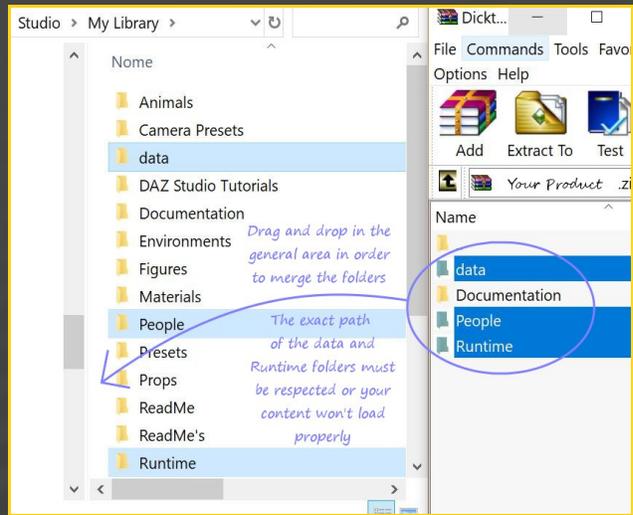


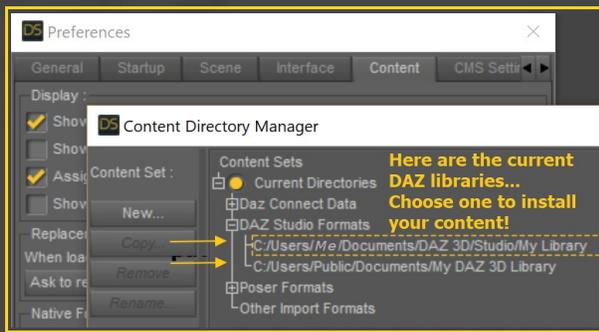
FUTALICIOUS GENITALIA 0.3 FOR G3F ~~Mini-tutorial~~



1- What is Futalicious for G3F?

Futalicious is a posable graft genitalia that will blend with Genesis 3 Female 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 G3F content is installed. It may be something like C:\Users\Public\Documents\My DAZ 3D Library.

MAC users: please find 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 3 Female/Anatomy. If you already installed a previous version of Futalicious it'll show up in a separate folder:

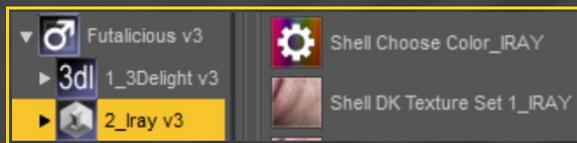


4 - How to set up Futalicious

- Load G3F in the scene, and with it selected, load '1_Futalicious Genitalia v3', '2_Futalicious Material Copy v3', '3_Futalicious Shell v3'.



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



- With 'Futalicious 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.

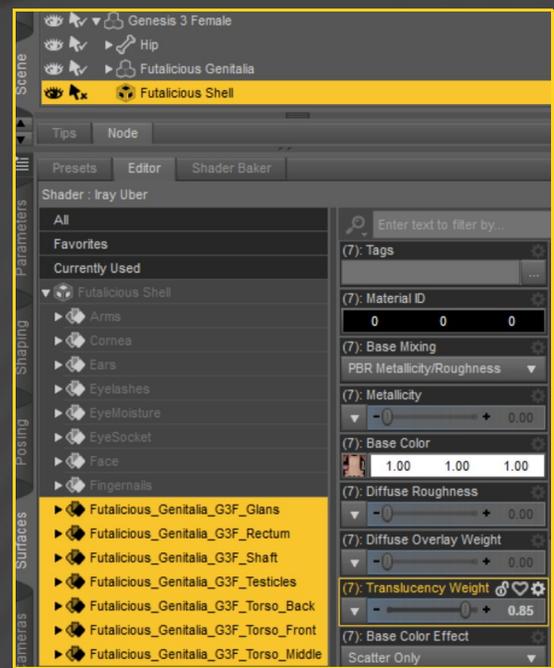


5 - How to set up the cumshots or bondage cage

Select 'Futalicious 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

G3F'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 eyes. 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:



Futalicious for G3F supports default G3F Uvs

and M7 ones. More female Uvs are to be found in the 'Futalicious Uvs for G3F' expansion pack.

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

7 – Older poses fix and COLLADA export

Many Futalicious bones internal names have been changed in order to support Collada export... Now G3F with Futalicious can easily be imported in Blender for example. BUT... poses saved for earlier versions of Futalicious (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. It will work both for Futalicious and Roasty.

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

8 – 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 skin tones.
- Futalicious includes a rigidity map to keep its shape with most FBM. Some FBM may push the mesh away from the bones (it is unlikely). In order to fix that, in the *Tool Settings/Joint Editor* tab, select Futalicious, 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 Futalicious, choose 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.

9 - 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.