

Long Schlong for G8F&G8.1

~~Tutorial~~

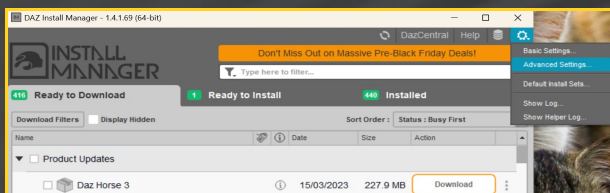
1- What is Long Schlong for G8F?

Long Schlong is a graft for Genesis 8 Female or Genesis 8.1 Female, including a long dick, a vagina and an anus. The set comes complete with a second dick follower popping out from the vagina, textures, shaping options and cumshots.

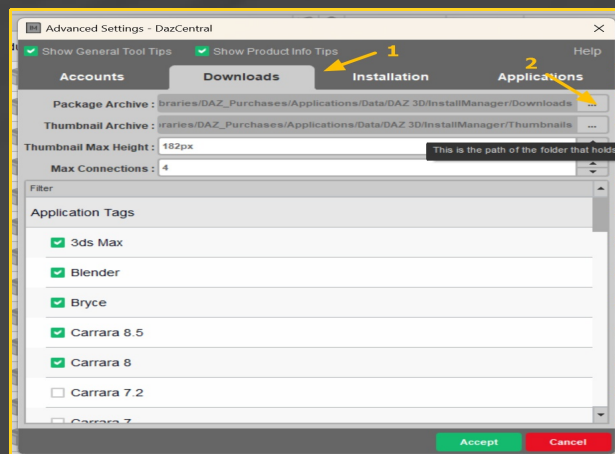
2 - How to install it?

A - Using DAZ Installation Manager

1: Open DIM, select "Advanced settings";



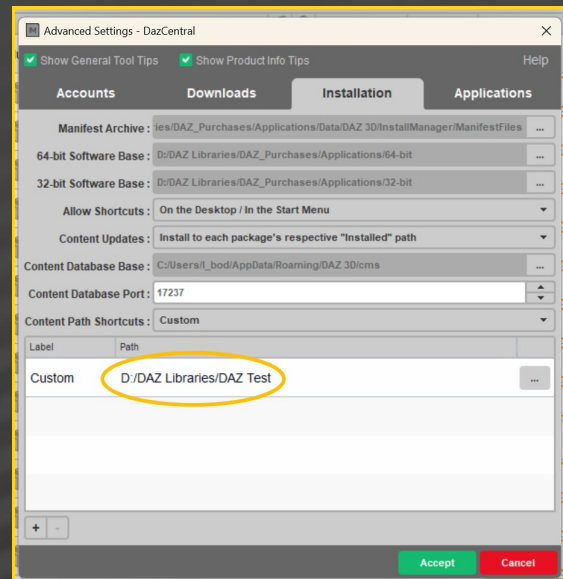
2: Check the Downloads tab (1), locate the download directory (2);



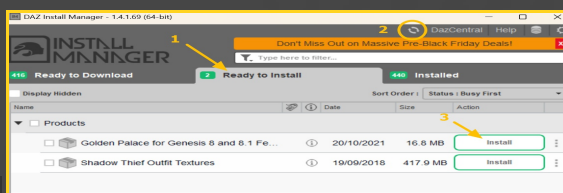
3: Browse to this very directory, drag and drop

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

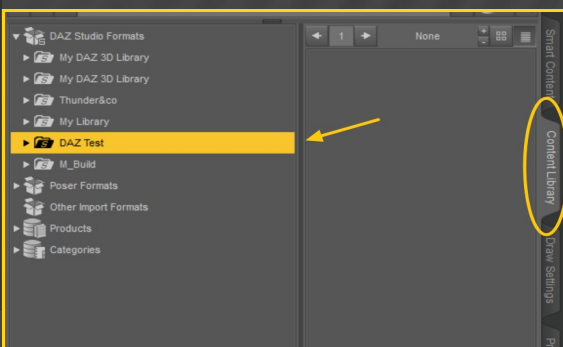
4: "Advanced settings" again, "Installation" tab, check or select your installation folder;



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

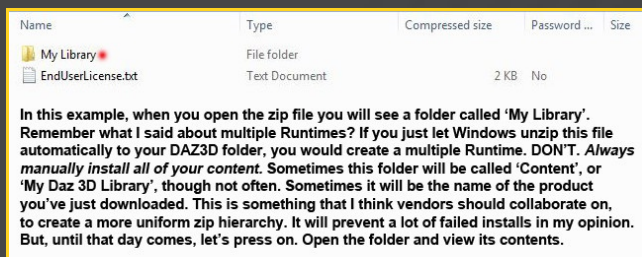
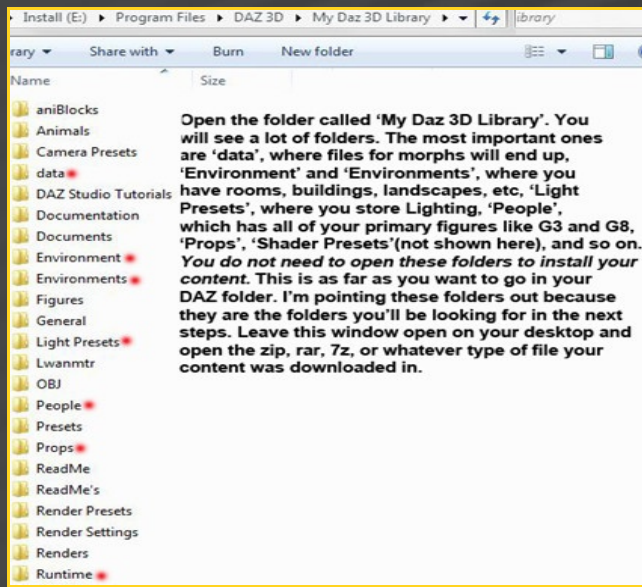
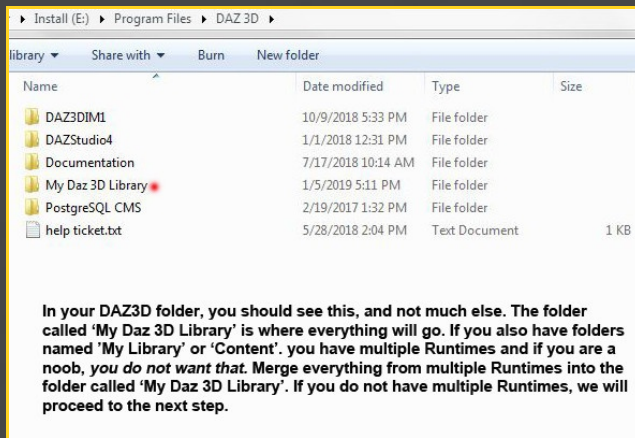


6: Open DS, locate the installation library in the "Content Library" tab.



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.

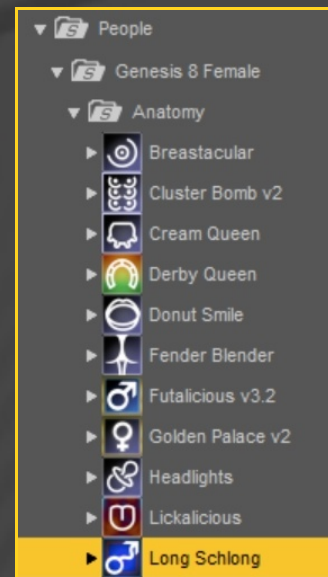
DO NOT PRESS RETURN OR CLICK ON "REPLACE"

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.

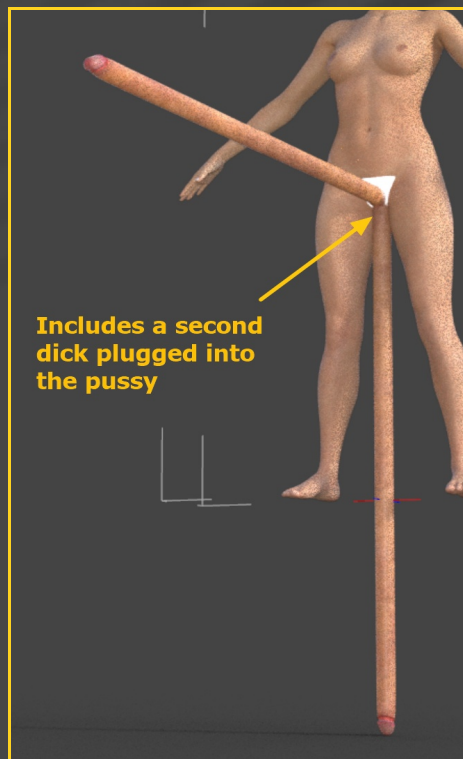
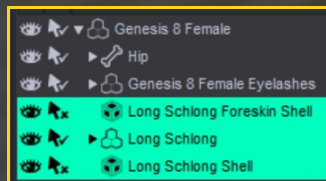
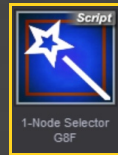
3 - Where is my content?



You can access to the graft and presets in your Content Library tab under "People/Genesis Female/Anatomy/Long Schlong"

4 – Quick setup

- Select **G8F** or **GF 8.1** and load either the "**Long Schlong_Smart Preset 1**" or the "**Long Schlong_Smart Preset 2**" genitalia on it:

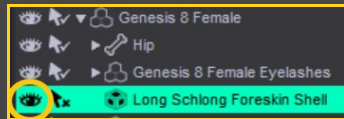


- Load the "**Material Copy**" script for older versions of DAZ Studio, or the "**Material Copy_2025**" script if you use DAZ Studio 2025+ :

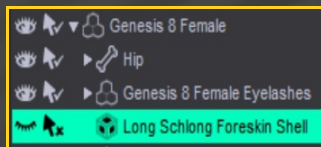
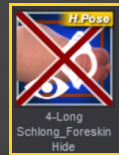


The smart presets load a separate foreskin geoshell by default, that is useful if the foreskin is stretched forward:

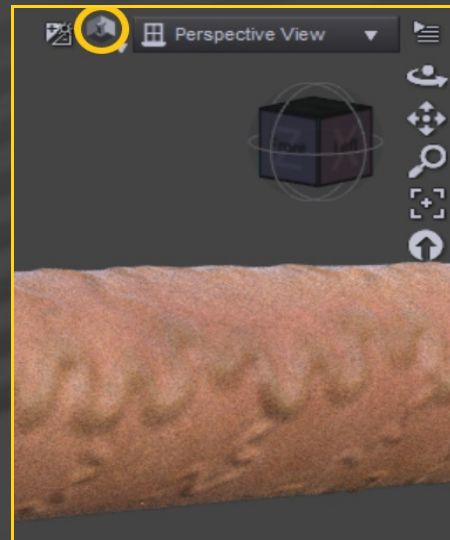
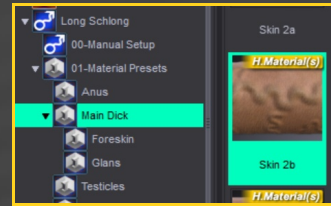




If the foreskin is stretched backwards, you shall hide the foreskin geoshell, either in the "**Scene**" tab, or using the "**Foreskin Hide**" presets:



The material presets are hierarchical, so they will load on the correct geoshells/follower. The veins and labia displacement will only be visible with IRAY:



5 – Texturing Long Schlong

Quick setup: select **G8F** or **GF 8.1** and from the "**Long Schlong/01-Material Presets**" folder, load one of the material presets:



The "Testicles" presets are to be loaded if you have dialed the testicles morphs:





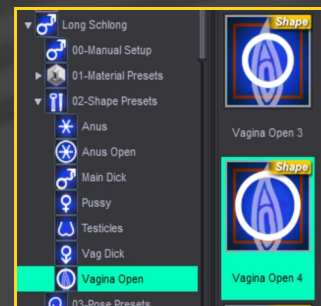
All presets are to be loaded with **G8F** or **GF8.1** selected in the scene (don't select '**Long Schlong**' or '**Vag Dick**')

If your setup includes '**VagDick**', you may load one of the 'Vagina Open' presets to adjust the pussy around the second dick:

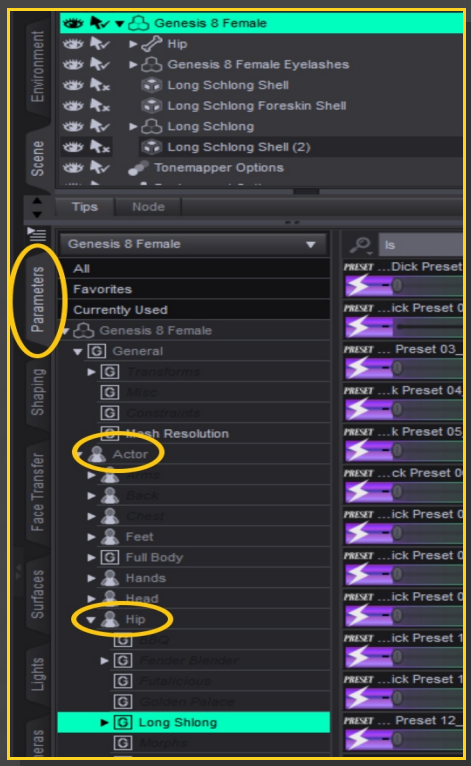


6 – Shaping Long Schlong

The shape presets can be found in the "**Long Schlong/02-ShapePresets**" folder:



Much more control can be achieved dialing the morphs in the "**Parameters**" tab, with **G8F** selected:



"Long Schlong/03-Pose Presets" folder:



The morphs are under the "**Actor/Hip/Long Schlong**" category.

You can filter the results typing:

"LS" for all **Long Schlong** morphs;

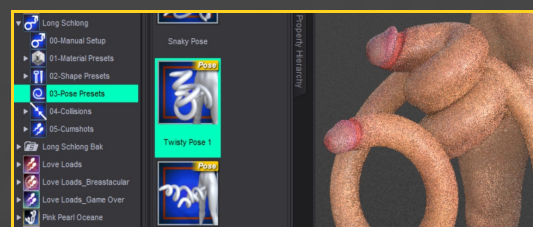
"LSD" for the Long Schlong dick morphs;

"LSP" for the Long Schlong pussy morphs;

"LSA" for the Long Schlong anus morphs;

"LSPD" for the Long Schlong pussy dick morphs (they work only if the Vag Dick is loaded on Long Schlong).

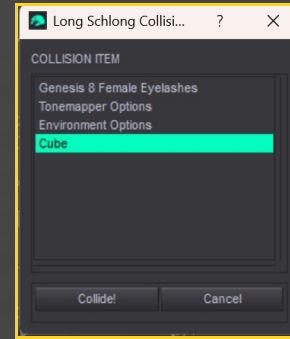
Just select **G8F/GF8.1** and load a pose preset:



All bones can be selected in the viewport and posed in the "**Posing**" tab. As the shafts include ~70 bones, it's better to use the smart parameters in the "**Posing**" tab to pose the dick by clusters of bones:

7 – Posing Long Schlong

Some pose presets are included in the

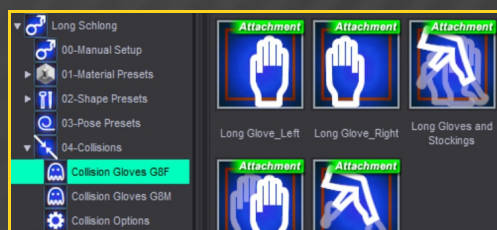
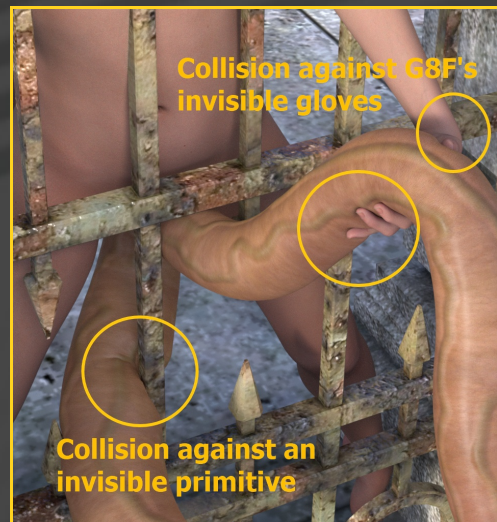
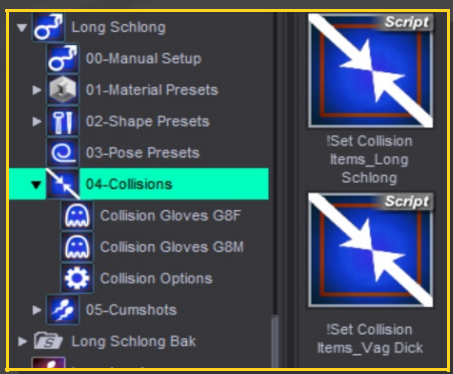


The script activates the smoothing modifier on **Long Schlong** or on **Vag Dick** (only one object at a time) and sets its colliding object.

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.

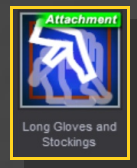
8 – Collisions

First, pose and morph the genitalia and colliding objects to the closest shape you are needing. Select **G8F** or **Long Schlong** and load the '**Set collision items**' script:

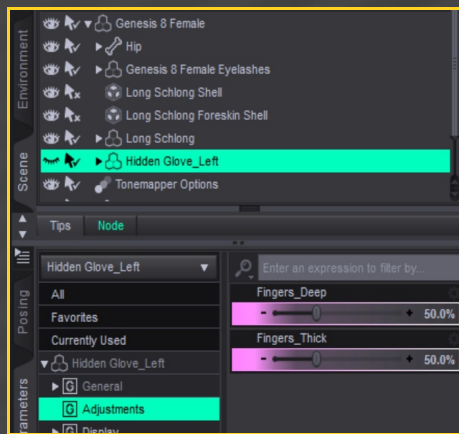


Select the colliding object and accept.

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



The hidden gloves include morph to thicken the fingers shape and enhance the results:



This is why hidden gloves are included for G8M as well: you can thicken the guy's fingers if he needs to grasp the genitalia.



You can quickly set up the collision options with the presets included:



Keep iteration number low if you have a slow computer.

11 – 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 Long Schlong) can only have ONE object set as its collision object. This is why are included invisible gloves options as well as a combined double glove and stockings option.

2.) G8F's hands cannot collide with her own mesh because it's all one object. Also, a figure cannot be set to collide with it's 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! The graft and shoulder length invisible gloves allow the character to easily collide with her own dick/pussy so she can squeeze, smooch and push the flesh

more naturally!

3.) For Long Schlong to 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.

4.) Long Schlong to Long Schlong collision works but only one instance of LS 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 geofrafts, both having a smoothing modifier and collision enabled against each other or the parent figure.

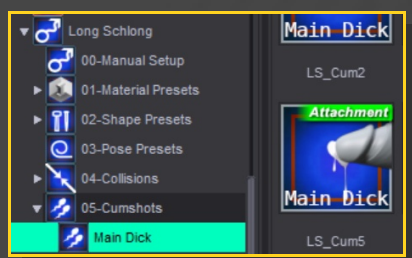
5.) Collision will only morph an object as deeply as the object being pushed against it.

This basically means, if you push a finger into Long Schlong, then LS will deform until the finger has fully entered the original shape of the graft, 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" Long Schlong deeper, but the deeper you smoosh, the sharper the depression displacement and less realistic the effect. Don't try to over-do collision ;)

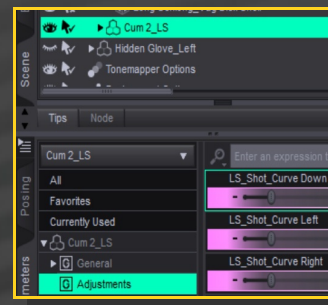
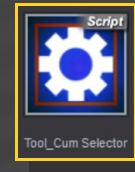
10 – Cumshots

Several cumshots are available for Long Schlong:



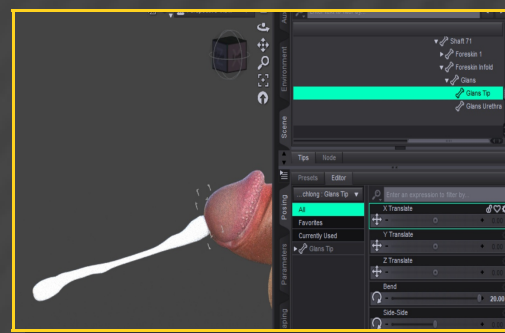
There are available for the main dick only, because of limitations of DAZ Studio handling sub-followers.

Each Cumshot include morphs in the Parameters tab. In order to easily select the cumshot and find then, use the "**Tool_Cum Selector**" script:



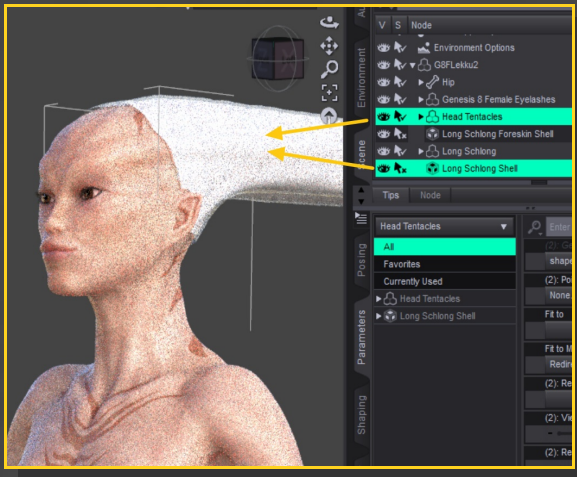
If you have several cumshots loaded on LS, after using the script, in the '**Scene**' tab, select only the one you need to edit.

If you select the cumshot in the viewport, the dick '**Glans Tip**' bone will be active. Posing it will pose the cumshot as well.



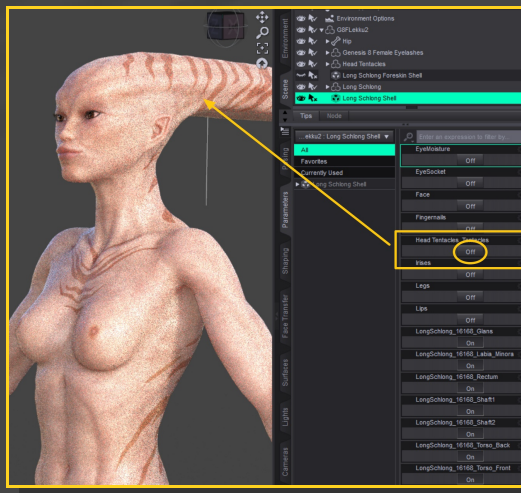
11 – Troubleshooting: fixing white surfaces on geoshells

If geoshells are loaded on G8F in front of unsupported grafts, white surfaces will show up:



In order to solve the problem, you can either:

- Turn off the unsupported surface in the "Parameters" tab. For example, the "Head Tentacles" surfaces on a "Long Schlong" geoshell:



- Use a Shell Fix script: