

# DICKTATOR GENITALIA

## 0.3

### FOR G3M

~~Mini-tutorial~~

### 1- What is Dicktator for G3M?

Dicktator is a posable graft genitalia that will blend with Genesis 3 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?

Extract the contents of the .zip file into your main DAZ folder, where your G3M content is installed. It may be something like C:\Users\Public\Documents\My DAZ 3D Library.

--> 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 3 Male/Anatomy. If you already installed a previous version of Dicktator it'll show up in a separate folder:

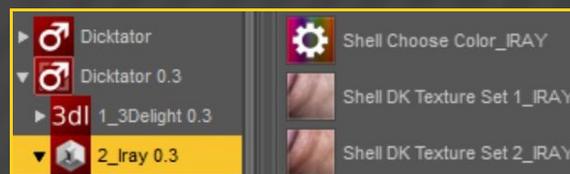


### 4 - How to set up Dicktator

- Load G3M in the scene, and with it selected, load '1\_Dicktator 0.3', '2\_Dicktator Material Copy 0.3', '3\_Dicktator Shell'.



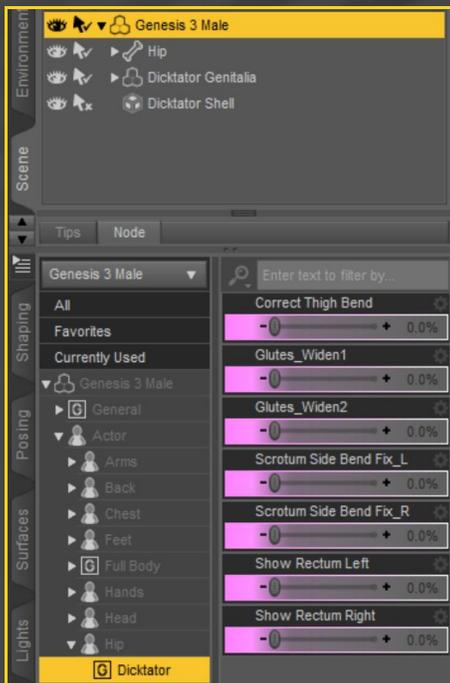
- With the '**Dicktator Shell**' selected in the scene tab (it can't be selected in the viewport), you can load a texture preset or the colorizing script



- With the '*Dicktator 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 G3M 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/Glutes Shapes*' Folder.

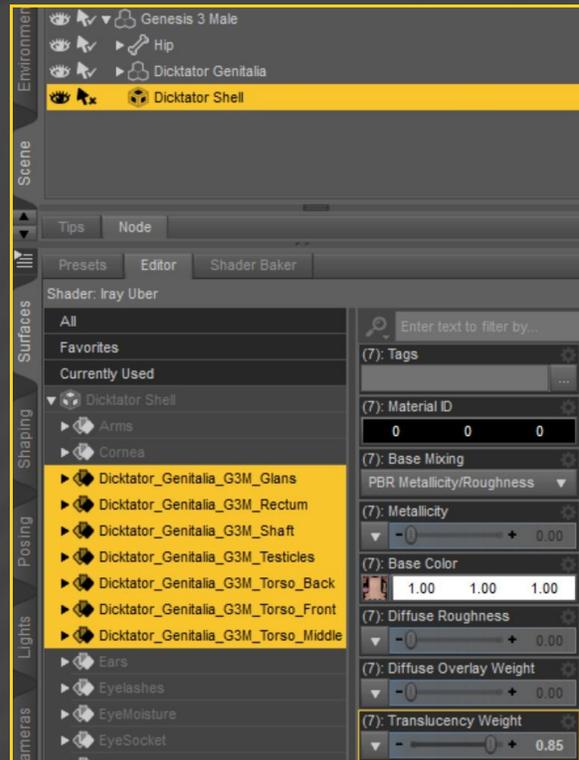


## 5 - How to set up the cumshots or bondage cage

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 – Supported Uvs and hints

G3M'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 G3M's skin tone, try to edit the '*Translucency Weight*' of its surfaces on the Geometry Shell:



Dicktator for G3M supports default G3M Uvs and M7 ones. More male Uvs are to be found in the 'Dicktator Uvs for G3M' expansion pack.

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

## 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.
- Dicktator 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 *Dicktator*, *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 *Dicktator*, 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.