

RIDING ACADEMY for G9 ~~Tutorial~~

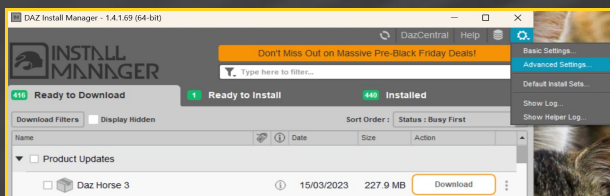
1- What is Riding Academy for G9?

Riding Academy is a morph and textures add-on for G9 Dicktator that transforms its human shape to a horsy one. It comes complete with many ranch props. G9 Dicktator isn't included and has to be purchased separately.

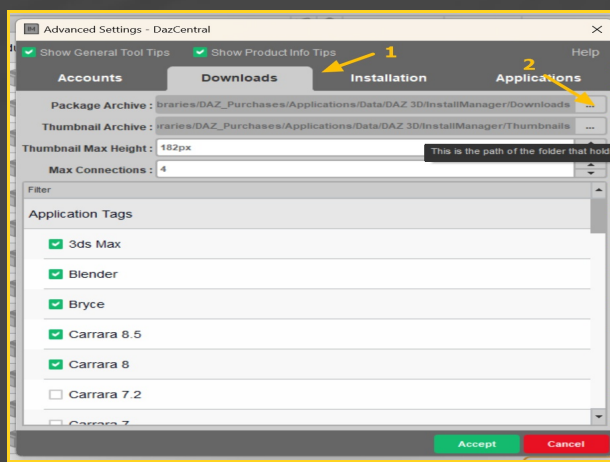
2 - How to install it?

A - Using DAZ Installation Manager

1: Open DIM, select "Advanced settings";

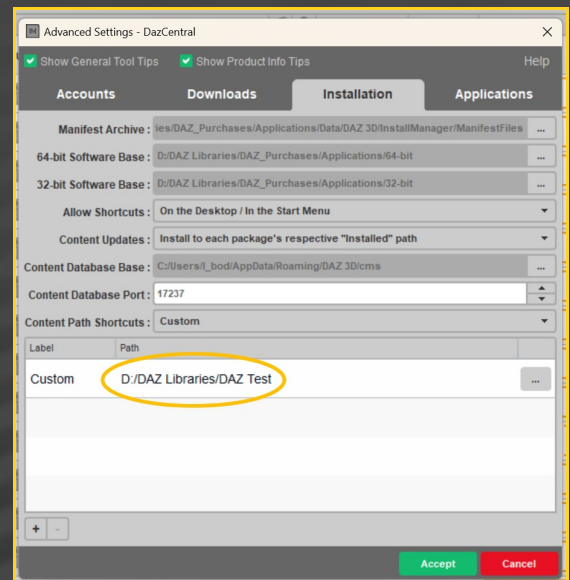


2: Check the Downloads tab (1), locate the download directory (2);

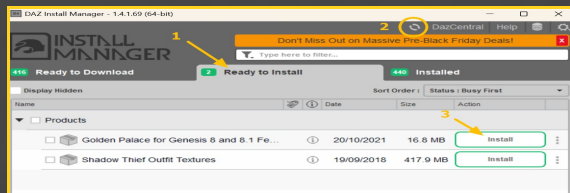


3: Browse to this very directory, drag and drop the .zip and .dsx files you downloaded from Renderotica (if you use a MAC don't click Return or Replace);

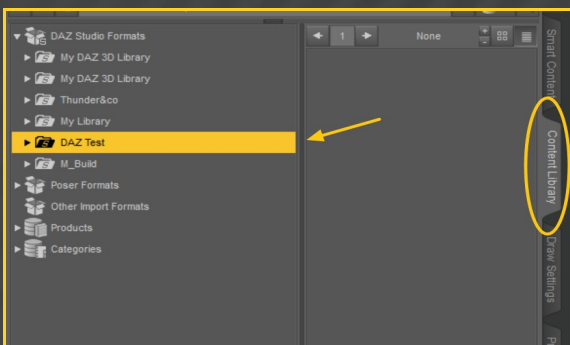
4: "Advanced settings" again, "Installation" tab, check or select your installation folder;



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

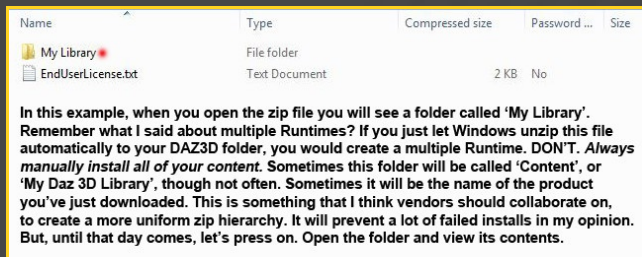
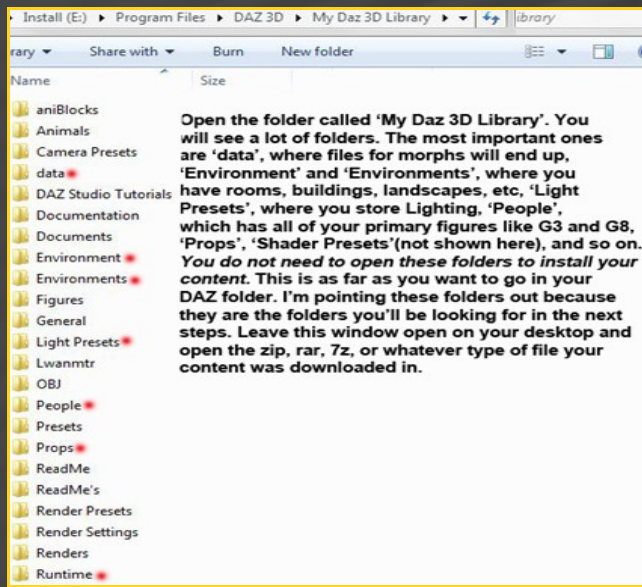
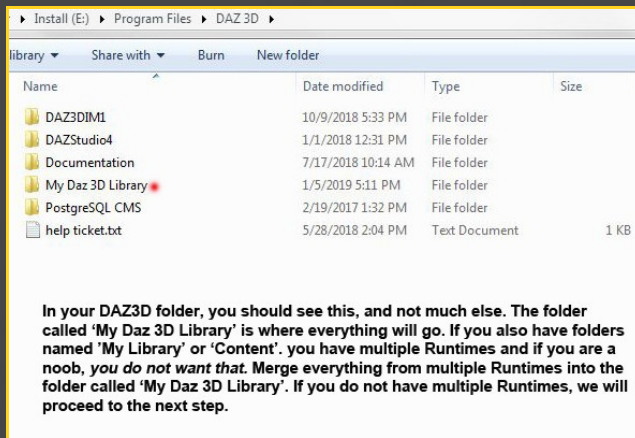


6: Open DS, locate the installation library in the "Content Library" tab.



B – Manual procedure

For PC users: (instructions courtesy of matt):



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"

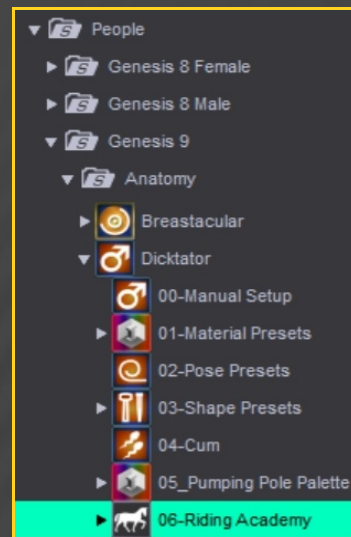
This is very, very important – if you do it will delete everything you have in any matching folders.

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?

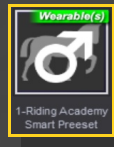
You can access to the graft and presets in your **Content Library** tab under 'People/Genesis 9/Dicktator/o6-Riding Academy':



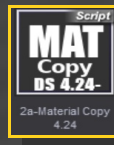
For MAC users: (instructions courtesy of Guttersnipe):

4 – Quick Setup

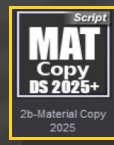
- Select G9 and load the "**Riding Academy Smart Preset**";



- Run the "**Material Copy**" script. If you use DAZ Studio 4.23 or 4.24, use "**2a-Material Copy 4.24**"...

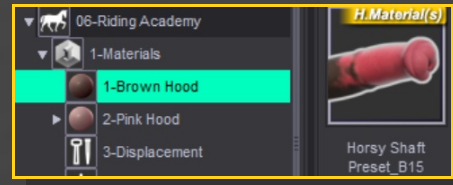


...otherwise use "**2b-Material Copy 2025**" for DAZ Studio 2025 or 2026:



5 – Brown hood setup

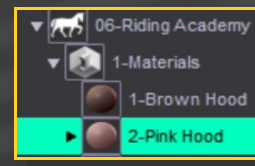
You can load the many brown hood presets from the "**Riding Academy/1-Materials/1-Brown Hood**" folder:



All material presets are hierarchical, so just load them with G9 or any of its child nodes selected in the scene.

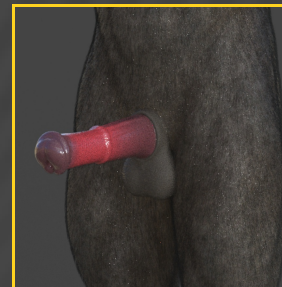
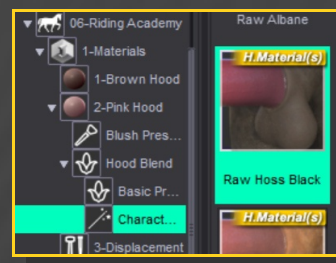
6 – Pink hood setup

Pink hood setup may be a little more complex, because the hood better match your main character's tone.

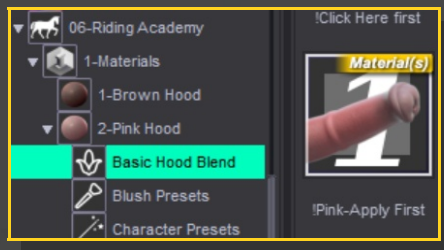


You can either:

- Select a hood blend setup. Several presets are provided for G9 characters:

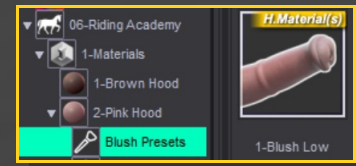


- Build your own setup. Load **"Pink_Apply first"**...

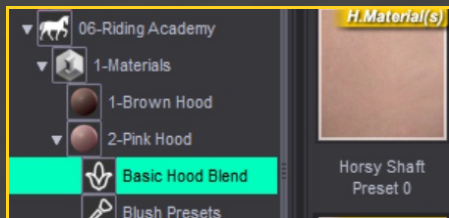


Base color/Translucency tones.

If you need it, you can adjust the final look with the blush & mask setups:



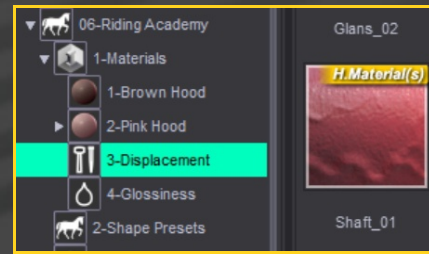
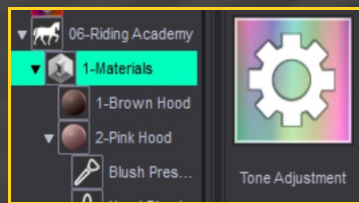
- ... and select a hood tone:



7 – Displacement & Gloss

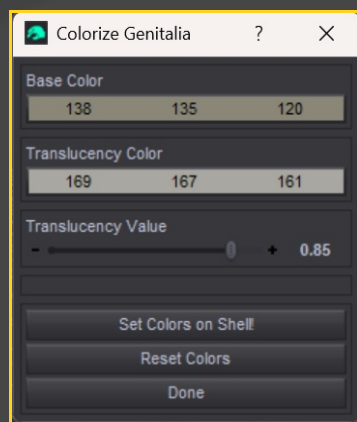
Once your texture is set, you can add veins. They can be loaded on the character from the '1-Materials/3_Displacement' folder:

If needed you can fine-tune the tone (it can be done with any texture preset). Load the **"Tone Adjustment"** script in the main **"1-Materials"** folder:



They have been sculpted on the horse shape for better results. They can be used on the human shape, but there will be some stretching. If you use human veins presets on the horsy shape, results may vary.

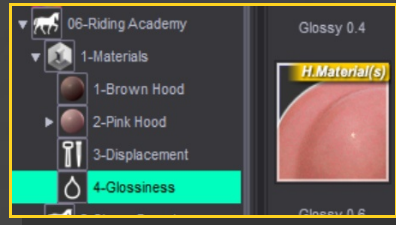
All veins will be visible with IRAY only:



Lower the 'Translucency Value' to raise brightness (or vice-versa), and lightly edit the

Glossiness presets can be loaded on the Shell from the '**1-Materials Iray/4_Glossiness**' Folder.

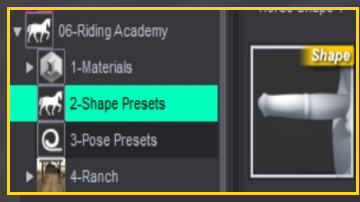
Included are options to apply glossiness on the whole gen, or on the shaft only.



8 – Shapes

In order to sculpt the horse shape, you can either:

- Load a preset from the "**06-Riding Academy/2-Shape Presets**" folder. The presets must be loaded with **Dicktator** selected in the scene:



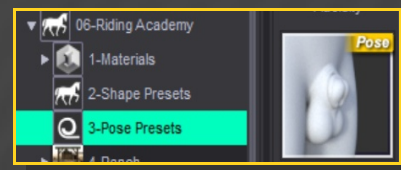
- Manally adjust the many "**Riding Academy**" morphs in the "**Parameters**" tab.

All morphs are to be found on **Dicktator**, and can be searched under "**Adjustments/06-Breeds/1-Horse**" or filtering the results typing "**DRA**":

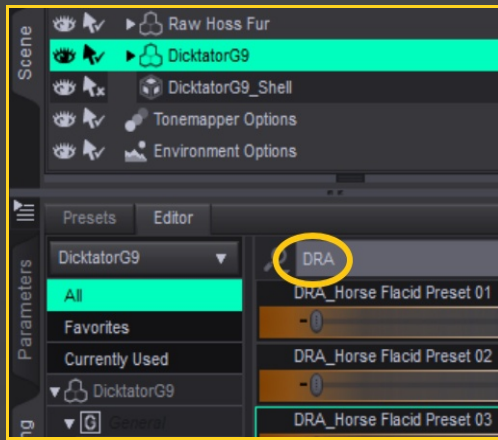


9 – Poses

Flacidity presets are included in the "**Riding Academy/3-Pose Presets**" folder, and are to be loaded with **Dicktator** selected in the scene:



You can also find them in the "**Posing**" tab, with **Dicktator** selected in the scene, and filtering the results typing "**DRA**":

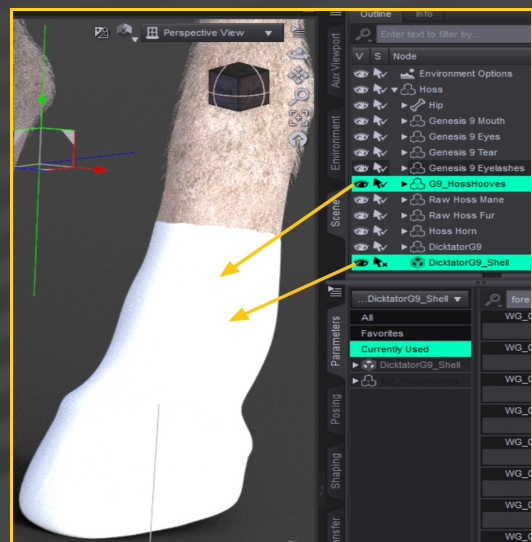


For erections, you can use the legacy Dicktator preset.

11 – Troubleshooting: fixing white surfaces on geoshells

If geoshells are loaded on G9 in front of unsupported grafts, white surfaces will show up:

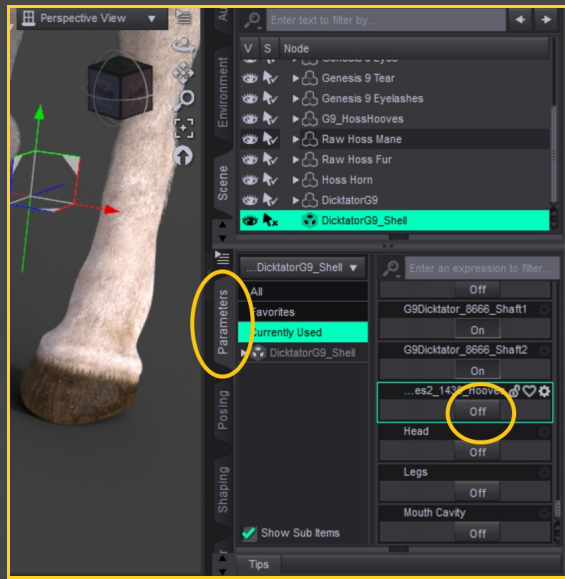
The *Dicktator* foreskin morphs can be used to improve the result:



– In order to solve the problem, you can either:

– Turn off the unsupported surface in the "Parameters" tab. For example, the "Hooves" surfaces on a "Dicktator G9" geoshell:





- Use a Shell Fix script:

[Renderotica - Shell-Fix-V3](#)

[Renderotica - Universal-Shell-Fix](#)