

CREAM QUEEN G8F

~~Tutorial~~

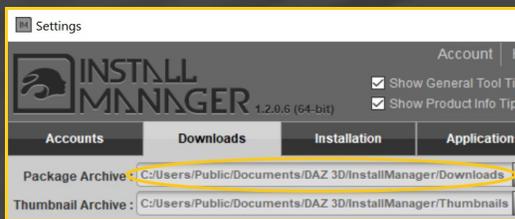
1 - What is Cream Queen for G8F?

Cream Queen is a posable graft breast&udder genitalia that will blend with Genesis 8 Female default figure. It comes complete with morphs, collision tools and milk squirts.

2 - How to install it? [two possibilities]

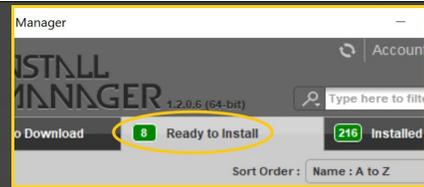
A - Using DAZ Installation Manager

– 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;

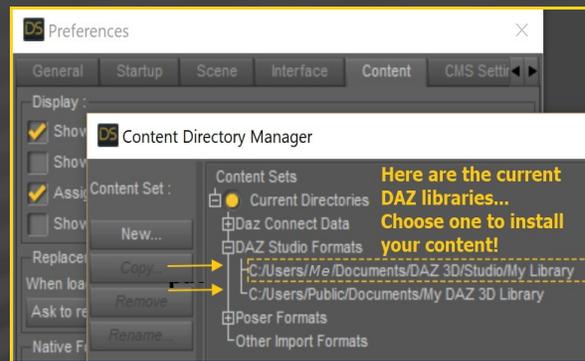
– Refresh DIM (couple of round arrows at the top), and enable the 'Ready to Install' tab. Locate the product, and click 'Install'... done!



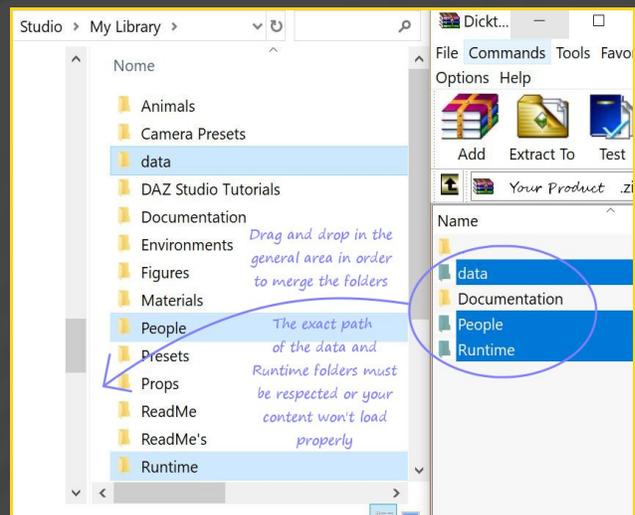
Remember that in the DIM settings, you can choose the destination library.

B – Manual procedure

For Windows users:



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 your 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/Cream Queen**



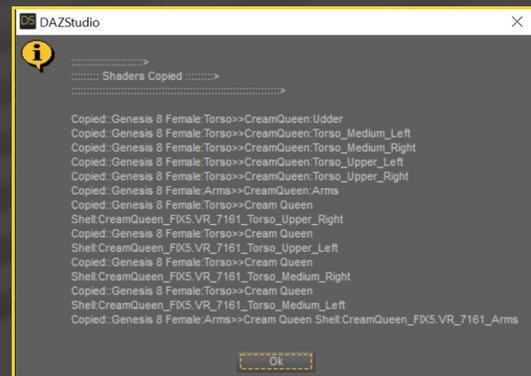
4 – Quick basic setup

Load G8F in the scene;

Load **Cream Queen Graft** on it;

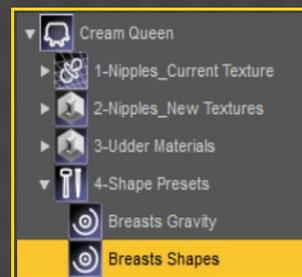
Load **Cream Queen Shell** on it;

Load **Cream Queen Material Copy** script. The script will set up the areolas on the shell as well.

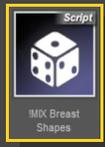


5 – Breast shapes

The breast shapes are to be dialed on **G8F**. They are shared with the Cluster Bomb Graft. Select G8F, and load on it a preset from the **People/Genesis 8 Female/Anatomy/Cluster Bomb/Shape Presets/Breast Shapes** (or Breasts Gravity) folder:

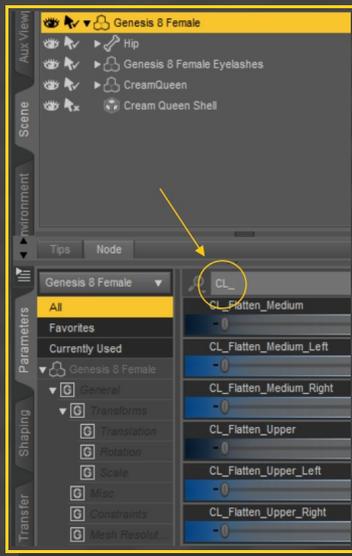


You can mix the shapes with the mixer script:

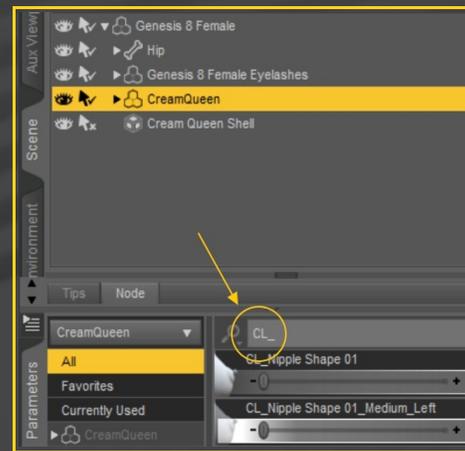


You can also dial the morphs in the Parameters tab under **Genesis 8 Female/Actor/Chest/Cluster Bomb**. You can dial "CL_" in the text filter to quickly access the morphs:

You can mix the shapes with the mixer scripts:



You can dial and mix the nipples morphs in the parameters tab:



Several flattening morphs are included to get rid of the tits you don't need. They are compatible with the following FBM:

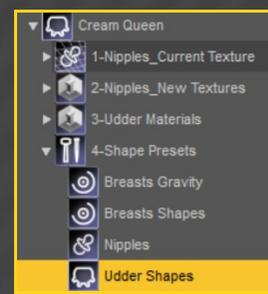
Aiko 8, Charlotte 8, Eva 8, Kanade 8, Leisa 8, Mei Lin 8, Monique 8, Stephanie 8, Tika 8, Heavy, Voluptuous, Pear.

6 – Nipple shapes

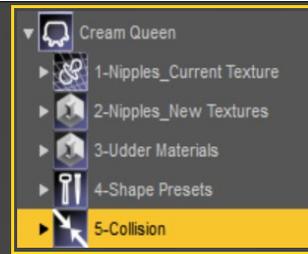
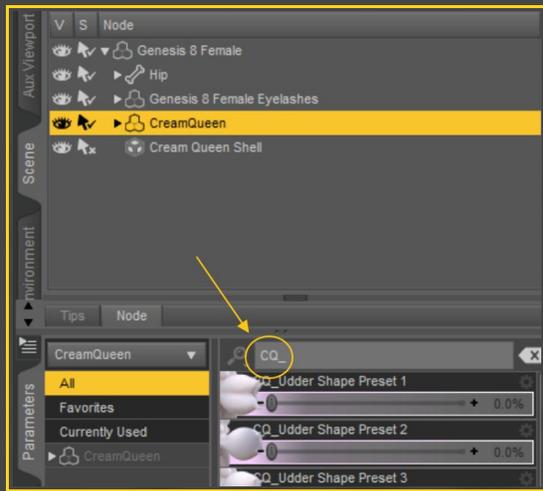
Select **Cream Queen** in the scene and load a preset from the **People/Genesis 8 Female/Anatomy/ Cream Queen/ Shape Presets/Nipples** folder.

7 – Udder Morphs

Select **Cream Queen** in the scene and load a preset from the **People/Genesis 8 Female/Anatomy/Cream Queen/Shape Presets/Udder Shapes** folder:

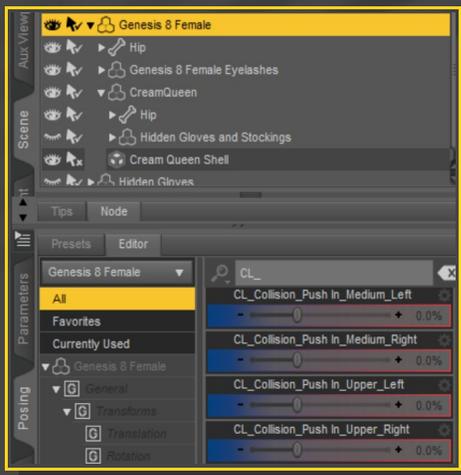


You can dial and mix the udder morphs in the parameters tab:

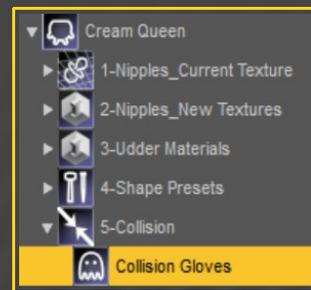


8 – Collisions

First, pose and morph the breasts to the closest shape you are needing. You can use the many collision morphs for that, included both in the Parameters and Pose tabs:

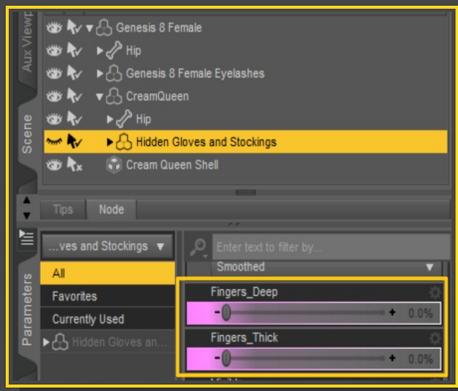


In order to collide with G8F own hands, arms and legs, you will have to use the provided invisible gloves and use them as colliding objects.



Select G8F or Cream Queen and load the 'Set collision items' script. Select the colliding object and accept.

The gloves include morphs to thicken the fingers in order to avoid clippings.



You can quickly set up collision options with the presets included in the **People/Genesis 8 Female/Anatomy/Cream Queen/Collision/Collision Options** folder:



Keep iteration number low if you have a slow computer.

9 – Collisions Limitations (courtesy hints by Thunder3D)

Collision detection and smoothing are very powerful tools, but they have limits. Below are some things you will want to be aware of when using collidable objects.

1.) A smoothed object (such as Cream Queen) can only have ONE object set as its collision object. This is why are included invisible single and double glove options as well as a combined double glove and stockings option.

2.) G8Fs hands cannot collide with her own breasts because it's all one object. Also, a figure cannot be set to collide with its' own geograft, or the geograft mesh will separate from the parent figure. Simply applying a pair of invisible gloves causes the hands inside them to be "sucked" outward to the inside of the glove, giving G8F sausage fingers. :(

The answer to this problem was to create something completely new! Cream Queen geografted breasts+udder and shoulder length invisible gloves allow the character to easily collide with her own milky bags so she can squeeze, smooch and push them more naturally!

3.) For Cream Queen collision with any other surface like a 2nd figure, simply set that object as the collision object in the provided script. Those sweater puppies will smooch up against anything :)

4.) Cream Queen to Cream Queen/Cluster Bomb/Breastacular collision works but only one instance of graft at a time will deform. You cannot have 2 collidable objects smoothing into each other!

This also includes the parent figure attached to the collision object!

Additionally, the same rules above apply for any collidable geografts, both having a smoothing modifier and collision enabled against each other or the parent figure.

5.) Collision will only morph an object as deeply as the object being pushed against it.

This basically means, if you Push a finger into Cream Queen, then Cream Queen will deform until the finger has fully entered the original shape of the breast, then the finger will pass through the mesh.

Therefore you can get a small depression from fingers but very deep depressions from an arm, a chair, etc. Any large object will "smoosh" Cream Queen deeper, but the deeper you smoosh, the sharper the depression displacement and less realistic the effect. Don't try to over-do collision ;)

Multi-graft collision example scenarios:

A single figure (G8F) with 2 collision enabled grafts (Cream Queen & Golden Palace) have no trouble colliding with G8M and Dicktator. You can have multiple collidables on the same figure work as long as the collision objects (G8M and Dicktator) don't have collision enabled on G8F Parent Object.

Examples:

Golden Palace set to collide with Dicktator, and Cream Queen set to collide with G8M works.

Golden Palace set to collide with Dicktator, and Cream Queen set to collide with G8F Invisible Stockings or Gloves works.

Golden Palace set to collide with Dicktator, and Dicktator set to collide with G8F does NOT work.

(Breaks because G8F is the parent object for GP. Technically it works but the result is horrific!)

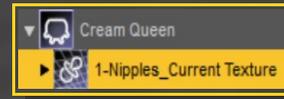
Cream Queen set to collide with Dicktator, and Dicktator set to collide with G8F Invisible Gloves works (works because gloves are a wearable, not a graft)

You will need to experiment to find the best combinations for what you are rendering, but all the necessary tools have been provided. :)

Setting collision with large shapes may create an indentation at the top of the breasts. Change smoothing type or lower the collision weight to solve the problem.

10 – Nipples UVs

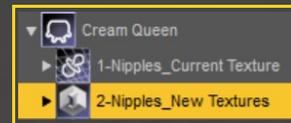
You can shrinken/expand the nipples without using any morph. Just select **Cream Queen Shell** and load an UV preset on it:



11 – Headlights textures

You can use Headlights textures on Cream Queen, they are included. As more Headlight textures are planned, this may be interesting when they will be released.

All tools are in the **People/Genesis 8 Female/Anatomy/Cream Queen/ Nipples_New Textures** folder:



First, select **Cream Queen Shell**, then, load a color preset and an UV preset to set the areola diameter. If the areola is small, use a small UV preset on Cream Queen as well in order to avoid overlapping.

12 – Udder Materials

A default material is loaded with the shell. You can change it under **People/Genesis 8 Female/Anatomy/Cream Queen/Udder Materials**:



Just select the Cream Queen Shell, and inject a material preset.

You can load veiny presets that can be found under the veins sub-folder:

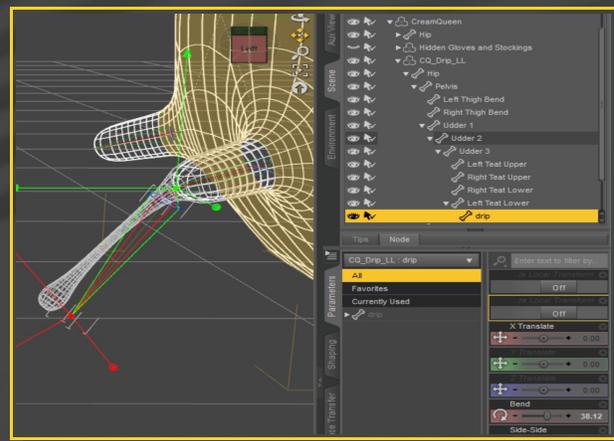


The drips include a posable bone:

The veins will only show up when the scene is rendered.

13- Milk squirts

Milk drips and squirts are included for all four teats. Just select the Cream Queen graft and load the milk follower you need.



Squirts include several adjustment morphs that can be dialed in the parameters tab.