

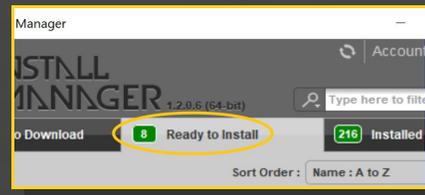
DICKTATOR GENITALIA

0.3

FOR G8M

~~Mini-tutorial~~

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



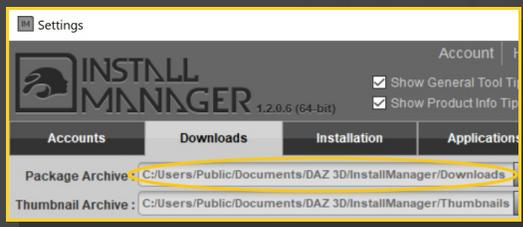
1- What is Dicktator for G8M?

Dicktator is a posable graft genitalia that will blend with Genesis 8 Male default figure. It comes complete with shaping morphs and several texture options. Current tutorial is for version 0.3.

2 - How to install it? [two possibilities]

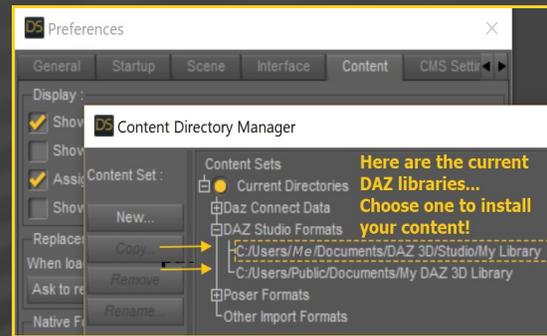
A - Using DAZ Installation Manager

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

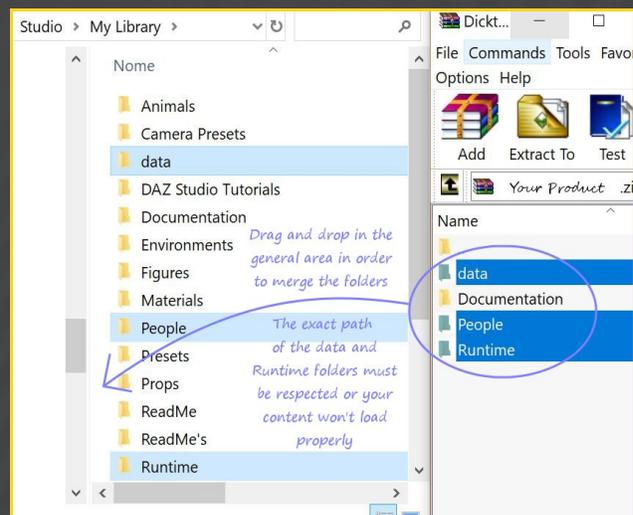


- Copy in it the zip and dsx files;

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 G8M 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/Genesis 8 Male/Anatomy. If you already installed a previous version of Dicktator it'll show up in a separate folder:



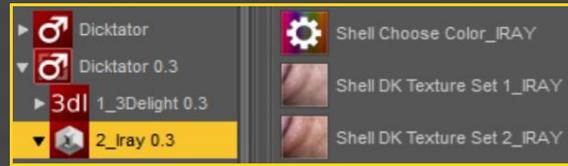
4 - How to set up Dicktator

- Load G8M in the scene, and with it selected, load '**1_Dicktator 0.3**', '**2_Dicktator Material Copy 0.3**', '**3_Dicktator Shell**'.



- With the '**Dicktator Shell**' selected in the

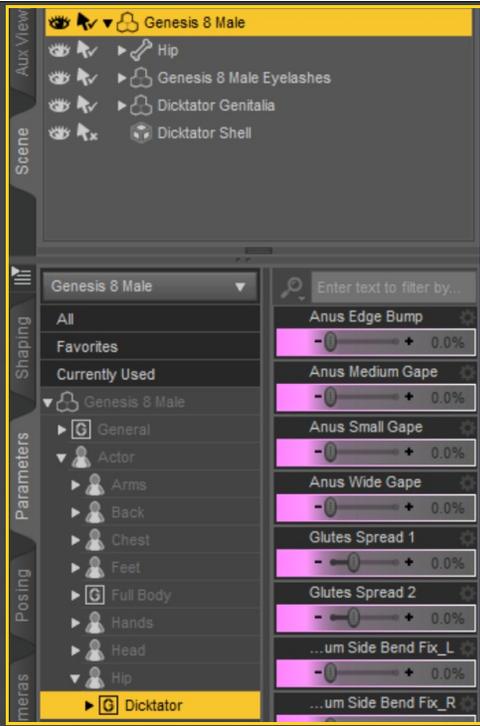
scene tab (it can't be selected in the viewport), you can load a texture preset or the colorizing script



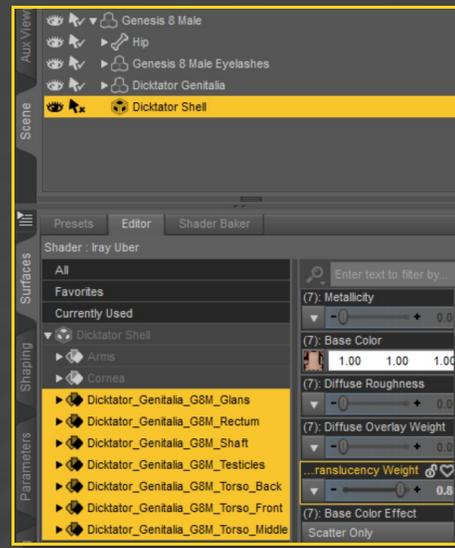
- With the '**Dicktator 8 Genitalia**' selected in the scene, you can adjust its parameters in the Parameters tab. Many presets can be dialed, and some are included in the Content Library '**3_Bonus/Shaft Shapes**' Folder.



- With G8M selected, you can adjust the glutes morphs in the parameters tab under Actor/Hip/Dicktator. Some presets are included in the Content Library '**3_Bonus/Anus Presets**' Folder.



surfaces on the Geometry Shell:



IRAY textures presets are set for DS 4.10+ (with Dual Lobe settings). 3DL presets can be used with earlier versions.

5 - How to set up the cumshots or bondage cage

Select '**Dicktator Genitalia**' and load the matching cumshots or bondage cage from the Content Library '3_Bonus/Cumshots' or '3_Bonus/Shaft Bondage' folders... They include several adjusting parameters that you can dial from the Parameters Tab.

6 – Hints

G8M'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 G8M's skin tone, try to edit the '**Translucency Weight**' of its

7 – Older poses fix and COLLADA export

Many Dictator bones internal names have been changed in order to support Collada export... Now G8M with Dictator can easily be imported in Blender for example. BUT... poses saved for earlier versions of Dictator (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.

Two bones have been added (Rectum 2 and Legs Crease), but they shouldn't affect your old poses too much.

7 – Troubleshooting...

- The '**Material Copy**' Script correctly sets up the materials, but for some reason the specular maps are not uploaded to the Viewport, so it may have to be refreshed. Save your scene and reload it to force the

refreshing. DS devs are aware of the bug and hopefully they will fix it. The bug is visible mainly with dark skins tones.

- Dictator includes a rigidity map to keep its shape with most FBM. Some FBM may push the mesh away from the bones. In order to fix that, in the *Tool Settings/Joint Editor* tab, select *Dictator*, *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 *Dictator*, 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.

8 - 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 (two custom sets allowing to stretch the areola) 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 areola/nipple color because of the translucency.