

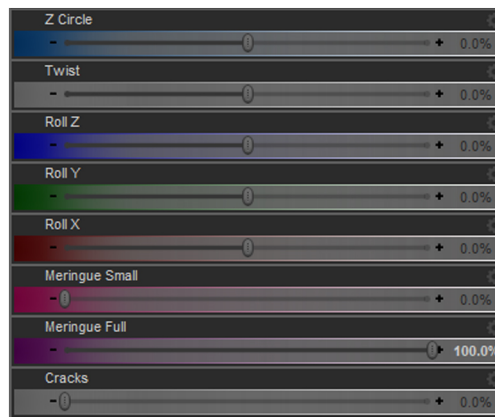
INSTRUCTIONS

Load the Chocolate Bottle with nothing selected in the scene. Pose the bottle however you like. To open the cap, click on the cap and use the "Open Top Cover" slider.



Load the Cream Bottle into the scene with nothing selected. To remove the cap, click on the cap and pose it wherever you want. Keep in mind that when you move the bottle the cap will move with it, so first pose the bottle and then the cap.

Load the Cream prop into the scene with nothing selected. You can pose it however you like by rotating the 30 bones (Bone 01 to Bone 30). While the prop is selected, go to the Parameters tab/General to find the posing and morphing sliders. The "Roll X", "Roll Y", and "Roll Z" sliders will bend all of the bones at the same time. The "Z Circle", "Meringue Small", and "Meringue Full" will pose the Cream into different shapes. The "Twist" and the "Cracks" sliders are morphs that adjust the shape of the Cream.



Load the Chocolate prop into the scene with nothing selected. You can pose the prop by rotating the 69 bones (Bone 01 to Bone 69). For easier and faster posing, you can use the posing sliders (Parameters tab/General). The "Roll X Full", "Roll Y Full", and "Roll Z Full" sliders bend all 69 poses at the same time, while the "Roll X 1/2", "Roll Y 1/2", and "Roll Z 1/2" bend the first half of the prop (first 35 bones). The "Zigzag" and "X Circles" sliders pose the chocolate in these shapes.



The Chocolate prop has a smoothing modifier that allows it to adjust to the shape of the body when partially inserted into it.

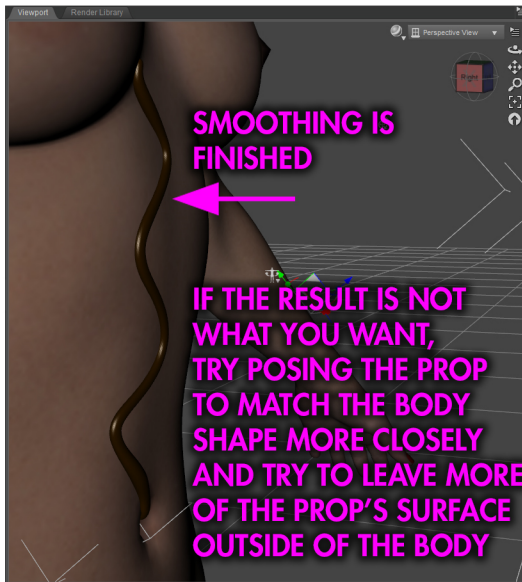
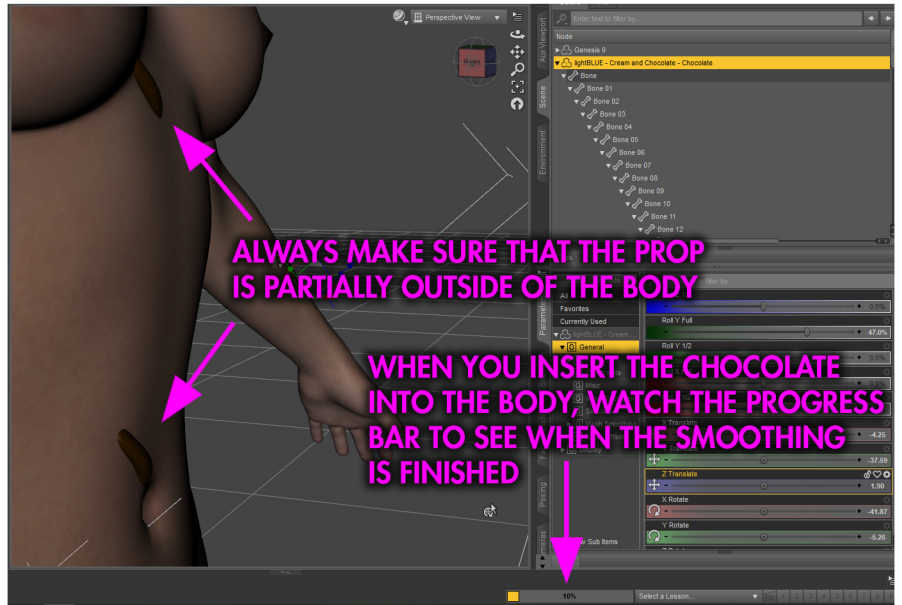
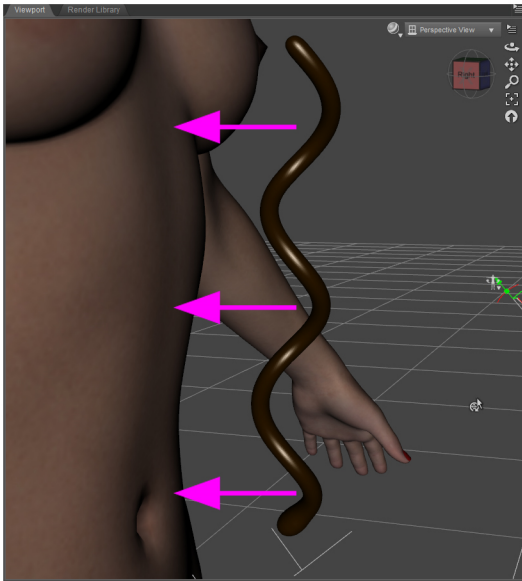
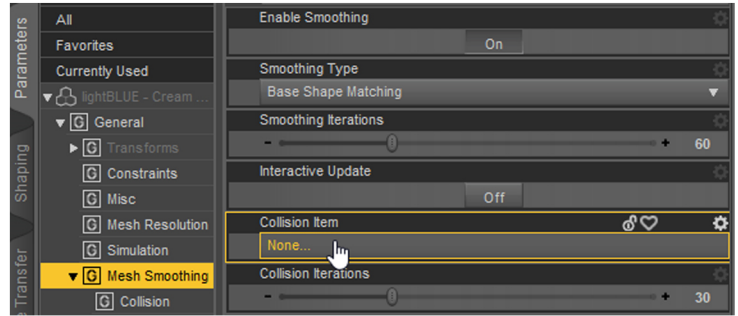
To use this advantage, first you need to select the prop and go to the Parameters tab/General/Mesh Smoothing and in the "Collision Item" option choose the figure that you want to use the Chocolate on.

INSTRUCTIONS

Then pose the Chocolate prop into a shape (preferably close to the shape of the body, this will give the best results), then insert the Chocolate into the body. Make sure to leave parts of the prop poking through the surface of the body, that way the smoothing modifier will know where the prop needs to be moved (never insert the complete prop into the body, that will not work).

For some less curved parts of the body almost any shape of the Chocolate prop will be easily adjusted by the modifier as long as it is partially outside.

But for the parts of the body that have many small curves it is best to pose the Chocolate prop to match the curvature more in order to get the desired result.



You can also try to adjust the "Smoothing Iterations" and "Collision Iterations" sliders (Parameters tab/General/Mesh Smoothing) to improve results in some cases.

Keep in mind that this modifier smooths the bending of the bones as well, so if you want to pose the prop with precise bending of the bones, it is better to switch off the "Enable Smoothing" option (Parameters tab/General/Mesh Smoothing).

NOTE: The smoothing will not always give the best result, it will depend of the mesh density and other factors, in those cases, regular posing with the smoothing disabled is a better way to go!

BONUS poses:

For each scene, first you need to load the needed figures and props.

For the first scene, you need G9(base female), G9(base male) with the XY G9 genitalia, the Chocolate Bottle, the Cream Bottle, the Cream prop, and 2 Chocolate props.

For the second scene, you need G9(base female), G9(base male) with the XY G9 genitalia, the Chocolate Bottle, the Cream Bottle, the Cream prop, and 4 Chocolate props.

For the third scene, you need G9(base female), G9(base male) with the XY G9 genitalia, the Chocolate Bottle, the Cream Bottle, the Cream prop, and 5 Chocolate props.

Select each prop and load the corresponding pose.

Make sure to select all Chocolate props and set their "Collision Item" option to Genesis 9 (male) in the Parameters tab/General/Mesh Smoothing section.