

# FENDER BLENDER

~~Mini-tutorial~~

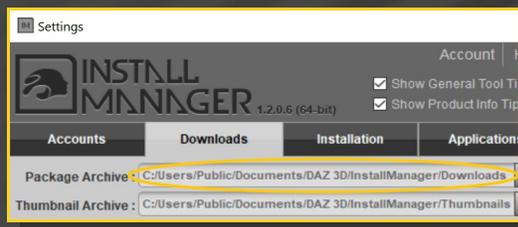
## 1 - What is Fender Blender for G8F?

Fender Blender is a glutes graft including a set of collision tools and tattoo. It is compatible with Futalicious and Golden Palace.

## 2 - How to install it? [two possibilities]

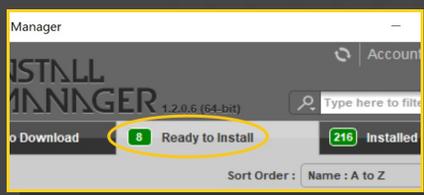
### A - Using DAZ Installation Manager

– Locate your DIM zip directory: Open DIM, click on the upper right gear, click on the 'Downloads' tab, and locate the Package Archive directory:



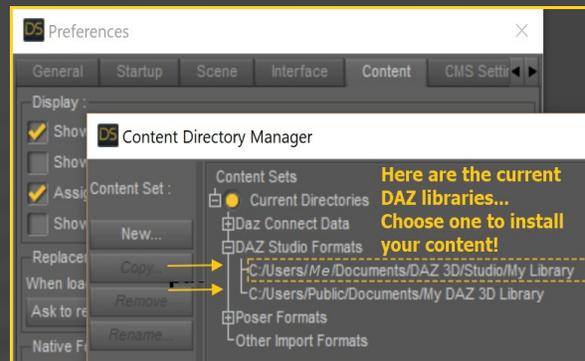
– Copy in such directory both the zip (do not unzip it) and the dsx files;

– Refresh DIM (couple of round arrows at the top), and enable the 'Ready to Install' tab. Locate the product, and click 'Install'... done!

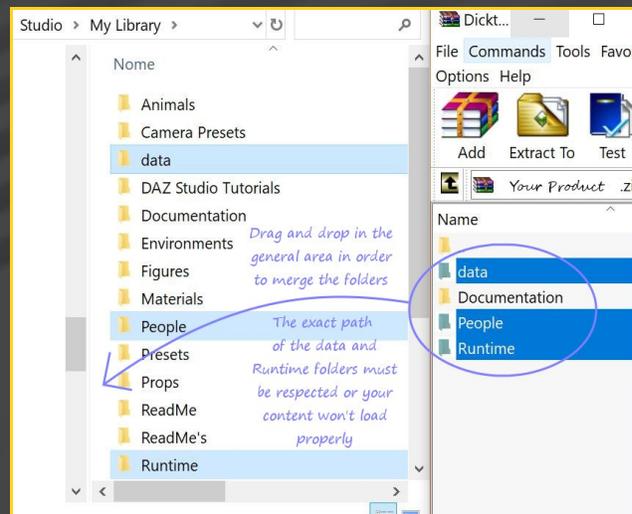


Remember that in the DIM settings, you can choose the destination library.

### B – Manual procedure



Locate your main DAZ folder. It may be something like C:\Users\Public\Documents\My DAZ 3D Library.



Merge the contents of the .zip file with your main DAZ folder, where your G8F content is installed.

**For MAC users:** (instructions courtesy of Guttersnipe):

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.

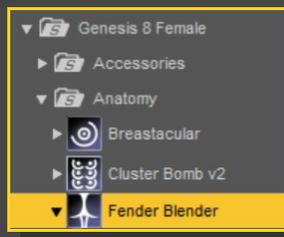
Instead click on "Apply to All" and then (carefully) click on "MERGE":

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 you new items.

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--> 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 textures won't be found.

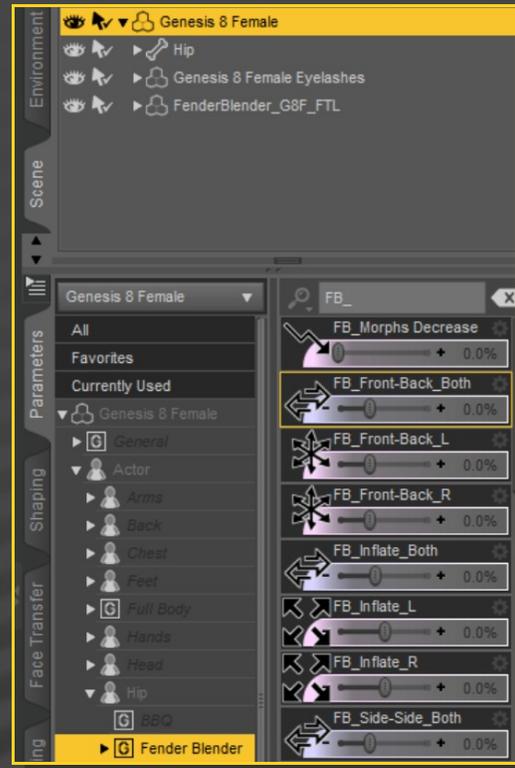
### 3 - Where is my content?

You can access to the presets in your Content Library tab under **People/Genesis8 Female/Anatomy/Fender Blender**:



Morphs and presets can be dialed in the parameters tab, with **Genesis 8 Female** selected in the scene (NOT Fender Blender!) You can quickly access to them filtering results by "FB\_". Some of the morphs will shape the default G8F mesh, but most of them need the

graft to be loaded on the figure, and won't shape the glutes otherwise.

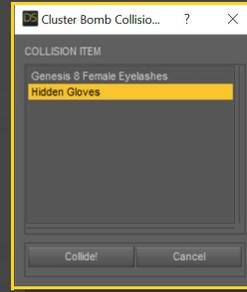
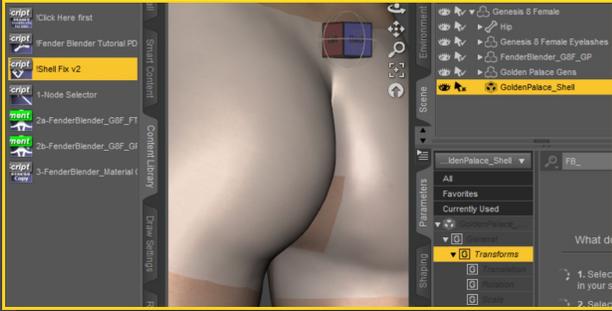


### 4 – Quick setup

- Select G8F;
- Load Fender Blender and the material copy script.



- Setup Golden Palace or Futalicious as usual, select their shell in the scene tab and load the '**Shell fix v2**' script to remove the white color on Fender Blender:

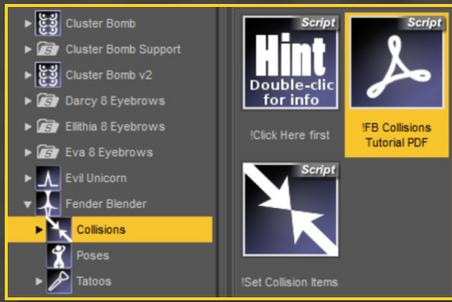


- With G8F selected, load any of the poses. The poses dial several collision morphs as well.



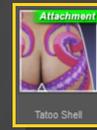
## 5 – Collisions and morphs

- Check the collisions tutorial! You can find it here:



## 7 – Bonus tatoos

Select G8F and load the tattoo shell on it.



## 6 – Poses

- Setup Genesis 8 Female and Fender Blender;
- Load Hidden Gloves/Feet and setup Fender Blender collision to them;

If you want to change its opacity, select the shell and inject an opacity preset on it.