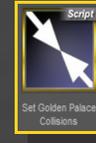


# STORMING THE PALACE... COLLISIONS! ~~Mini-tutorial~~



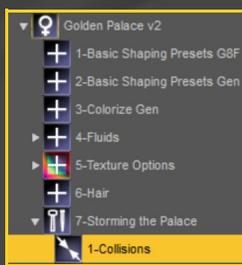
**General hint:** for complex collisions (penetrations,...) you need first to roughly setup the morphs for a shape close to the result, then to call the collision script and at last to fine-tune the morphs. For simple collisions (the touch of a finger...) the collision script can be enough.

- Select a colliding object (invisible glove, male genitalia,...), and the gaping morph that more closely matches the penetration. Select 'Collide'.

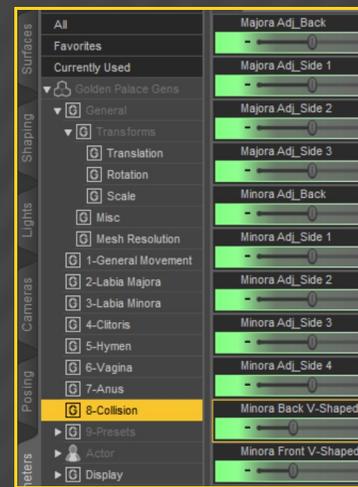
In order to set up the collision between Golden Palace and another object:



- Set up your scene. If the colliding object is one of G8F's own hands, load on G8F the matching invisible glove, or the double gloves if both hands are colliding with the gen.



- Refine the result setting morphs on Golden Palace. Special morphs for improving a vaginal penetration are to be found in the Parameters tab under '8-Collisions'.

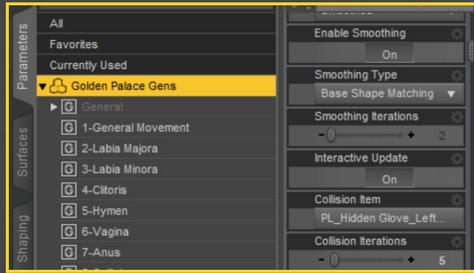


- Select G8F or any of its nodes and load the 'Set Collisions' Script:

## Options:

Collisions use DAZ Studio's smoothing.

You can access to its options in the Parameters tab, with Golden Palace selected in the scene:



You can activate/deactivate the smoothing, choose the collision Item and the number of iterations.

## Bonus:

Thunder3D provided some bonus poses to play around with hand collisions... a big thank you! If you want more, check his full pose set:

*Inspiration SE: I Touch Myself, Camgirl Solos*

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