

Vitamin D for G8F & GF 8.1

~~Tutorial~~

1- What is Vitamin D for G8F?

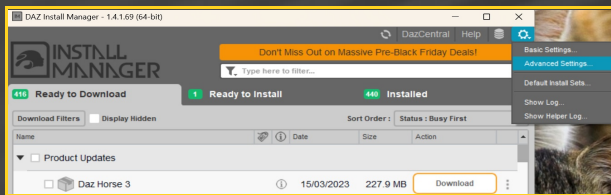
Vitamin D is a rigged "dicknipples" graft for the Genesis 8 and Genesis 8.1 figures. The set comes complete with texture, shaping and cum options.

The breast part of the graft derives from G8F Breastacular and the dick part derives from the G9 Dicktator graft.

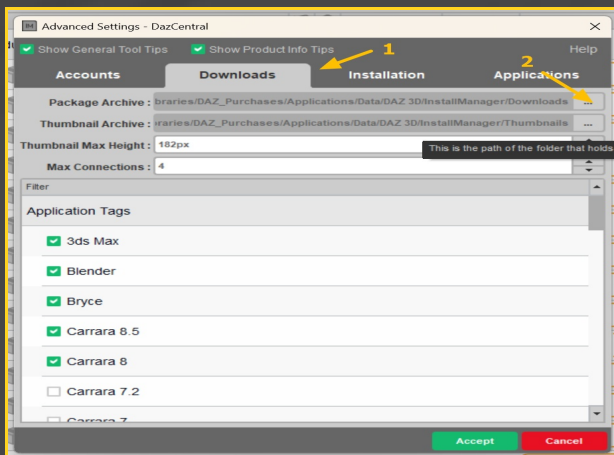
2 - How to install it?

A - Using DAZ Installation Manager

1: Open DIM, select "Advanced settings";



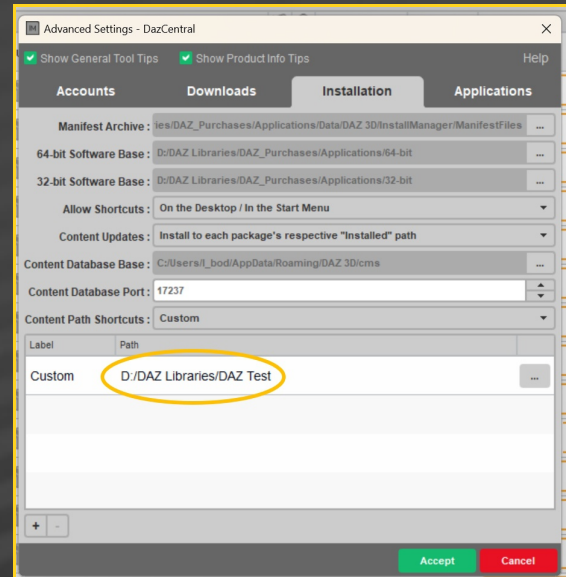
2: Check the Downloads tab (1), locate the download directory (2);



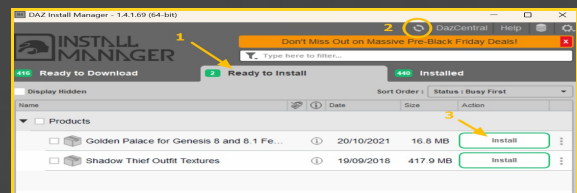
3: Browse to this very directory, drag and drop

the .zip and .dsx files you downloaded from Renderotica (if you use a MAC don't click Return or Replace);

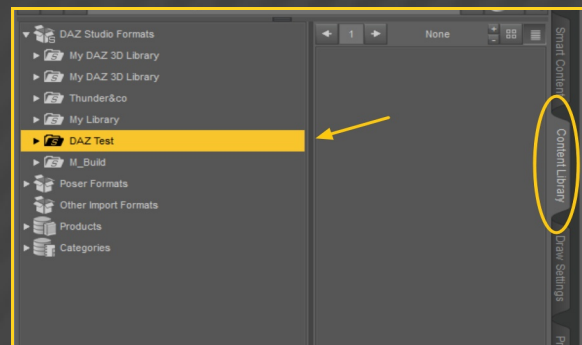
4: "Advanced settings" again, "Installation" tab, check or select your installation folder;



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

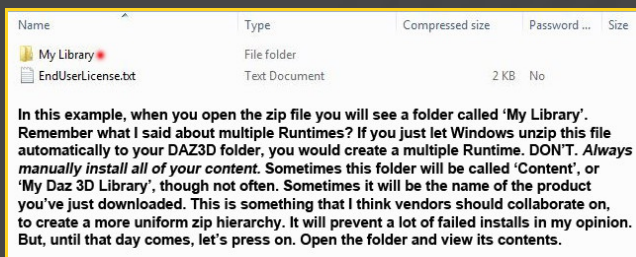
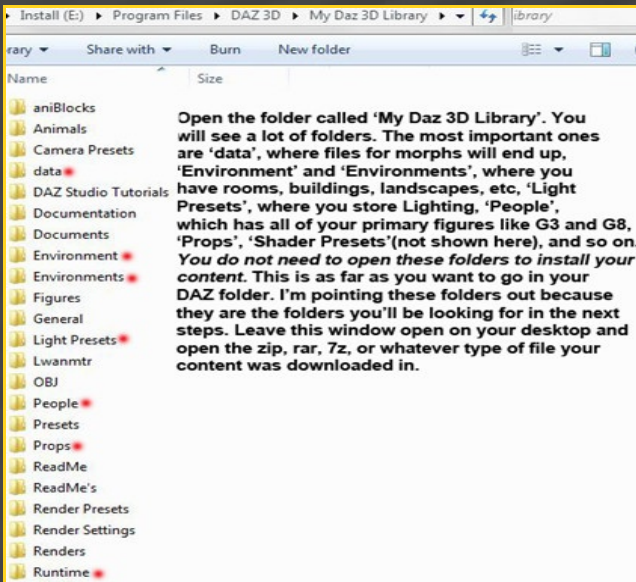
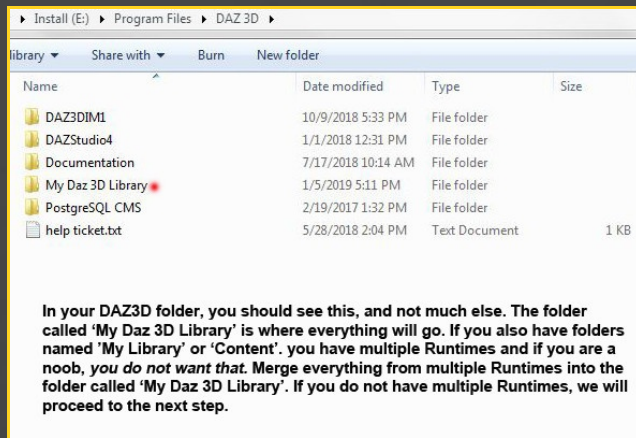


6: Open DS, locate the installation library in the "Content Library" tab.



B – Manual procedure

For PC users: (instructions courtesy of matt):



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.

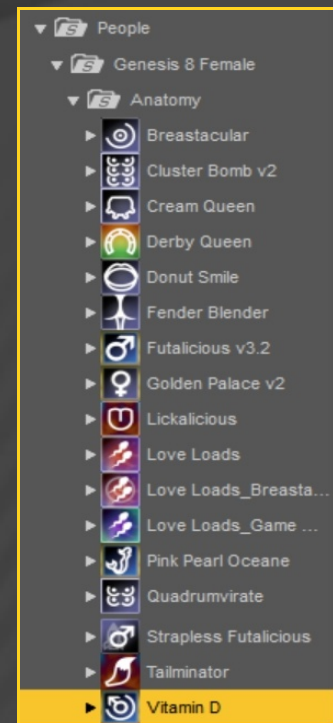
DO NOT PRESS RETURN OR CLICK ON "REPLACE"

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?

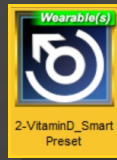


For MAC users: (instructions courtesy of Guttersnipe):

You can access to the graft and presets in your Content Library tab under "**People/Genesis 8 Female/Anatomy/Vitamin D**"

4 – Vitamin D Setup

- 1 - Load G8F or GF 8.1 and select it;
- 2 - Load the "**Vitamin D_Smart Preset**":



The 2025 script was built when the ALPHA version was public. It may need to be updated in the future. All other scripts should work both for 4.23 and 2025 versions of DAZ Studio.

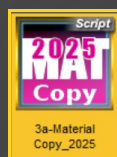
ALPHA

6.25.2025.19807 (64-bit) Public Build

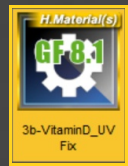
- 3 – Load the "**Material Copy**" script:



If you use DAZ Studio 2025+, use the "**Material Copy_2025**" script:

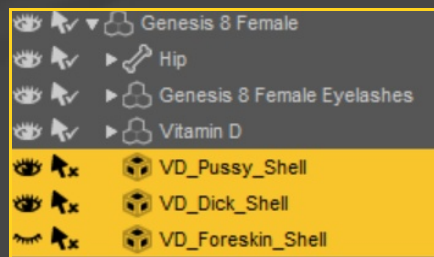


With GF 8.1 selected, use the "UV Fix" to solve the issue:



5 – Geoshells

Three geoshells are loaded on G8F: one for the female labia, one for the male genitalia, one for its foreskin. You can turn them on/off in the scene tab:

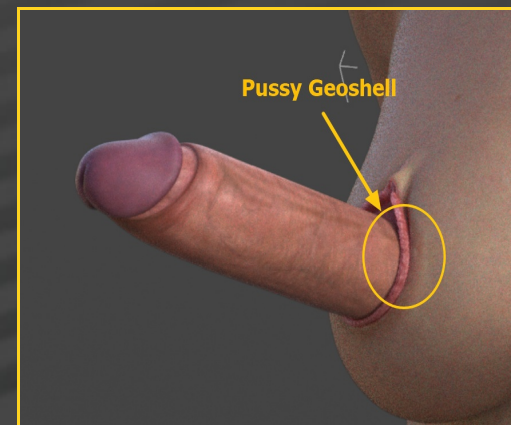


The "Pussy_Shell" can be hidden if your character's areola is dark enough for your render.

"Pussy_Shell" off:

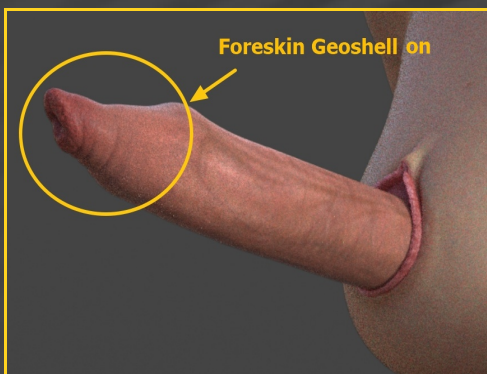


"Pussy_Shell" on:



The "Dick_Shell" must be kept on. The "Foreskin shell" should be turned on if the foreskin is stretched forward, off if it's in the backwards position:





6 – Geohells "white surfaces" fix

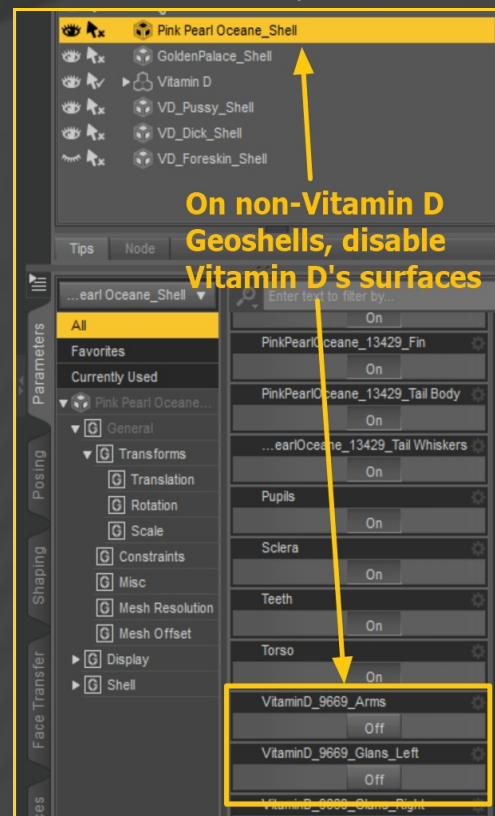
If you load other geografts or other geoshells on the figure, white surfaces may show in front of unsupported ares:

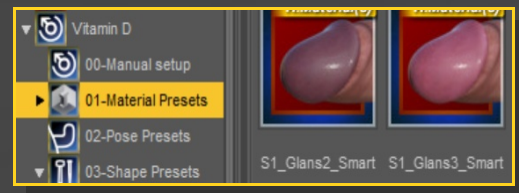
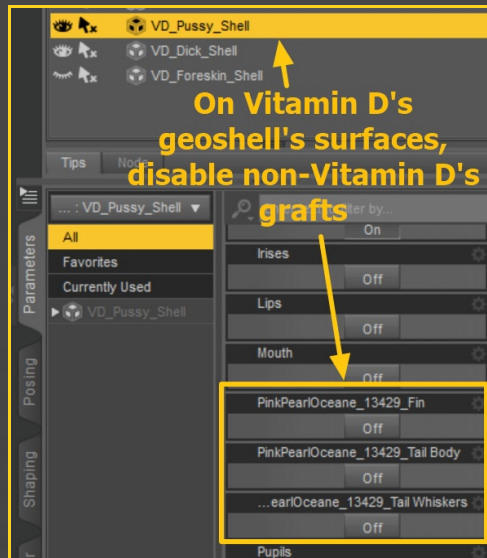


You can solve the problem with the free "Shell fix" script at renderotica (...):



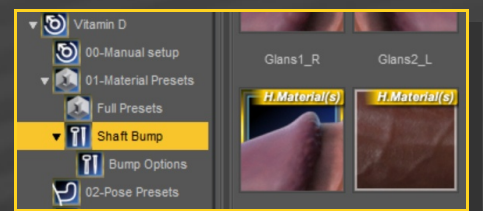
You can also manually fix the issue:





The presets can be injected with G8F or any of their sub-nodes selected in the scene.

The bump options will only take effect when rendered with IRAY:



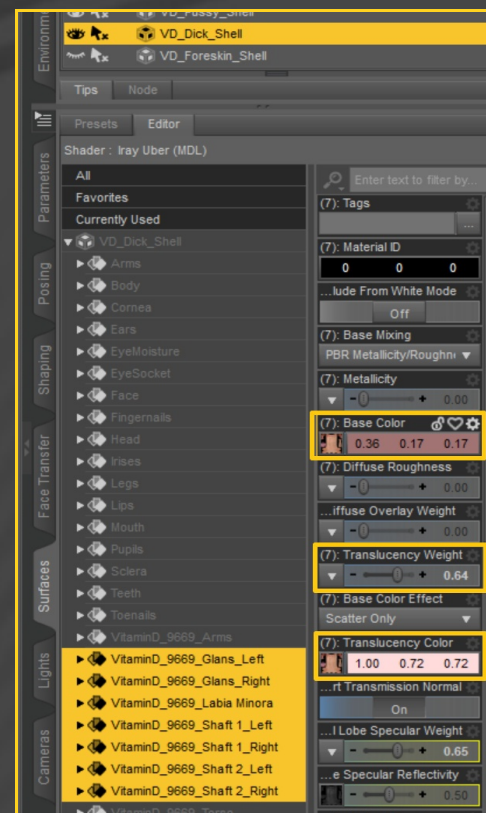
You can adjust the geoshell shaders:



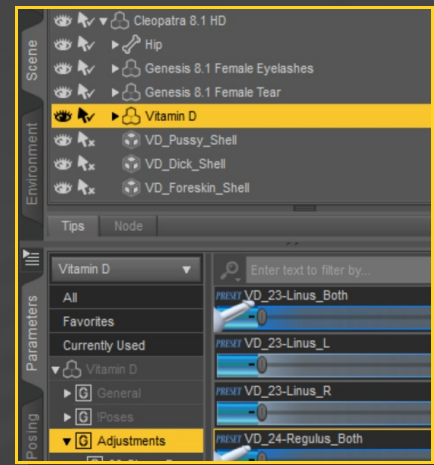
Vitamin D's geoshells are set to support some common Meipe's grafts. So it is recommend to Load *Futalicious*, *Golden Palace*, *Fender Blender* and *Lickalicious* BEFORE *Vitamin D*.

7 – Texture options

In the Vitamin D/*1-Material Presets* sub-folder, you can find many material options:



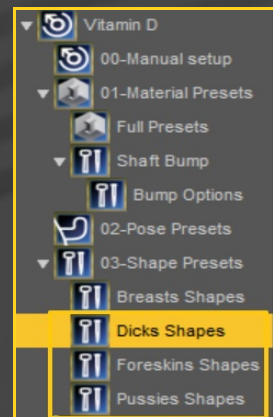
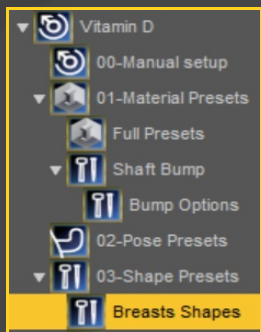
The values to be edited are the "**Base Color**", the "**Translucency Color**" (softer tone), and the "**Translucency Weight**" (the higher the value, the darker the tone).



All other morphs are to be dialed with "Vitamin D" selected in the scene.

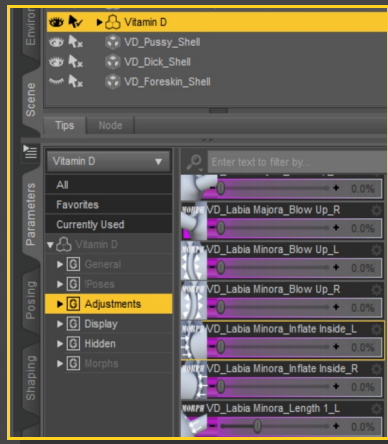
8 – Morphs and poses

The breast shapes can be adjusted with the G8F figure selected in the scene. You can load them with the presets and mixer script included in the "**Vitamin D/03-Shape Presets/Breast Shapes**" folder:

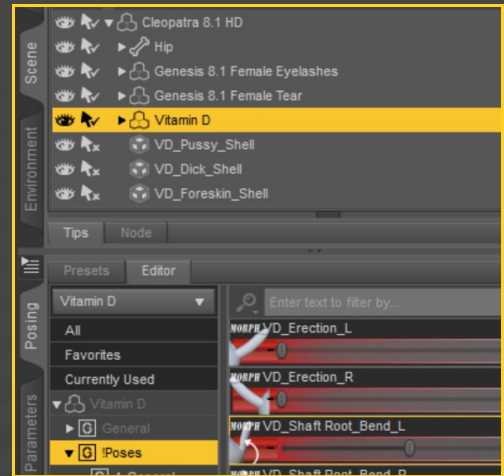


The shape presets & mixer scripts included in the "**Content Library**" tab are useful for quick setups, but if you need fine-tuning, you should dial the morphs in the "**Parameters**" tab:

...or in the "**Parameters**" tab, filtering G8F's morphs typing "VD":

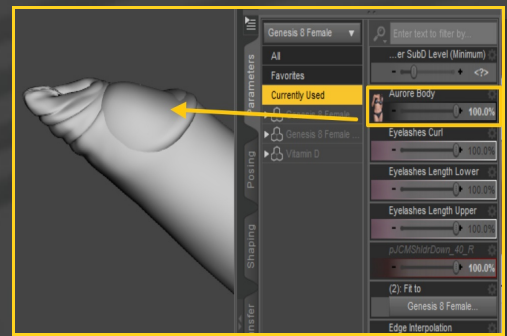
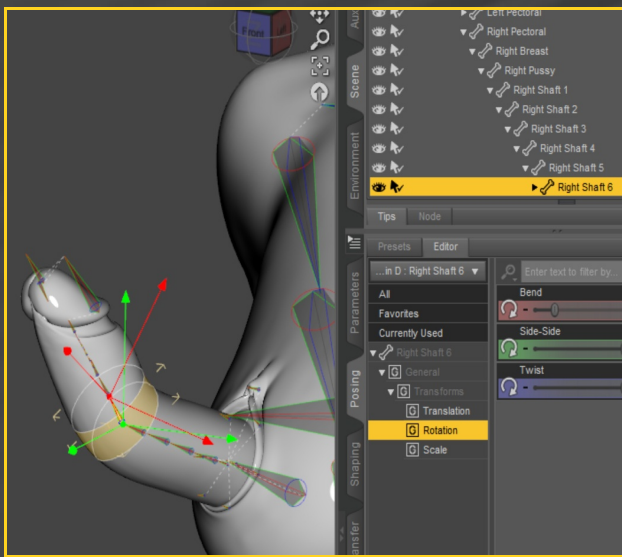


The graft is fully rigged and you can quickly pose any of its bones in the viewport and the "Posing" Tab:



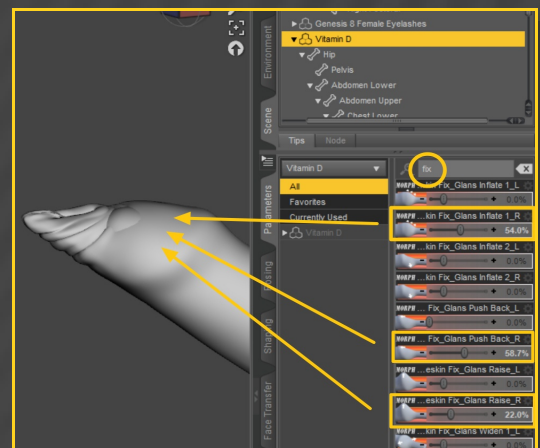
9 – Foreskin Fix

With the foreskin stretched forward the glans may poke through:



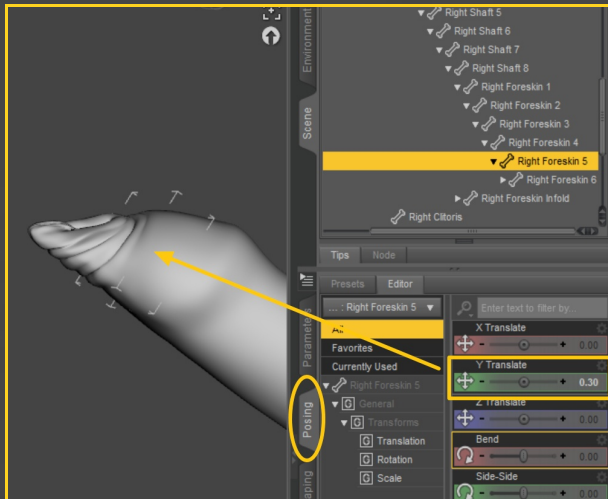
In order to fix the issue, you may:

- Use the foreskin "Fix" morphs:

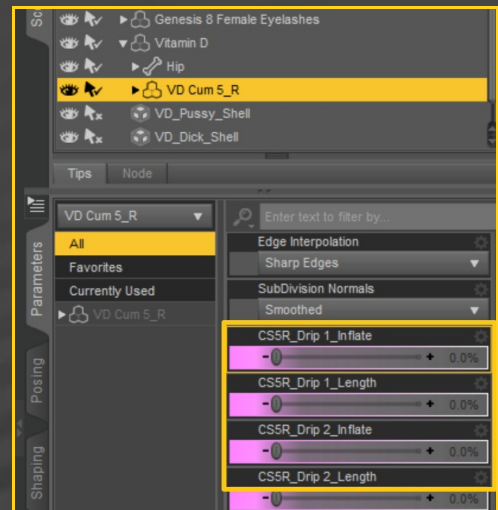


Several posing parameters are included in the "Posing" tab. They are visible with the "Vitamin D" main bone selected in the scene:

- Pose the foreskin bones:



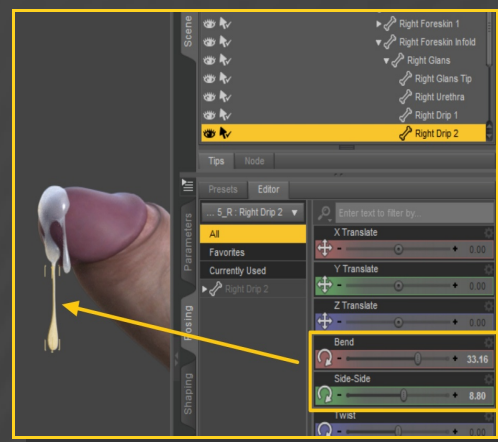
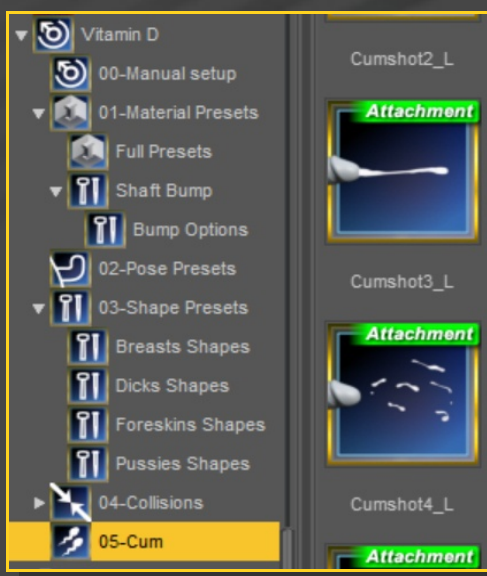
They all include morphs to adjust their shape. Just select the cumshot and dial the morphs in the "Parameters" tab:



10 – Cumhots

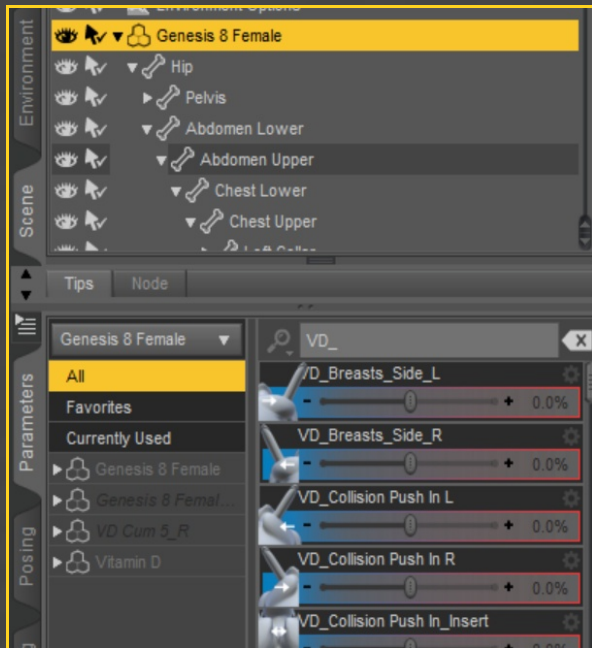
Several cum followers can be loaded on Vitamin D:

Some of them include posable drips (#1 and #5). Just click on the drip and pose it:

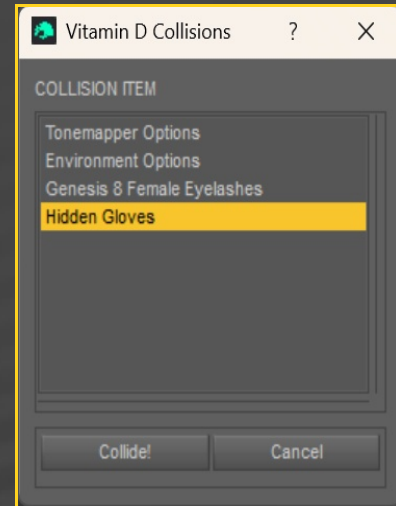
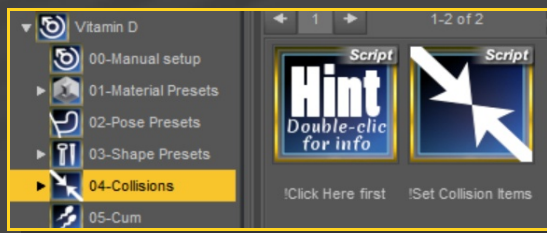


11 – Collisions

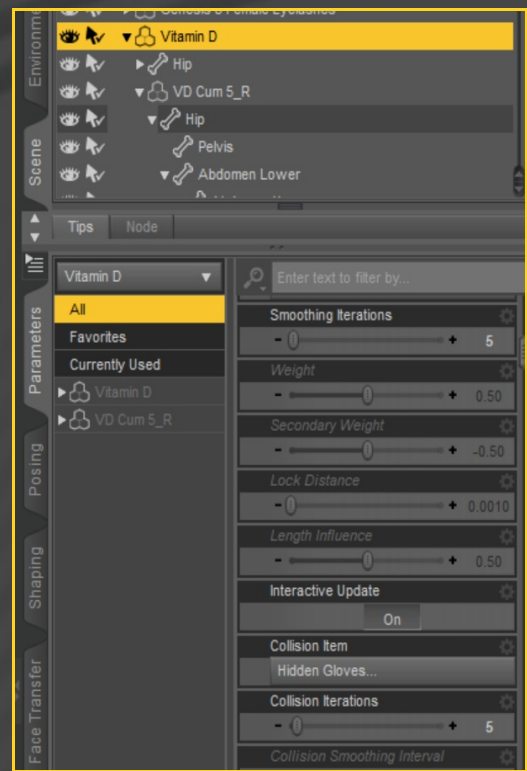
First, pose and morph the breasts to the closest shape you are needing. You can use the many collision morphs for that, included in the Parameters tab:



Select G8F or Vitamin D and load the "**Set collision items**" script. Select the colliding object and accept.



The script activates the smoothing modifier on Vitamin D and sets its colliding object:



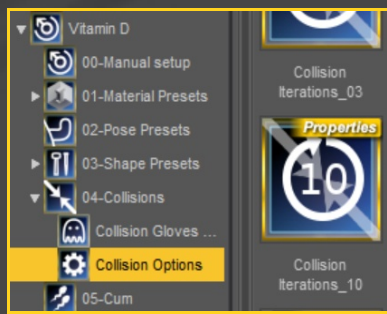
In order to collide with G8F's own hands, arms and legs, you must use the provided invisible gloves and set them as colliding objects.

You can load gloves or stockings on G8F from the **Vitamin D/4-Collisions/Collision Gloves** Folder:



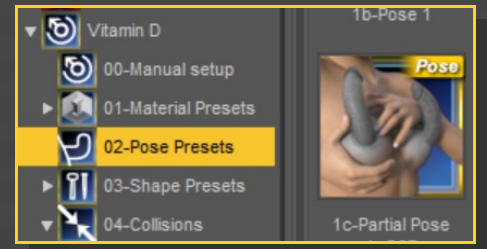
Consider the collision can handle only one object at a time, so if you need to collide with both arms and legs, select the **Long Gloves and Stockings** follower.

You can quickly set up collision options with the presets included in the **People/Genesis 8 Female/Anatomy/VitaminD/04-Collisions/Collision Option** folder:



Keep iteration number low if you have a slow computer.

Several example poses are included in the **"Vitamin D/02-Pose Presets"** folder:



12 – 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 Breastacular) can only have ONE object set as its collision object. This is why we have included invisible gloves options as well as a combined double glove and stockings option.

2.) G8F's 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! Vitamin D geografted breasts and shoulder length invisible gloves allow the character to easily collide with her own breasts so she can squeeze, smoosh and push them more naturally!

3.) For Vitamin D collision with any other surface like a wall, floor or a 2nd figure, simply set that object as the collision object in the provided script. Those sweater puppies will smoosh up against anything :)

4.) Vitamin D to Vitamin D collision works but only one instance of Vitamin D 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 Breastacular, then breastacular will deform until the finger has fully entered the original shape of the breast, then the finger will pass through the Vitamin D 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" Vitamin D deeper, but the deeper you smoosh, the sharper the depression displacement and less realistic the effect. Don't try to over-do collision ;)

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

Examples:

Golden Palace set to collide with Dicktator, and Vitamin D set to collide with G8F works.

Golden Palace set to collide with Dicktator, and Vitamin D 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!)

Golden Palace 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.

Multi-graft collision example scenarios: