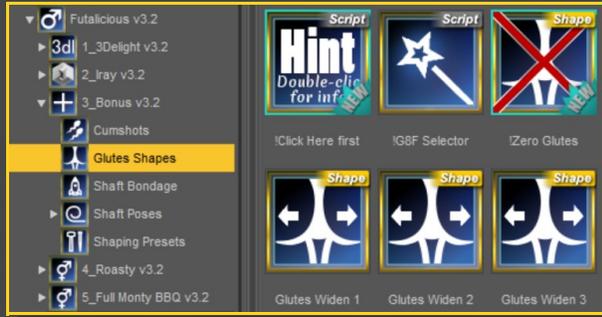
7 – Set up the glutes and anus

You can spread the glutes with two morphs on G8F, in the Parameters Tab under 'Actor/Hip/Futalicious':

From the '*Futalicious v3.2/3_Bonus v3.2/Shaping Presets*' folder, you can randomly mix such shape presets, and set the genitalia backwards:



The glutes morphs can be set with presets under '*Futalicious v3.2/3_Bonus v3.2/Glutes Shapes*':



The anus morphs are to be set in the Parameters tab with Futalicious selected in the scene:



8 – Set up the shell

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.



You must render the scene in order to view the displacement.

More texture options can be found in the Texture Wizard add-on (not included).

9 - How to set up the cumshots or bondage cage

Select '*Futalicious Genitalia*' and load the matching cumshots or bondage cage from the '*Futalicious v3.2/3_Bonus/Cumshots*' folder or '*Futalicious v3.2/3_Bonus/Shaft Bondage*' folder... They include several adjusting parameters that you can dial from the Parameters Tab.

10 – Genitalia color adjustment

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 edges. 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.

11 – Older poses fix and FBX export (updating v2 to v3)

Many Futalicious bones internal names have been changed in order to support FBX 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.

Before exporting, it is better to:

- Select the **shaft7** bone (glans), and with the Joint Editor enabled, right-click in the scene Create->Create Child Node. Such "fake" node avoids weight map bugs in the export;
- Merge the graft to the main figure (geometry editor upper-right menu, Geomery editing->Merge Fitted Figure(s) Geometry).

12 – Troubleshooting...

- The '**Material Copy**' Script correctly sets up the materials, but for some reason the specular maps may not be uploaded to the Viewport in all DS versions, so it may have to be refreshed. If needed, 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, in 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 unsupported multiple shells, white surfaces may show in front of the grafts (with last update, several Meipe grafts are supported). In order to fix the issue, select the bugged shell and load the "**Shell Fix**" script:



13 - 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.