

1. Overview

In this guide, I will first introduce how to install Handjob for HDPG9 and softwares it depends on. Then I will introduce the use of Handjob for HDPG9 in detail through 3 examples.

2. Install required softwares

2.1 Install Blender 4.2.3 LTS

Handjob for HDPG9 is divided into two parts. One runs in DAZ Studio, and the other needs to run in Blender. Therefore, in addition to DAZ Studio, we also need to install Blender. This software is free and you can download it from the following page:

<https://www.blender.org/download/>

Please note: Make sure you install Blender 4.2.3 LTS version. Because Blender frequently updates its underlying code, programs developed based on different versions may not be compatible. If you install other versions of Blender, Handjob add-on may not work properly.

After the installation is complete, we do not need to set up Blender in any way, as long as it can start normally.

2.2 Install Sagan

Sagan is a free DAZ Studio plugin. It can save the scene we made in DAZ Studio as an Alembic file, and then we can load the entire scene in Blender by importing this Alembic file.

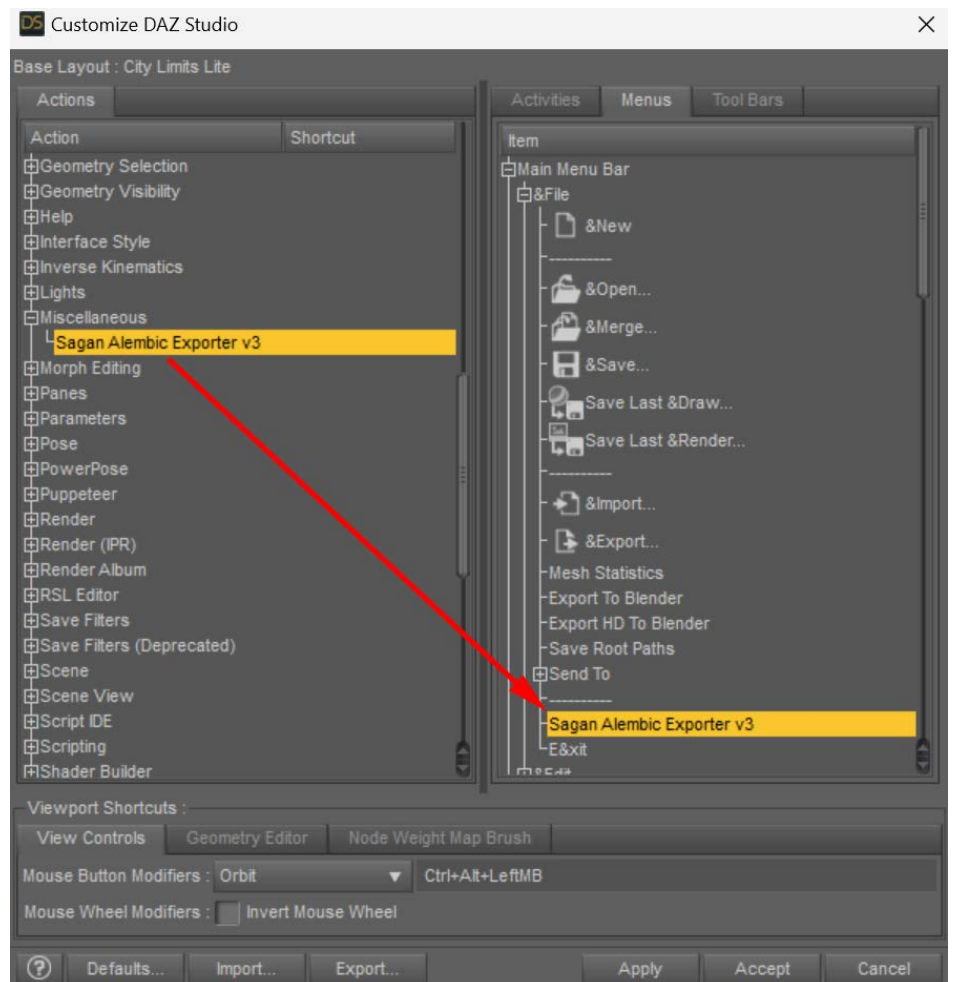
Please get the latest version of Sagan from the following page:

<https://www.daz3d.com/forums/discussion/428856/sagan-a-daz-studio-to-blender-alembic-exporter>

The installation of Sagan plugin is very simple. We just need to copy the .dll file in the installation package to the plugin folder of DAZ Studio, and then restart DAZ Studio. The following is a video tutorial on how to install the Sagan plugin:

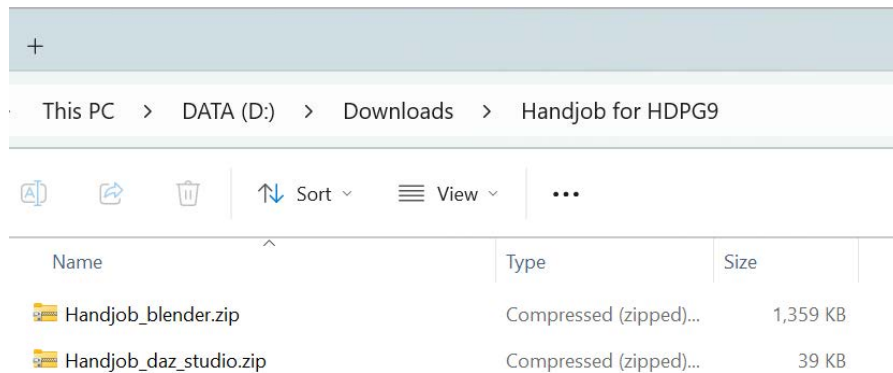
<https://rumble.com/v1ojvso-installing-sagan-alembic-daz-to-blender-pipeline-tutorial-1.html>

After the Sagan plugin is installed. We need to manually configure Sagan to appear in DAZ Studio's menu. In DAZ Studio's Windows menu, select 'Workspace > Customize...', find Sagan on the left-side pane under Miscellaneous, and drag it to the desired location on the Menus tab of the right-side pane. Under Main Menu Bar | File, for example.

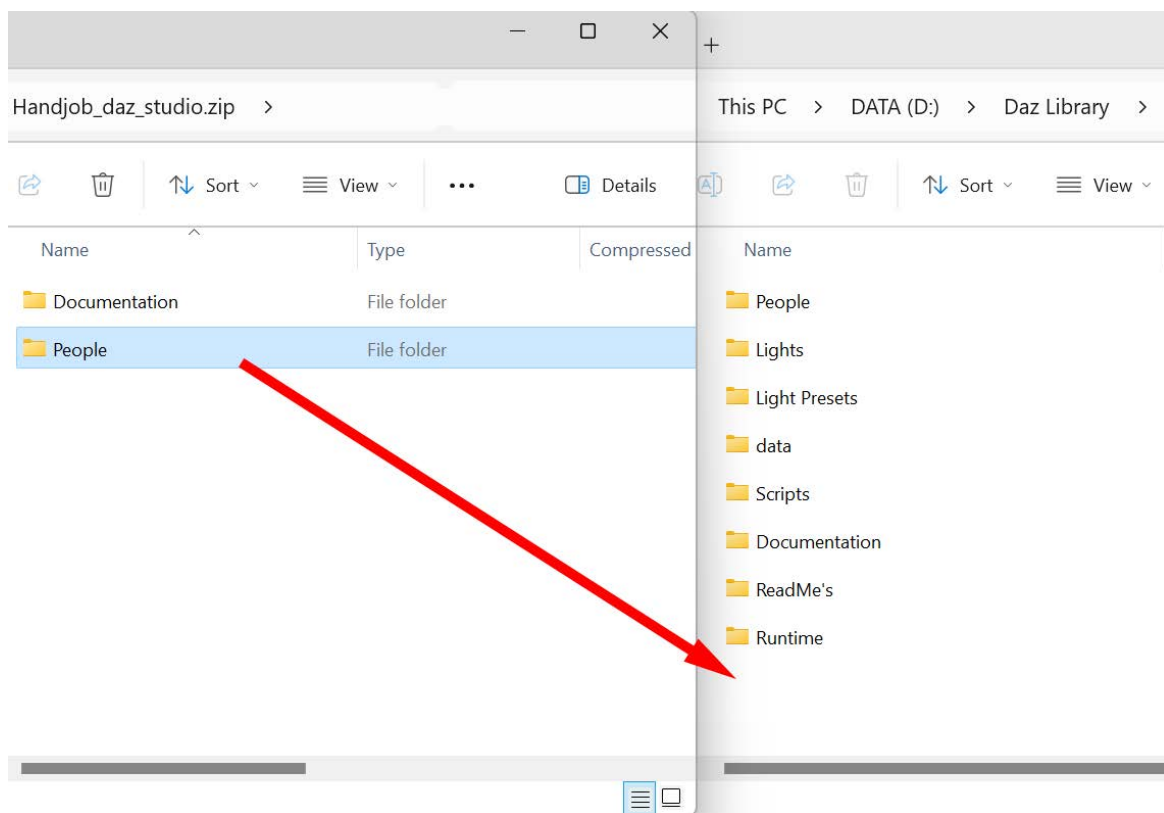


2.3 Install Daz scripts

Unzip the installation package of Handjob for HDPG9 to a temporary folder, and you will get two new zip files, Handjob_daz_studio.zip and Handjob_blender.zip.



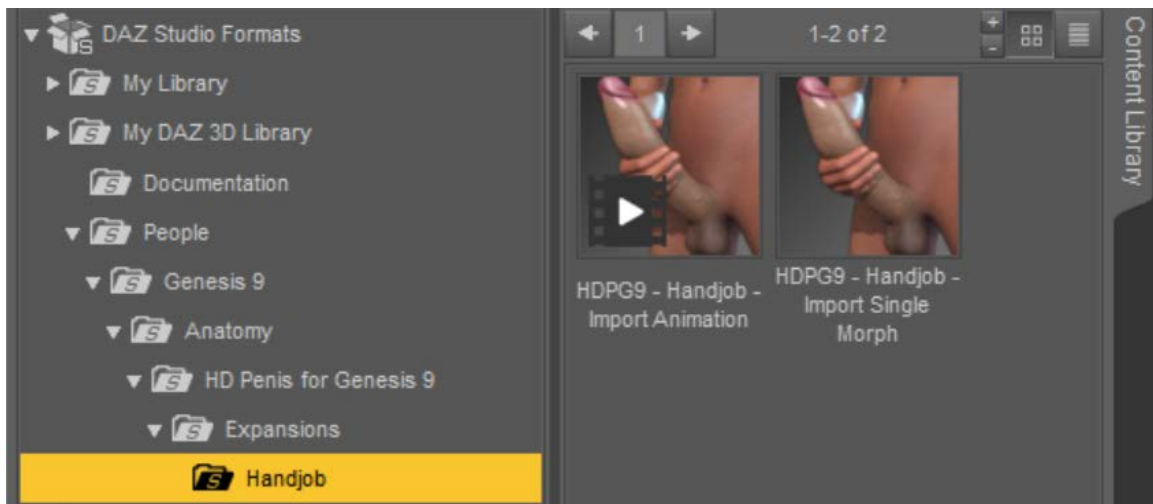
They contain Daz scripts and Blender add-on respectively. Let's install the Daz scripts of Handjob for HDPG9 first. Double-click to open Handjob_daz_studio.zip, and copy 'People' folder to the DAZ Studio library folder where HDPG9 is located.



Once the copy is complete, launch DAZ Studio. In the Content Library pane, open 'People > Genesis 9 > Anatomy > HD Penis for Genesis 9 > Expansions > Handjob'. You will see the following two scripts.

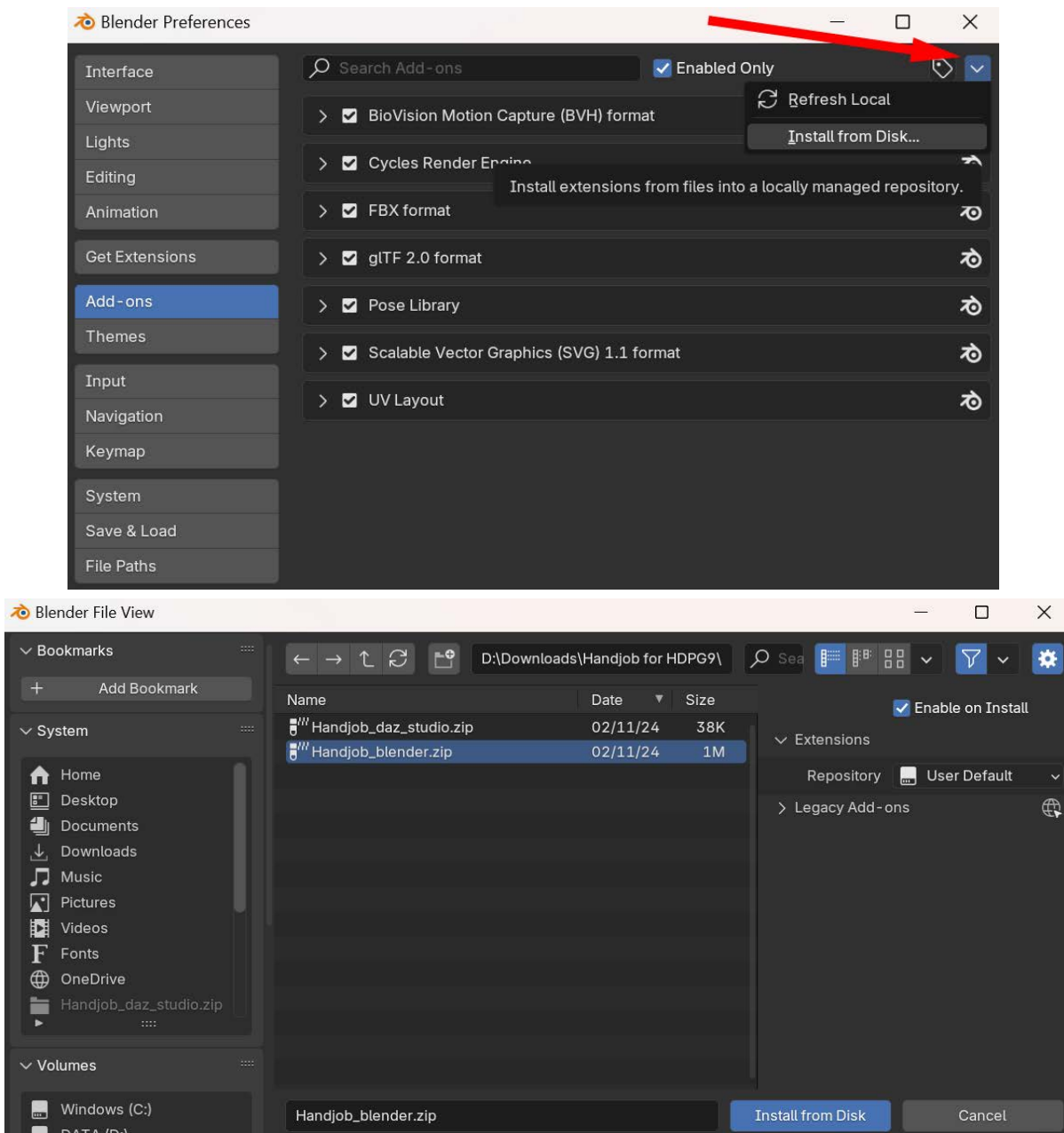
HDPG9 - Handjob - Import Single Morph: This script can quickly generate the morph of HDPG9 based on a single OBJ file exported from Blender.

HDPG9 - Handjob - Import Animation: This script can quickly use the OBJ sequence exported from Blender to generate the animation of HDPG9.

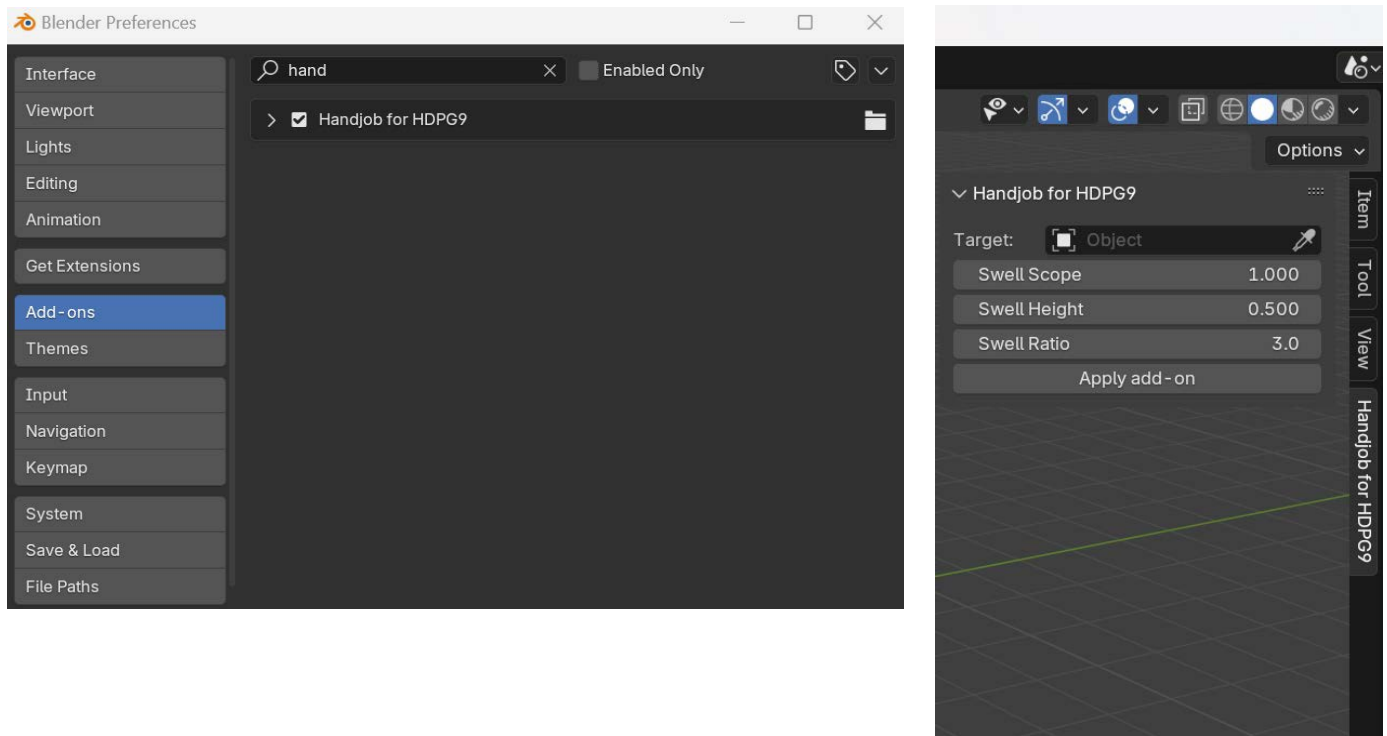


2.4 Install Blender add-on

Open Blender, click 'Edit > Preferences...' to open the Blender Preferences window. In the Add-ons tab, click the drop-down button in the upper right corner of the window and select 'Install from Disk...' to open the file selector. Navigate to the 'Handjob_blender.zip' and press 'Install from Disk'.



The add-on is now copied to your Blender add-ons folder. Select the checkbox on the left to enable Handjob for HDPG9. Then a new tab named 'Handjob for HDPG9' now appears in the UI panel to the right of the viewport. Clicking it will open the parameters panel for the Handjob add-on.



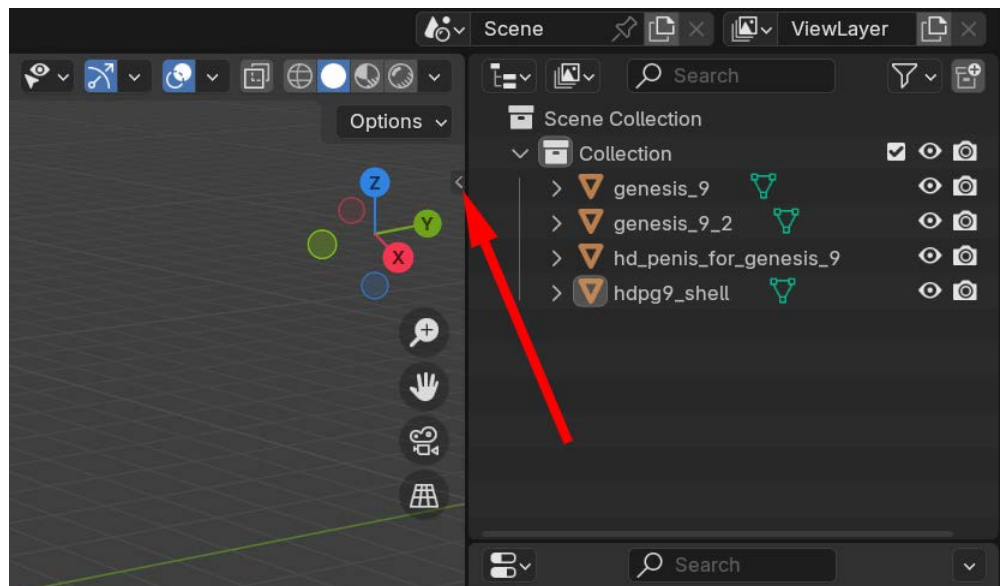
Target: Collision object. The character whose hand touches or holds the penis can be selected as the collision object.

Swell Scope: Controls the range of the swell area around the depression. The larger its value, the larger the area of the swell area. The value range is between 0.1 and 1.9.

Swell Height: Controls the height of the swell. The larger its value, the more obvious the swell. The value range is between 0 and 1.

Swell Ratio: This parameter makes the swell higher in the area closer to the glans. The value range is between 2 and 4.

Please note: If you do not see the UI panel to the right of the viewport, press the 'N' key on your keyboard or left-click on the small arrow as shown in the image to make it appear.



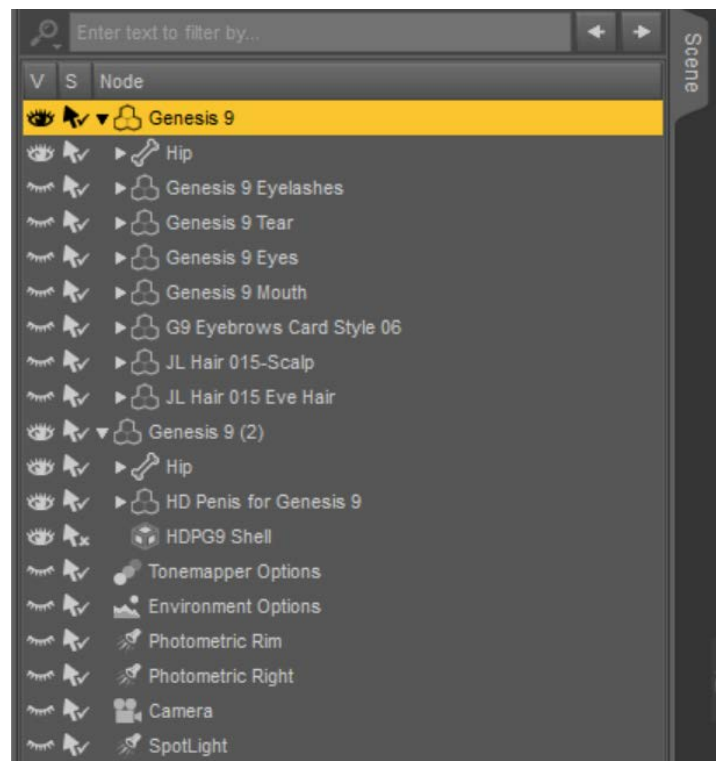
3. Example 1

Now let's try using Handjob for HDPG9 to add more shape variation to the penis when making a still image.

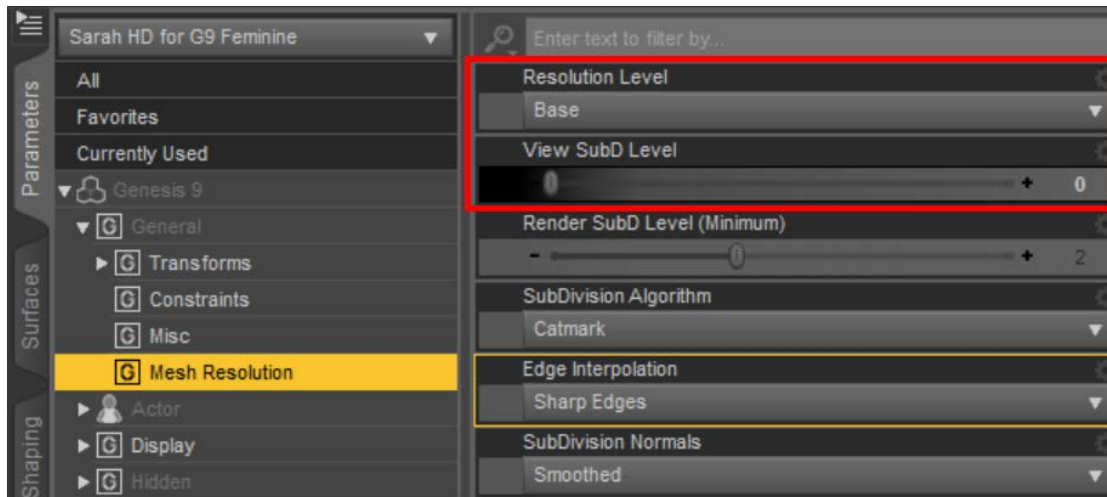
3.1 First, create a scene in DAZ Studio. Observe the place where the penis shaft is held by woman's right hand, we can see that it doesn't look natural here due to the lack of shape details. Next we will see what changes Handjob for HDPG9 can bring.



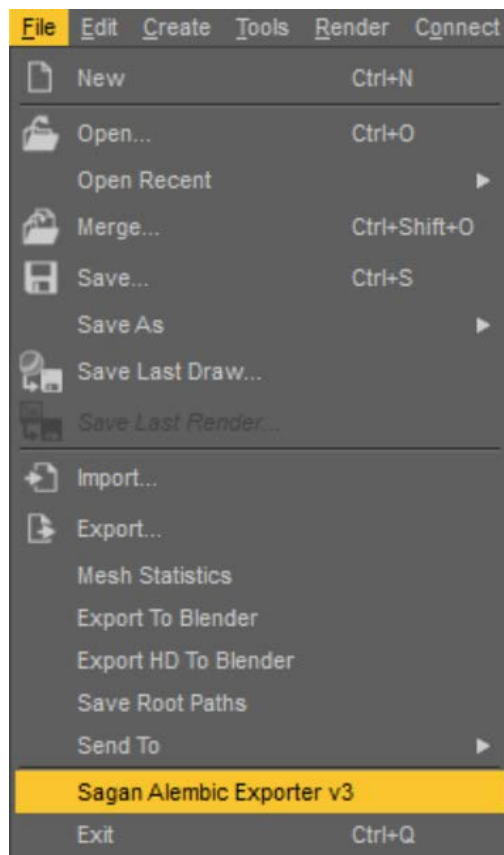
3.2 Hide all nodes in the scene except the two characters and HDPG9, so that the hidden nodes will not be exported. This step is mainly for the consideration of saving space. If your scene is very complex, it can significantly reduce the size of the Alembic file.



3.3 Select the two characters in the scene, and set their Resolution Level to Base and View SubD Level to 0 in the Parameters pane. Similarly, select 'HD Penis for Genesis 9' in the Scene pane, and set its Resolution Level to Base and View SubD Level to 0 in the Parameters pane.

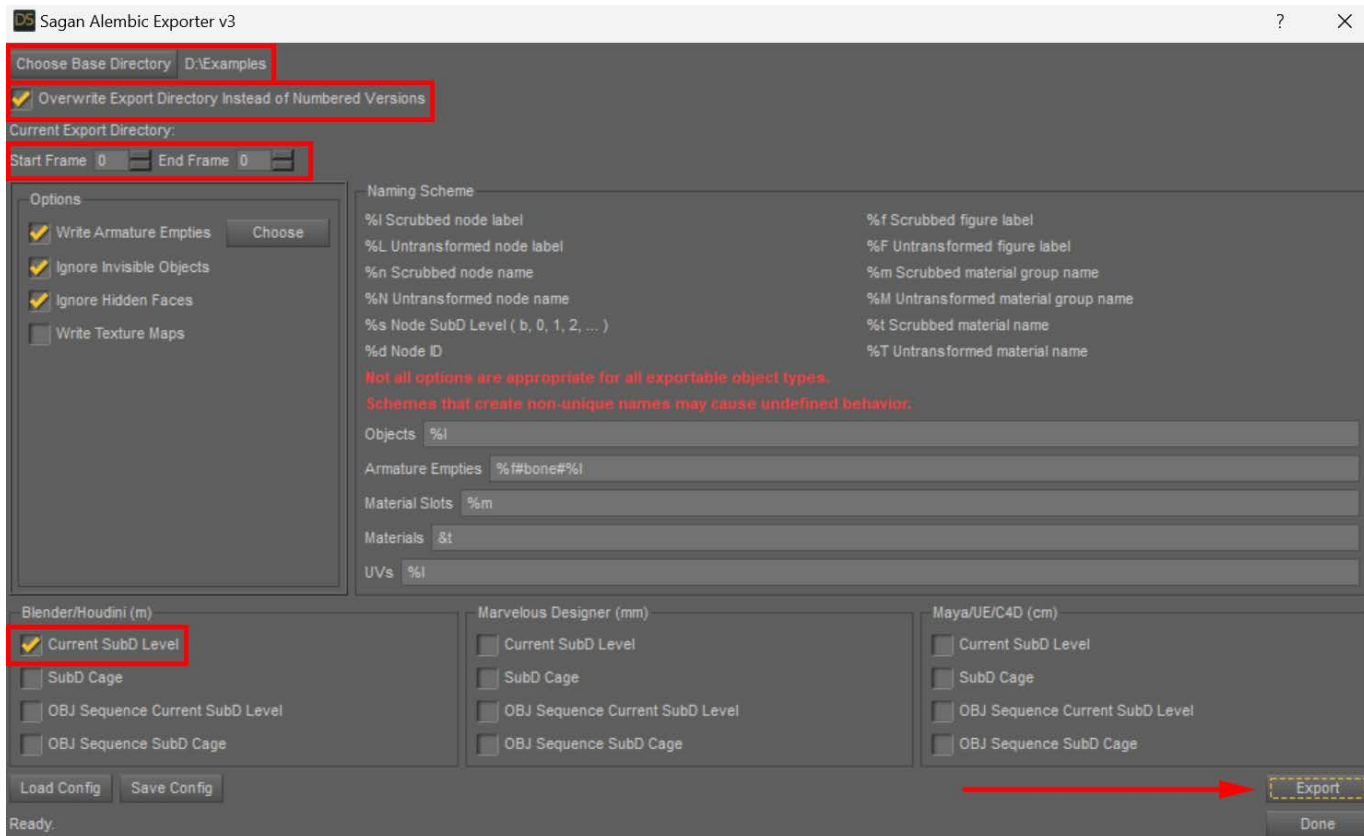


3.4 Go to DAZ Studio's file menu and click 'Sagan Alembic Exporter v3'. In the pop-up window, click the 'Choose Base Directory' button to select a folder. The Sagan plugin will create a subfolder named after your scene in this folder and store the exported Alembic file in it.

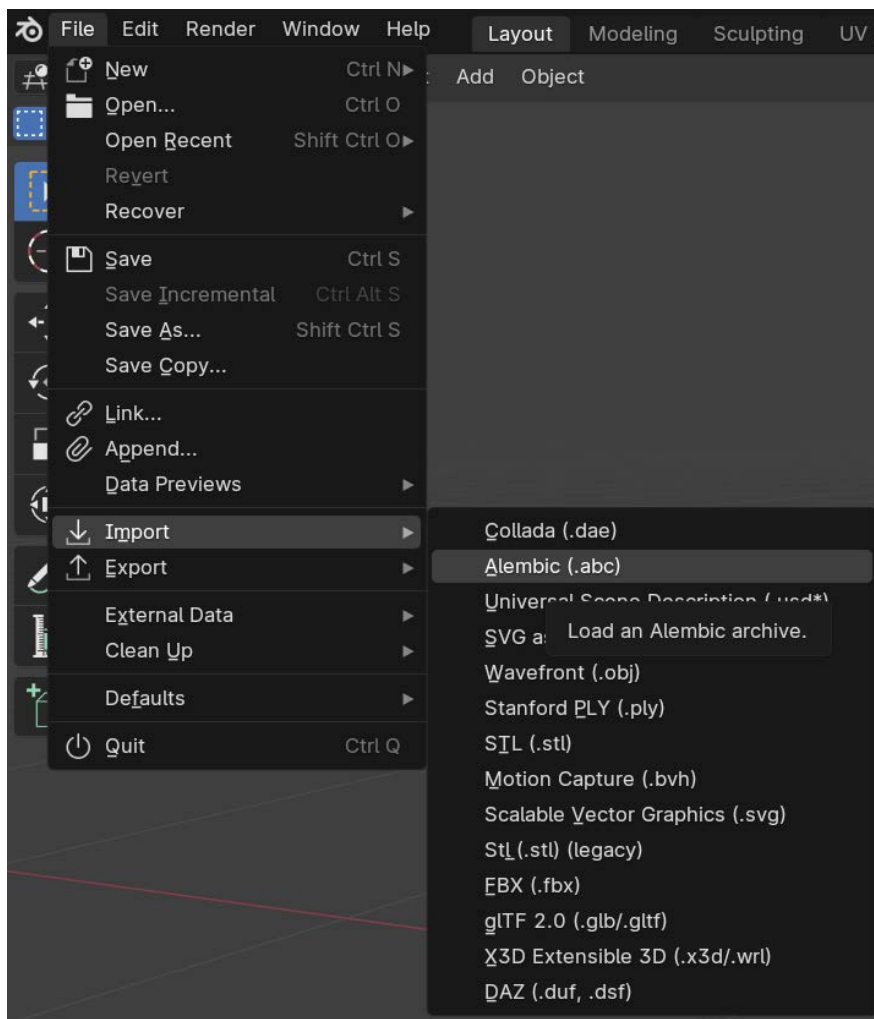


3.5 Check 'Overwrite Export Directory Instead of Numbered Versions'. This way when we export the Alembic file again, it will overwrite the previously saved Alembic file instead of creating a new copy to take up space.

3.6 Since we are now making a still image, just set 'End Frame' to 0. Make sure 'Current SubD Level' is checked in the 'Blender/Houdini (m)' column, and click the 'Export' button to export the scene as an Alembic file.



3.7 Open Blender, delete all default objects, select 'File > Import > Alembic (.abc)', find the Alembic file we exported in the previous step in the Blender File View window, and click the 'Import Alembic' button.



3.8 After the import is complete, because we have hidden all irrelevant nodes in DAZ Studio, there are only two characters and HDPG9 in the viewport.

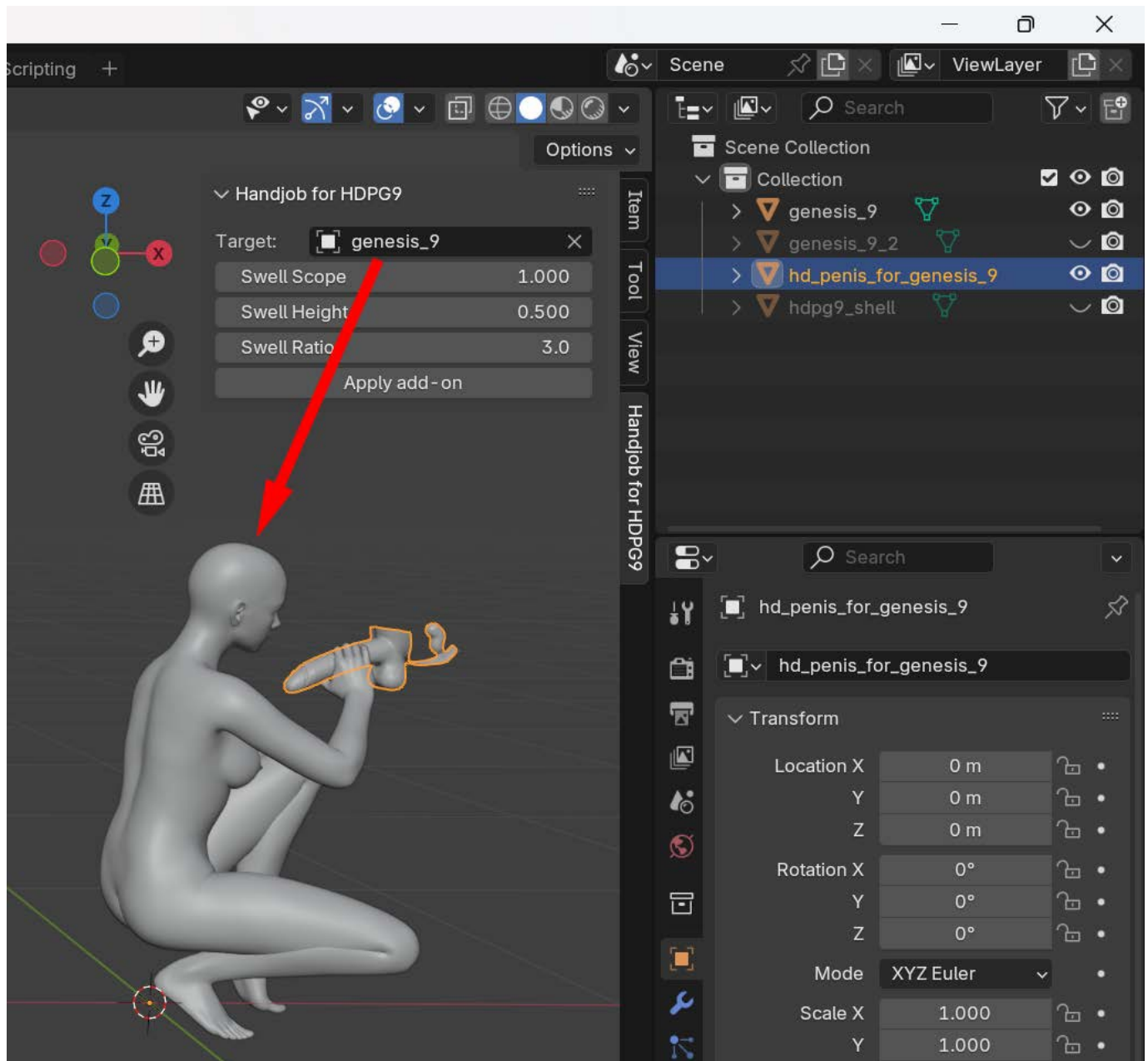


3.9 Go to the Outline panel on the right side of Blender to hide the male character and the shell of HDPG9. These two objects will not be used in the following steps.

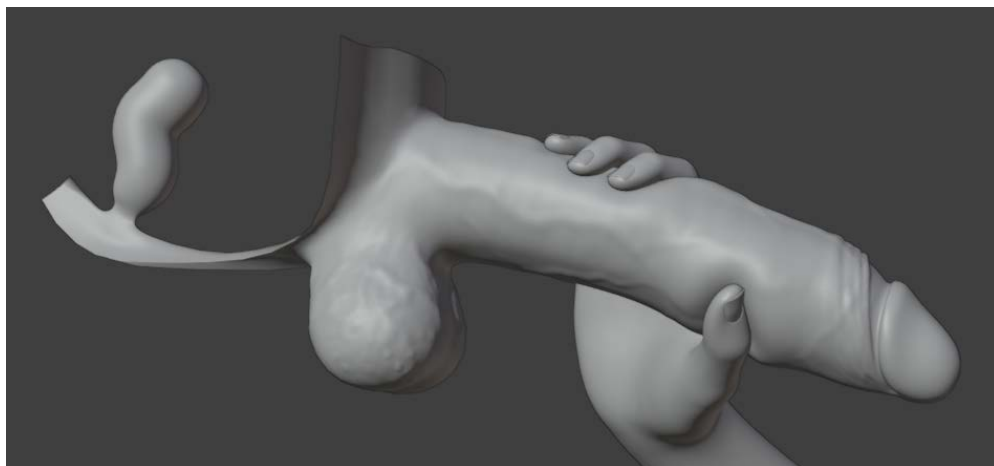
Select HDPG9 and click the 'Handjob for HDPG9' tab in the UI panel on the right side of the viewport to open the Handjob add-on parameters panel.

Click the pipette on the right side of the Target column, and then select the female character as the collision object in the viewport. Keep the other parameters as default for now.

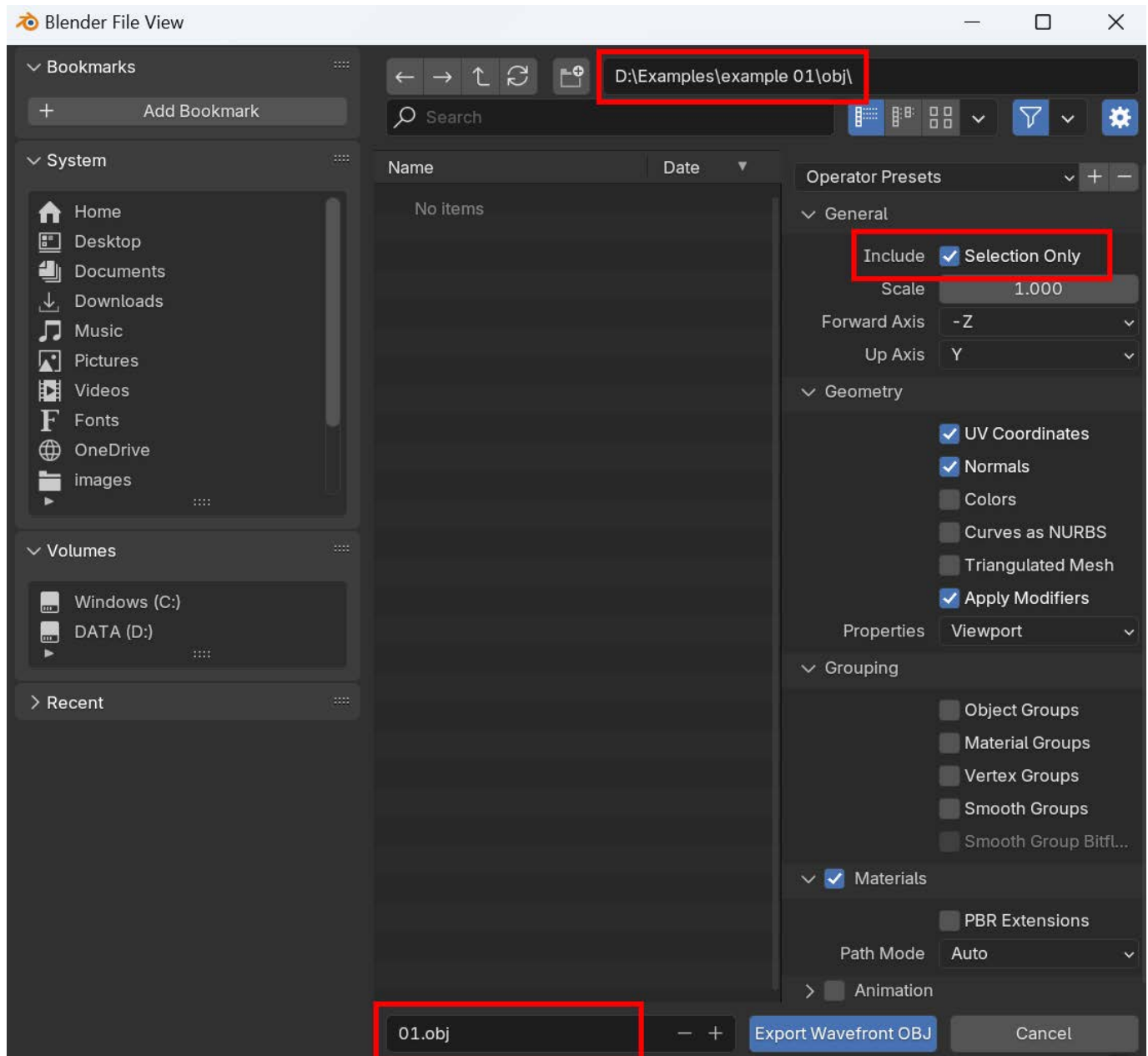
Make sure HDPG9 is still selected and click the 'Apply add-on' button.



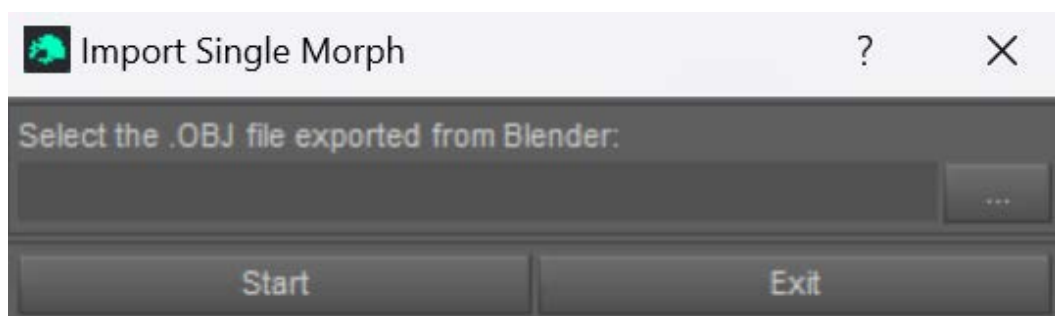
3.10 Now we can see that the shape of the HDPG9 has changed, and there are depressions and ridges where the penis shaft touches the hand, which naturally matches the shape of the hand. Next, we can fine-tune other parameters according to our preferences. Here I set 'Swell Scope' to 1.25 and 'Swell Height' to 0.3.



3.11 Select HDPG9 again in the viewport, then select 'Export > Wavefront (.obj)' in Blender's file menu. In the Blender File View window, select a folder to store the exported OBJ file and set the file name of the .obj file. On the right side of the window, check 'Selected Only'. At last, click the 'Export Wavefront OBJ' button.



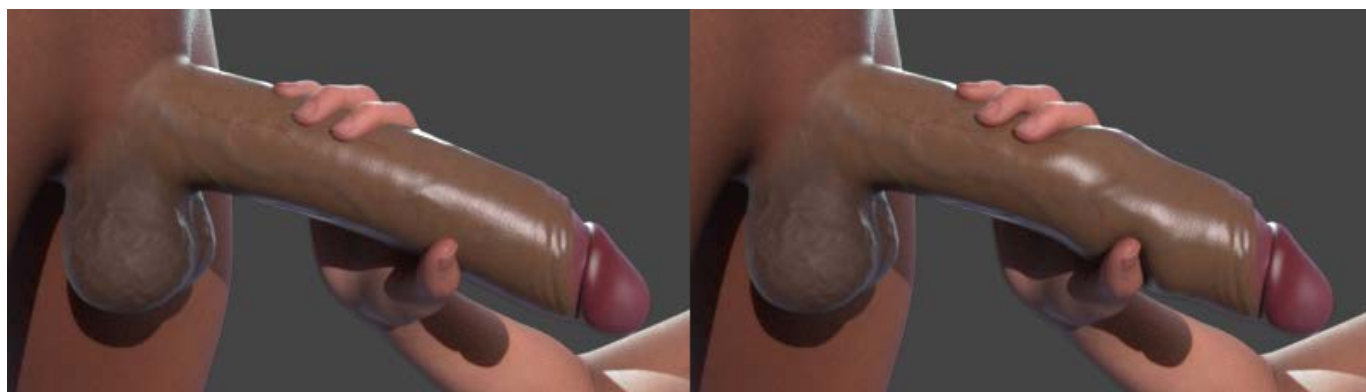
3.12 Return to DAZ Studio and select 'HD Penis for Genesis 9' in the Scene pane. In the Content Library pane, open 'People > Genesis 9 > Anatomy > HD Penis for Genesis 9 > Expansions > Handjob' and run the 'HDPG9 - Handjob - Import Single Morph' script.



3.13 In the pop-up Import Single Morph window, click the '...' button to open a file selection window, find and select the OBJ file we exported in Blender, and then click the 'Open' button to return to the Import Single Morph window. At last, click the 'Start' button. We can see that the shape of HDPG9 changes immediately, the same as what we saw in Blender.



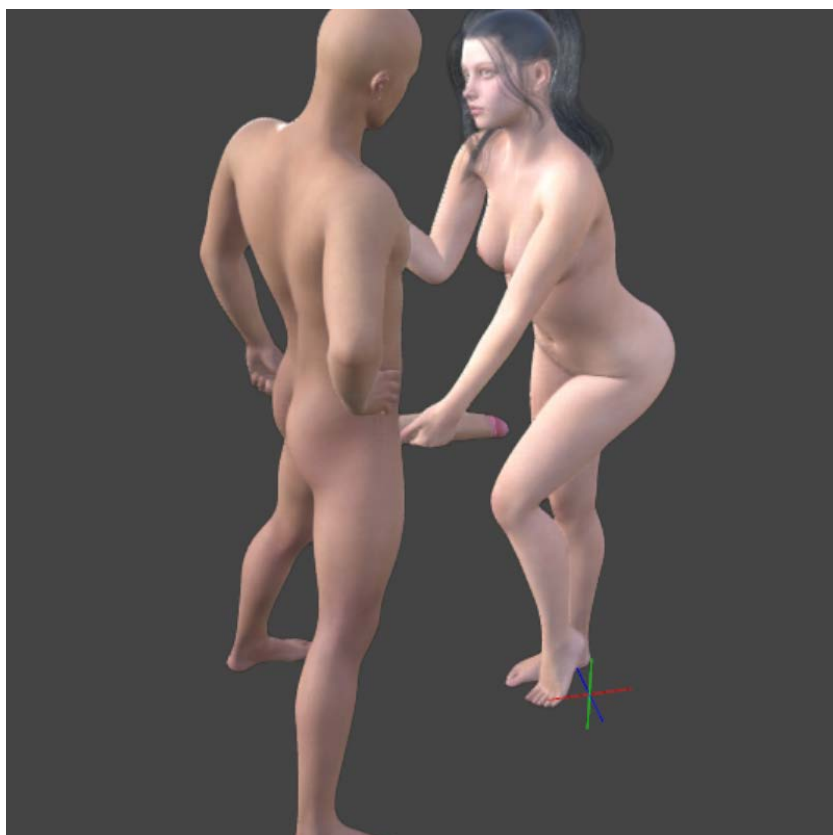
3.14 Render and see how the result after using the Handjob add-on is different from before.



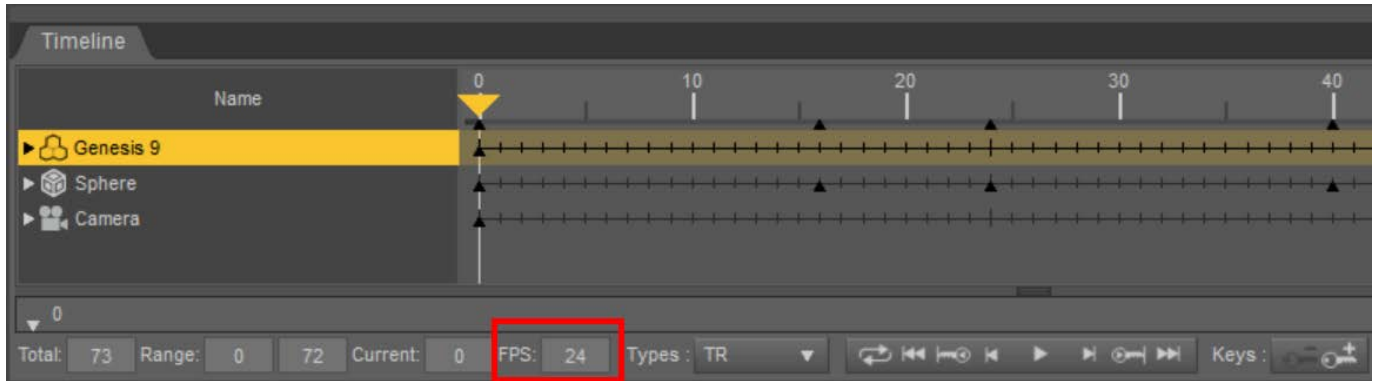
4. Example 2

Next we will try to use Handjob for HDPG9 when making animation.

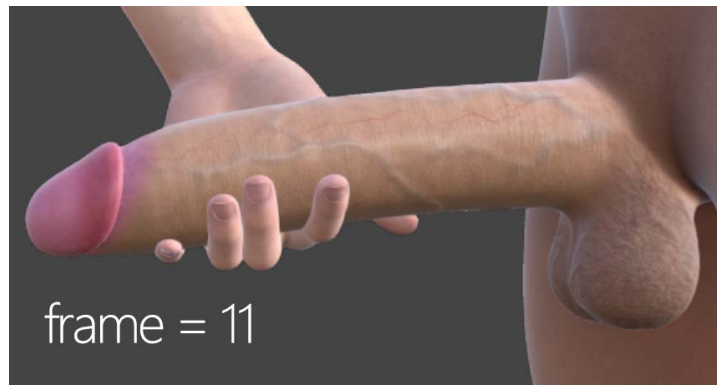
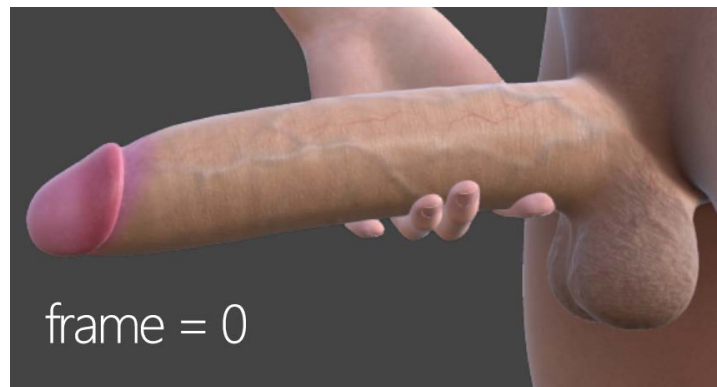
4.1 Similar to Example 1, we first create a new scene in DAZ Studio.



4.2 Open the Timeline pane and find 'FPS', set its value to 24. If you do not set the FPS to 24, then after importing the Alembic file in Blender, you will find that the frame number of the imported animation is inconsistent with the frame number in DAZ Studio. This is what we do not want to see.



4.3 After setting the FPS, we set a keyframe animation for the female character's left hand to make it slide back and forth along the shaft of the penis.

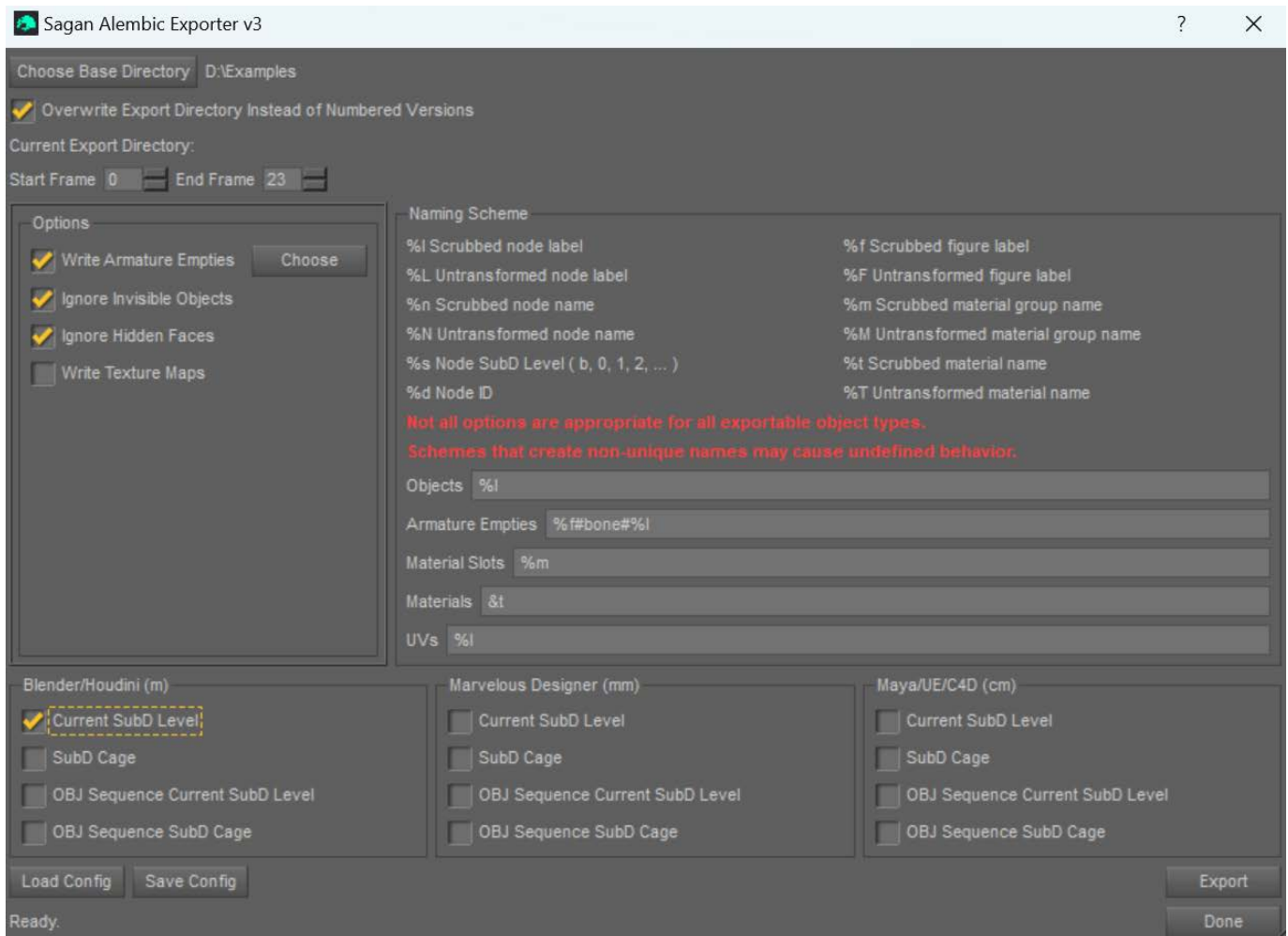


4.4 Hide all nodes in the scene except the two characters and HDPG9. Then select the two characters separately, and set their Resolution Level to Base and View SubD Level to 0 in the Parameter pane. Similarly, select 'HD Penis for Genesis 9' in the Scene pane, and set its Resolution Level to Base and View SubD Level to 0 in the Parameter pane.

4.5 Go to DAZ Studio's file menu and click 'Sagan Alembic Exporter v3'. In the pop-up window, click the 'Choose Base Directory' button to select a folder. The Sagan plugin will create a subfolder named after your scene in this folder and store the exported Alembic file in the subfolder.

4.6 Check 'Overwrite Export Directory Instead of Numbered Versions'. This way when we export the Alembic file again, it will overwrite the previously saved Alembic file instead of creating a new copy to take up space.

4.7 Because the scene contains animation, the Sagan plugin has automatically set the 'End Frame' value, so we don't need to modify it. Make sure 'Current SubD Level' is checked in the 'Blender/Houdini (m)' column, and click the 'Export' button to export the scene (including animation) as an Alembic file.

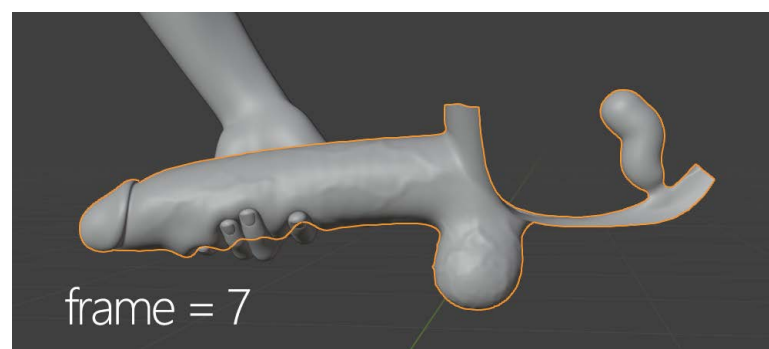
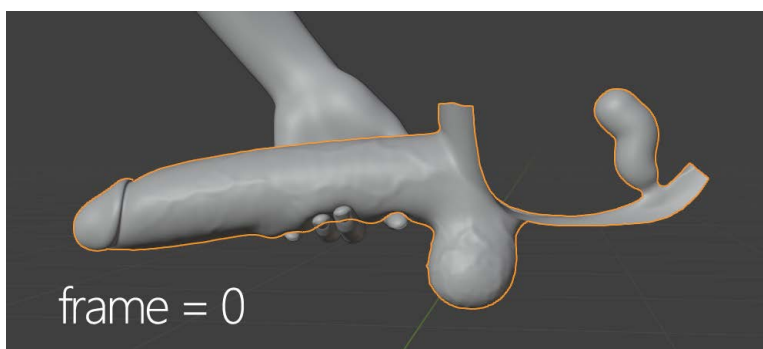


4.8 Open Blender, delete all default objects, select 'File > Import > Alembic (.abc)', find the Alembic file we exported in the previous step in the Blender File View window, and click the 'Import Alembic' button.

4.9 After the import is complete, because we have hidden all irrelevant nodes in DAZ Studio, there are only two characters and HDPG9 in the viewport. Go to the Outline panel on the right side of Blender to hide the male character and the shell of HDPG9. These two objects will not be used in the following steps. Then select HDPG9 and click the 'Handjob for HDPG9' tab in the UI panel on the right side of the viewport.

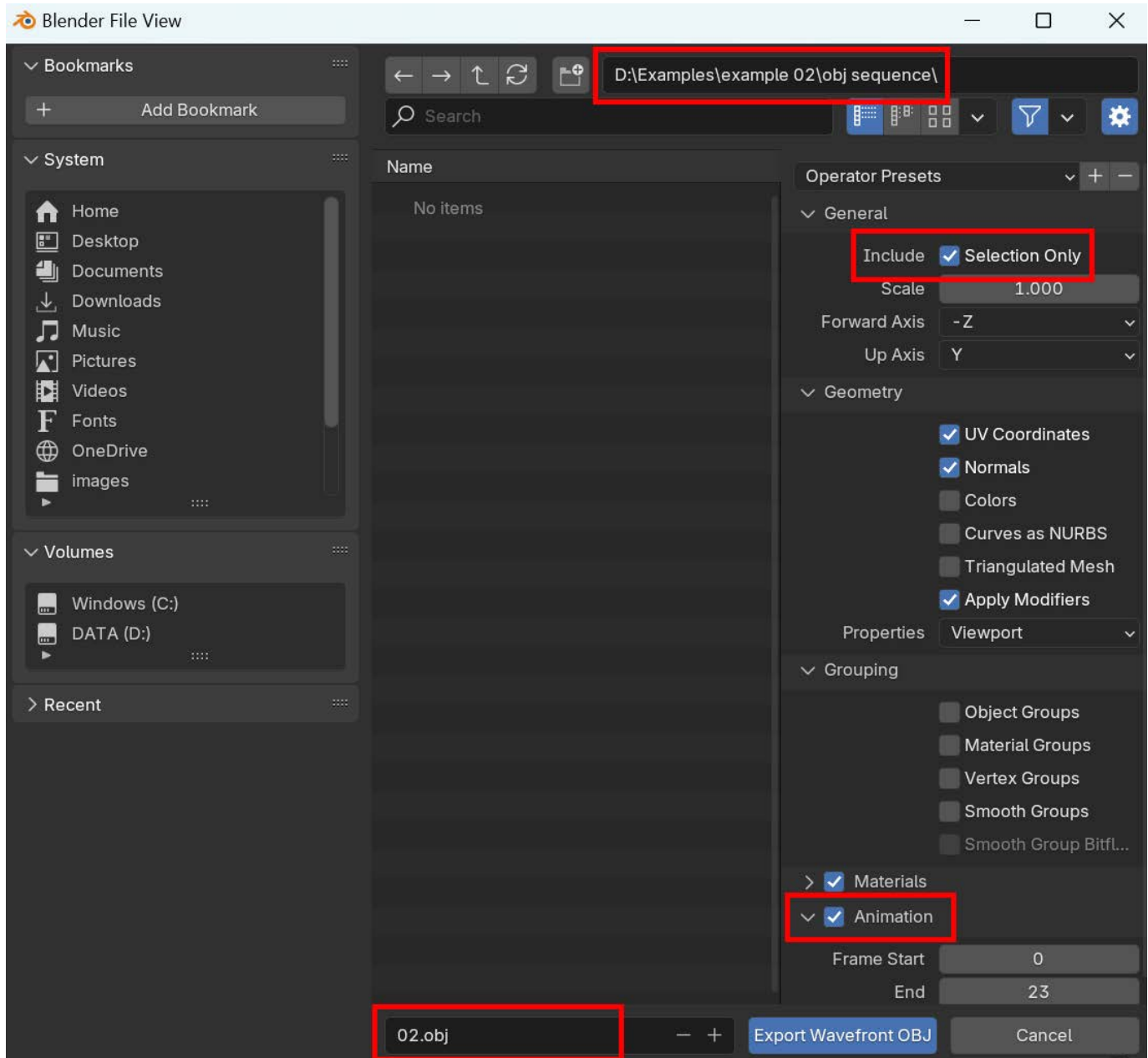
4.10 In the Handjob parameters panel, click the pipette on the right side of the Target column, then select the female character in the viewport as the collision object, and keep the other parameters as the default values for now. Make sure HDPG9 is selected, click the 'Apply add-on' button, and we can see that the shape of HDPG9 has changed.

4.11 Press the spacebar to play the animation. We can see that as the position of the female character's hand changes, the shape of HDPG9 will also change. If we are not satisfied with the shape of HDPG9, we can temporarily stop playing the animation and fine-tune the parameters of the Handjob add-on until we get a satisfactory result. In this example, I choose to set 'Swell Scope' to 1.7 and 'Swell Heigh' to 0.3.



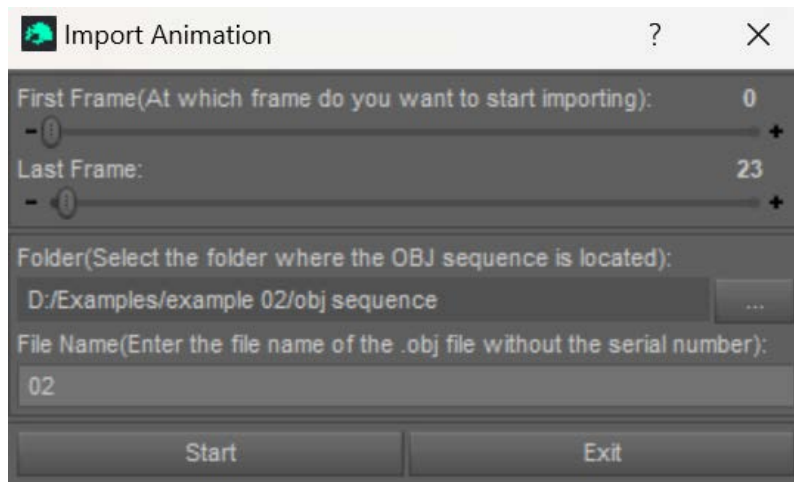
4.12 Once we are satisfied with the deformation animation of HDPG9, we can start exporting the OBJ sequence. Select HDPG9 again in the viewport, and then select 'Export > Wavefront (.obj)' in Blender's file menu.

4.13 In the Blender File View window, select a folder to store the exported OBJ sequence and set the file name prefix for .obj files. On the right side of the window, check 'Selected Only', then find and check 'Animation'. At last, click the 'Export Wavefront OBJ' button and wait for Blender to finish exporting the OBJ sequence (the larger the number of frames of your animation, the longer you will have to wait).

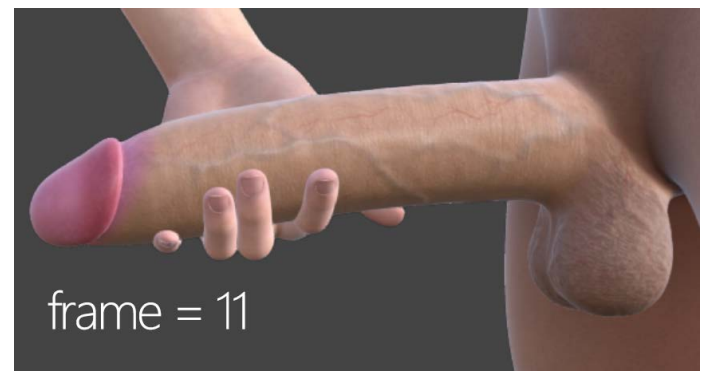
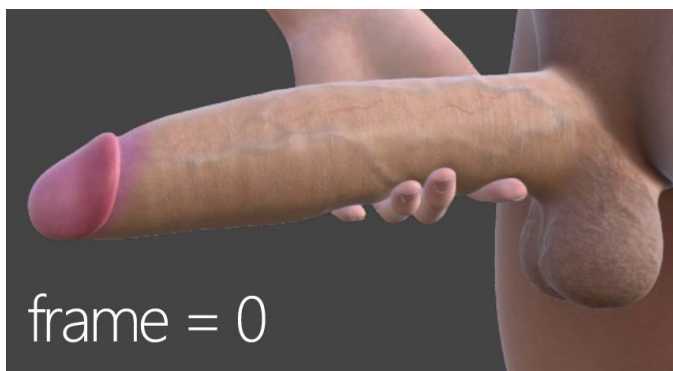


4.14 Return to DAZ Studio and select 'HD Penis for Genesis 9' in the Scene pane. In the Content Library pane, open 'People > Genesis 9 > Anatomy > HD Penis for Genesis 9 > Expansions > Handjob' and run the 'HDPG9 - Handjob - Import Animation' script.

4.15 In the Import Animation window, select the directory where the OBJ sequence is located, enter the file name we set for the .obj file, and then click the Start button. The script starts importing the obj sequence, automatically creates morphs, and uses these morphs to make keyframe animations for HDPG9.



4.16 When the script is finished, we can open the Timeline pane, play the animation or drag the time slider to view the shape changes of HDPG9.

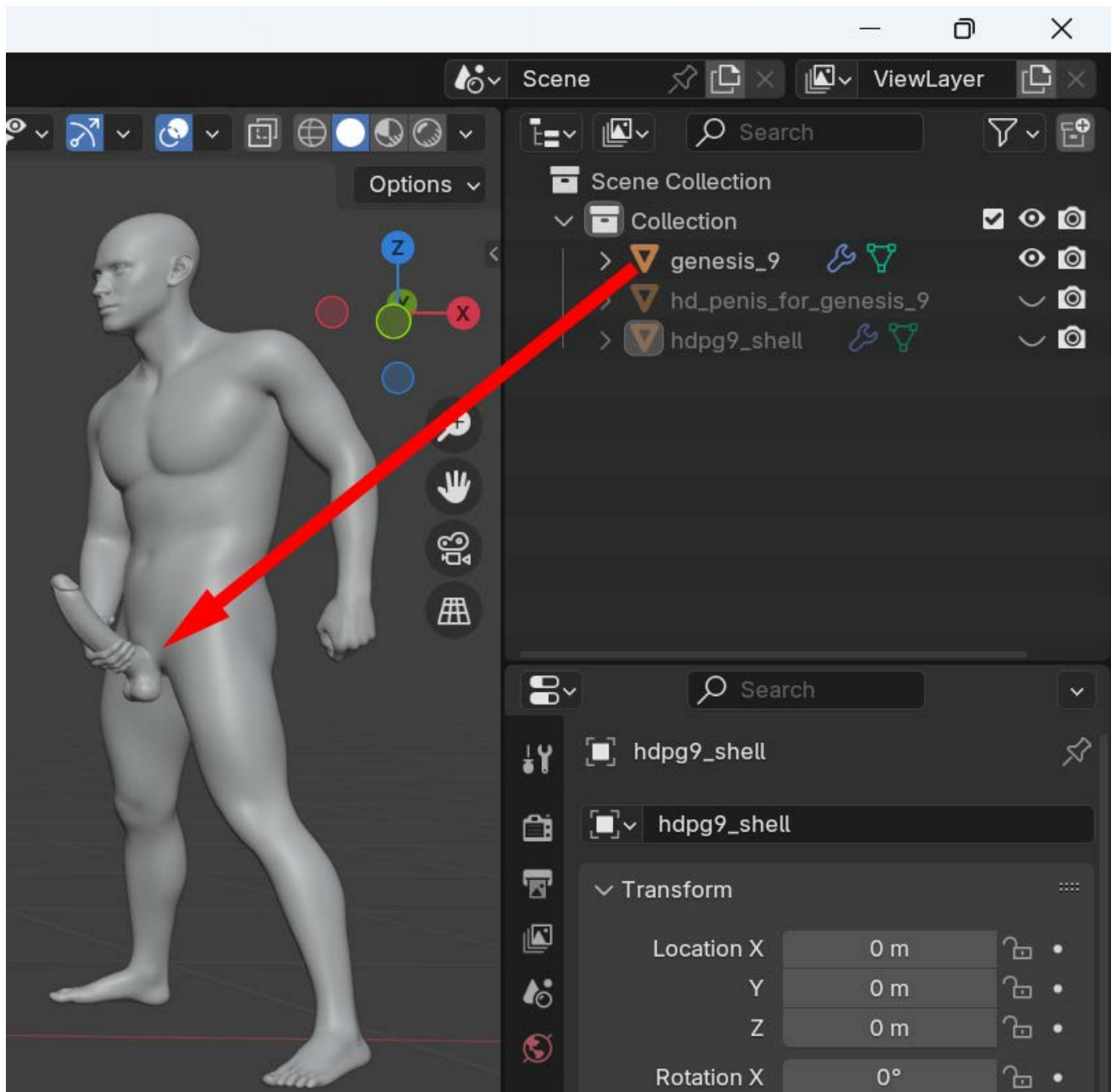


5. Example 3

At last, I will use an example to explain how to use the Handjob add-on if the character that HDPG9 is applied to holds the penis with his own hand.



Why do we need to handle this situation specially? Please see the picture below.



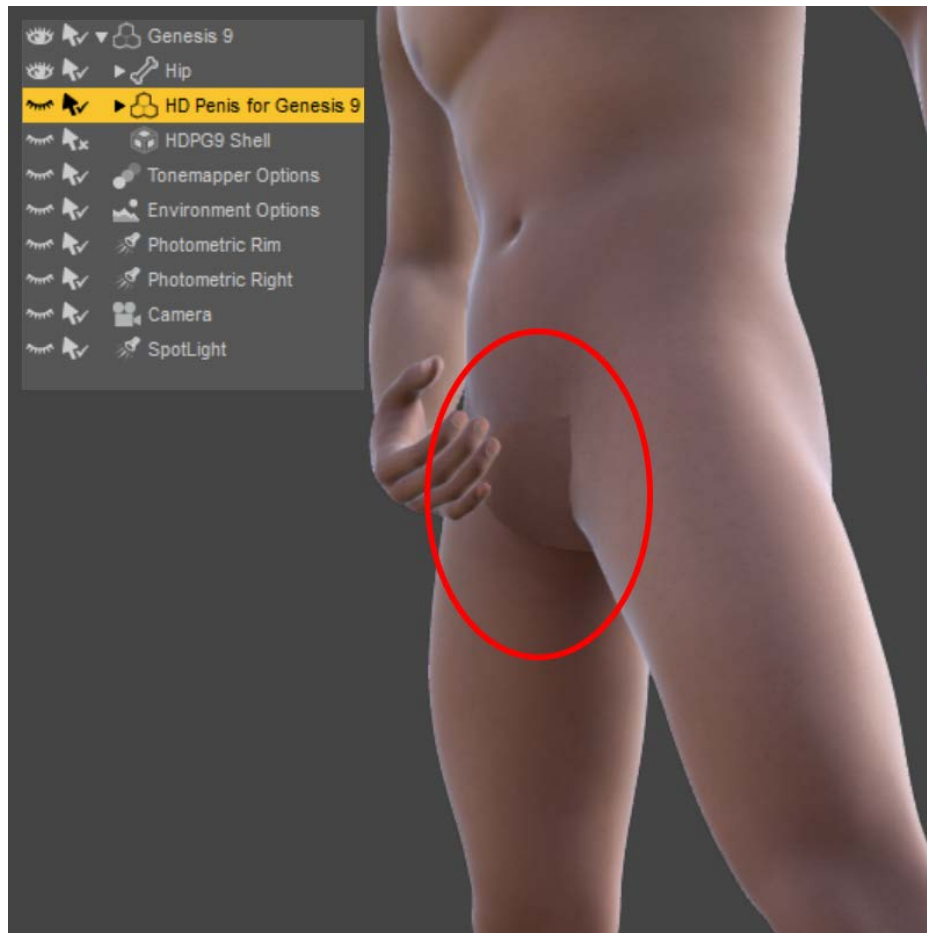
In this picture, we import HDPG9 and the character it is applied to into Blender. Hide HDPG9 and its shell, and only show the character.

We can see that the character still has a penis. In other words, after the character with HDPG9 applied is imported into Blender via the Alembic file, it has become a brand new model, which is a fusion of the character model and the HDPG9 model. So we can't specify such a model as a collision object like in the previous example.

But it's also very simple to solve this problem. We just need to import an additional character model that does not contain HDPG9.

5.1 Follow the steps in Example 2 to create a scene in DAZ Studio, set a keyframe animation for the character's right hand, then hide all nodes except the character and HDPG9, modify the Resolution Level and View SubD Level of the character and HDPG9, and finally export the scene as an Alembic file.

5.2 Hide HDPG9 and its shell as well to get the character model shown in the following image.

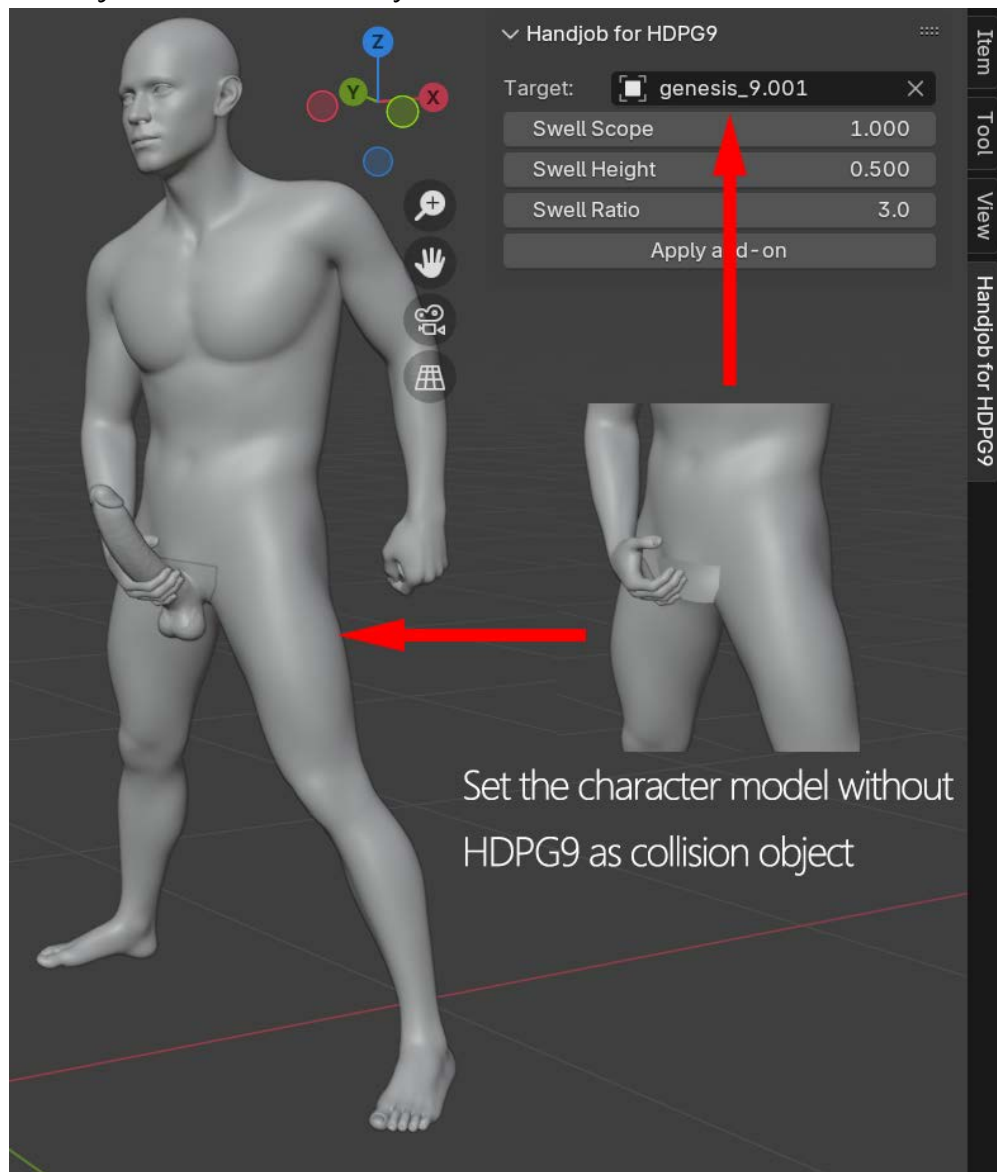


Then save the scene as a new scene and export this new scene as an Alembic file. In this way, we have two different Alembic files.

This PC > DATA (D:) > Examples > example 03 > alembics > 03 >				
Sort View ...				
Name	Date modified	Type	Size	
materials_scripts	2024/11/2 17:52	File folder		
blender_houdini.abc	2024/11/1 11:11	Modo Alembic File	36,583 KB	

This PC > DATA (D:) > Examples > example 03 > alembics > 03 - no HDPG9 >				
Sort View ...				
Name	Date modified	Type	Size	
materials_scripts	2024/11/2 17:52	File folder		
blender_houdini.abc	2024/11/2 18:00	Modo Alembic File	15,658 KB	

5.3 Import both Alembic files into Blender, then hide the character model with HDPG9 applied and the shell of HDPG9. Select HDPG9, and use the character model without HDPG9 as a collision object to use the Handjob add-on normally.

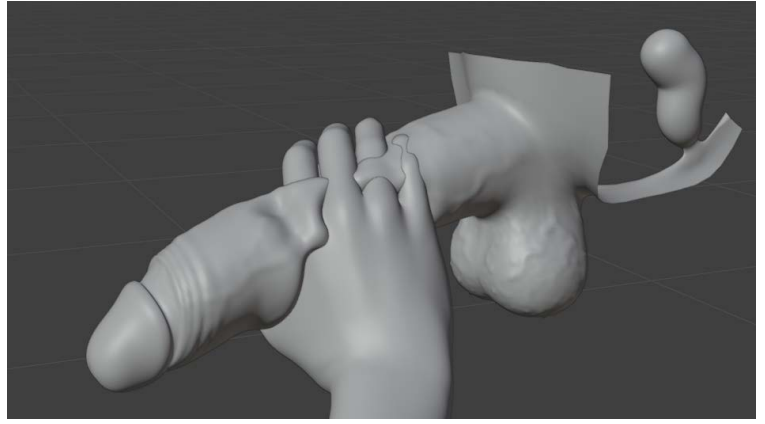


5.4 After the OBJ sequence is exported, return to DAZ Studio and reload the original scene. Select HDPG9 and run the 'HDPG9 - Handjob - Import Animation' script to automatically create a keyframe animation for the penis.

6. Known Issue

Please note that when creating the scene, if the hand/fingers have no contact with the penis shaft, then using the Handjob add-on will not cause any deformation of the penis shaft, which should be understandable.

On the other hand, if the hand/fingers clips too far into the penis, using the Handjob add-on will cause the penis to deform in an undesirable way.



So, when creating the scene, we should keep the hand/fingers in proper contact with the penis shaft. If you encounter any of the above mentioned situations when using the Handjob add-on, please don't worry. We just need to go back to DAZ Studio to modify the scene to bring the hand/fingers to a reasonable position, and then re-do the entire procedure.