

Androgyny for G9 Roasty

~~Tutorial~~

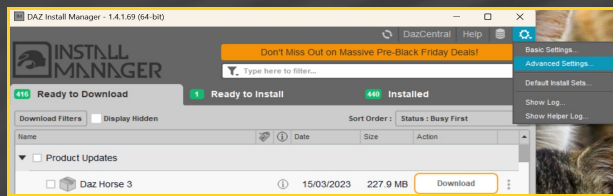
1- What is Androgyny for G9 Roasty?

Androgyny is a set of morphs and textures for the G9 Roasty genitalia (not included, to be separately purchased). The set transforms the dick in a hood & clitoris, allowing a progressive blend to a full female pussy.

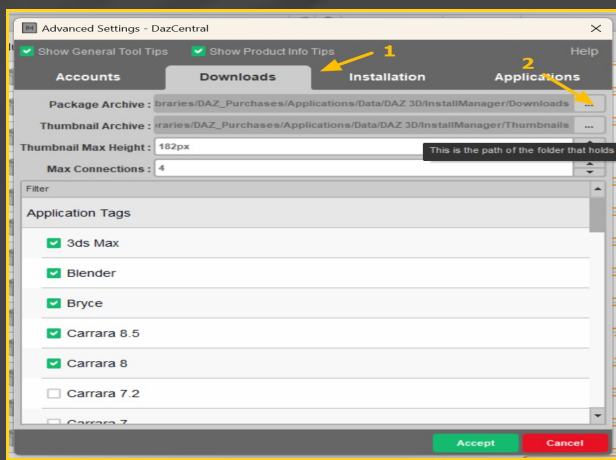
2 - How to install it?

A - Using DAZ Installation Manager

1: Open DIM, select "Advanced settings";



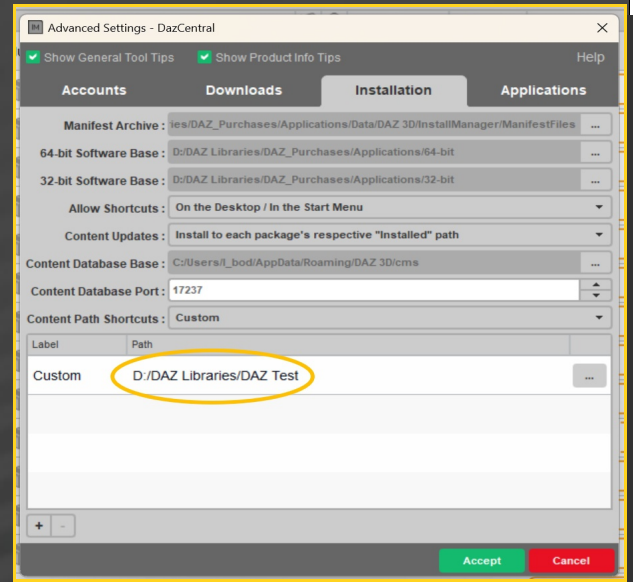
2: Check the Downloads tab (1), locate the download directory (2);



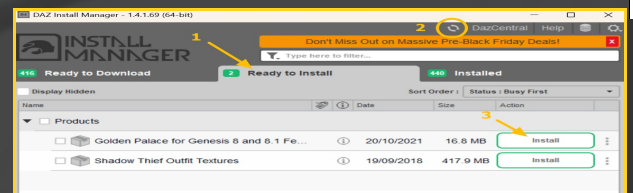
3: Browse to this very directory, drag and drop the .zip and .dsx files you downloaded from Renderotica

(if you use a MAC don't click Return or Replace);

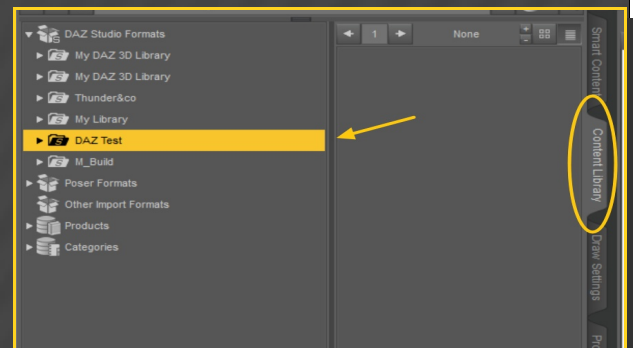
4: "Advanced settings" again, "Installation" tab, check or select your installation folder;



5: Go to the "Ready to Download" tab(1), update the list with the couple of arrows (2), click "Install" (3);

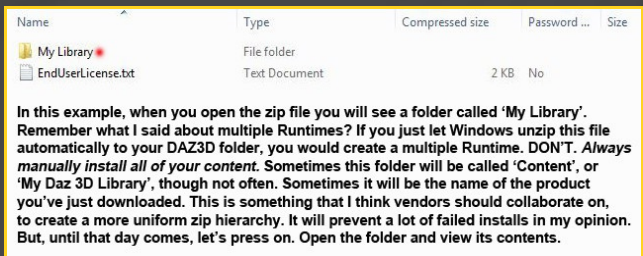
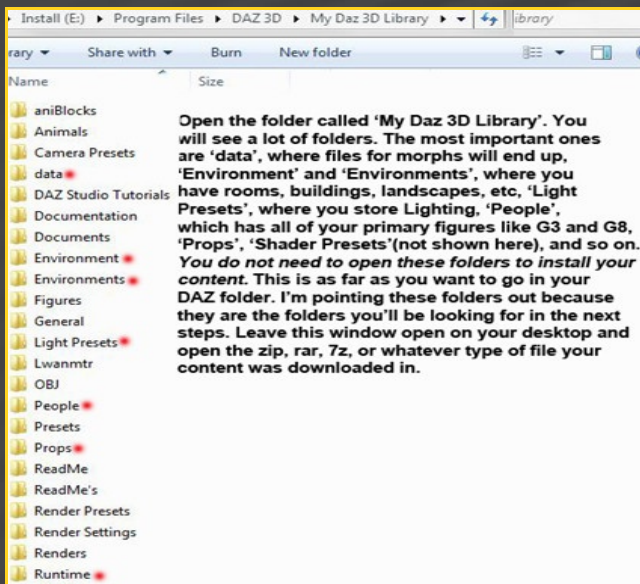
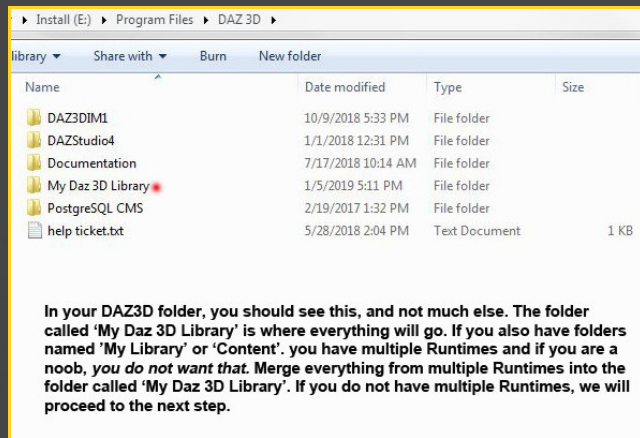


6: Open DS, locate the installation library in the "Content Library" tab.



B – Manual procedure

For PC users: (instructions courtesy of matt):



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.

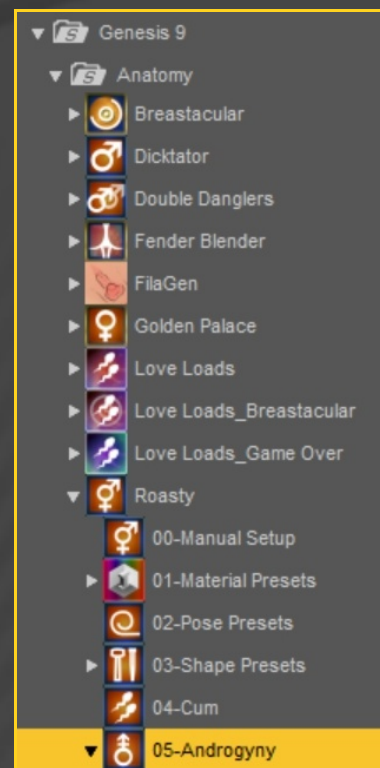
DO NOT PRESS RETURN OR CLICK ON "REPLACE"

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?



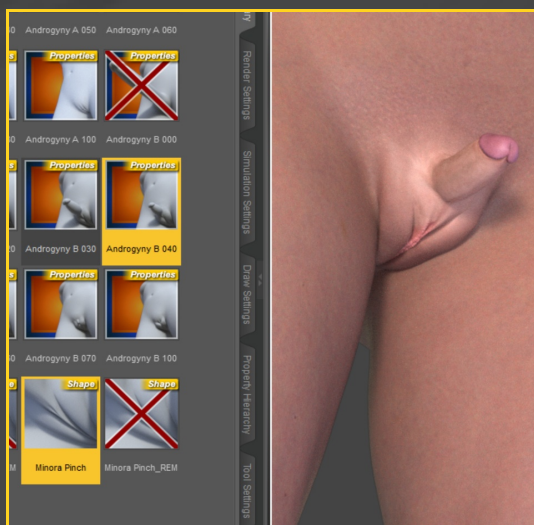
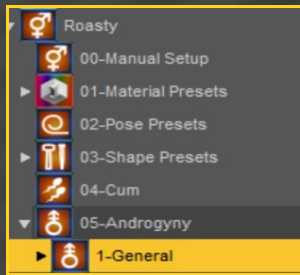
You can access to the graft and presets in your Content Library tab under '**People/Genesis 9/Anatomy/Roasty/05-Androgyny**'

4 – Quick Androgyny Setup

1-Load G9 and set up the Roasty graft as usual:

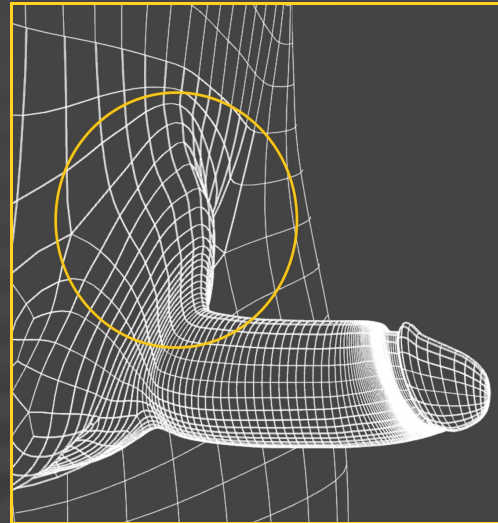


2-From the '**1-General**' folder, select one of the androgyny presets, and a labia minora preset if you need it:

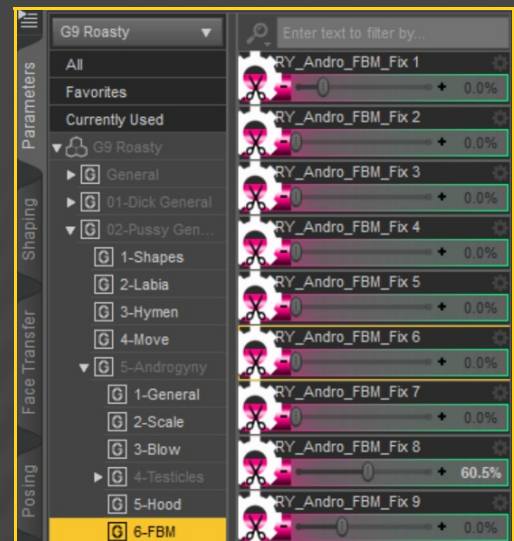


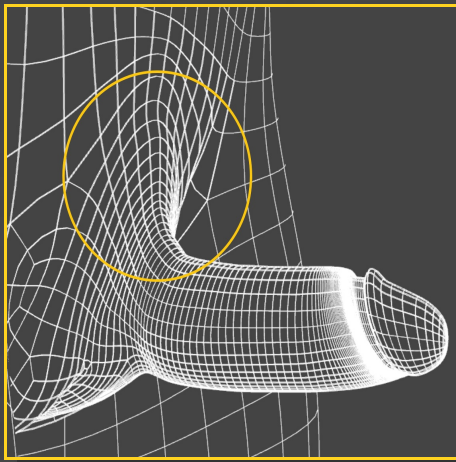
5 – FBM Fix

The 'androgyny' morphs may create a bulge at the top the shaft, depending of the character full body morph:



A set of mophs can be dialed in the '**Parameters**' tab to fix the problem:



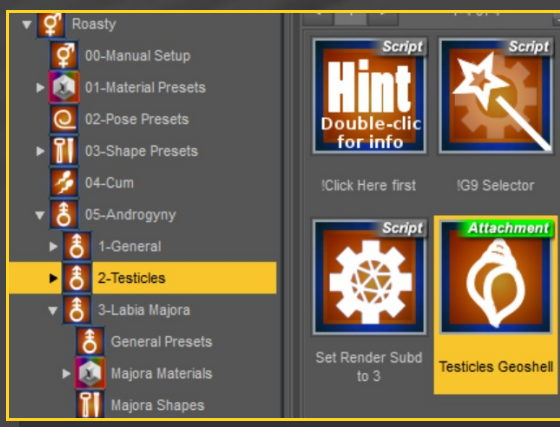


Many full body morphs are supported and dial the fixes automatically.

6 – Testicles and Labia Majora Setup

You can quickly transform the labia majora into testicles with the presets included in the '2-Testicles' subfolder:

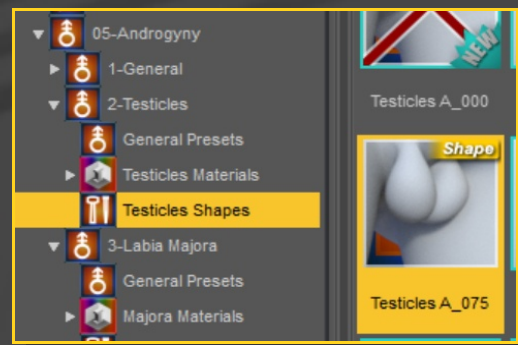
1-Select G9 and load the '*Testicles Geoshell*':



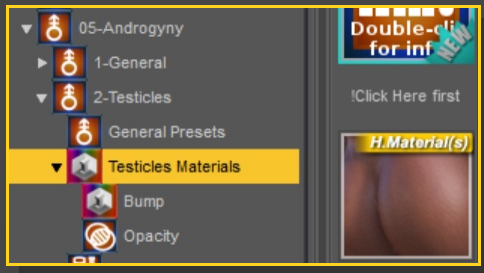
2-Select Roasty and select either one of the full presets ...



...or one of the testicles presets if you already have set your roasty graft as previously explained:



Many texture options are provided to customise the testicles material. They are hierarchical, so just select any of the G9 nodes and they will edit the Testicles geoshell:



Similarly you can setup your 'androgyny' look inflating the labia majora. The dedicated geoshell and all presets are included in the '**3-Labia Majora**' subfolder:



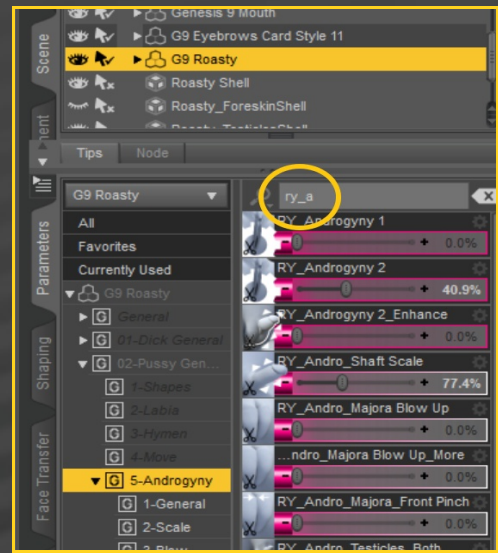
8– Clitoris

If you dial the 'androgyny' morphs up to 100%, you'll get a full female genitalia. The shaft and glans are morphed in a hood and clitoris. The set includes some options to edit the hood & clitoris look with a dedicated geoshell and a set of morphs:



9– Morphs manual setup

All 'androgyny' morphs can be dialed in the parameters tab for fine-tuning. Just select the 'Roasty' graft and filter the morphs in the 'Parameters' tab dialing 'ry_a':



10– Geoshells management

The Roasty geoshell and the three geoshells included in this package can get bugged if unsupported grafts or unsupported geoshells are loaded on the figure: white surfaces show up instead of regular textures. The easiest way to solve the problem is to use the '**Shell fix v3**' script that you can download for free at Renderotica:

https://www.renderotica.com/store/sku/71962_Shell-Fix-V3

Otherwise the bug can be manually solved hiding the unsupported surfaces on the geoshells in the 'Parameters' tab:

