

Chip Dick

~~Tutorial~~

1- What is Chip Dick?

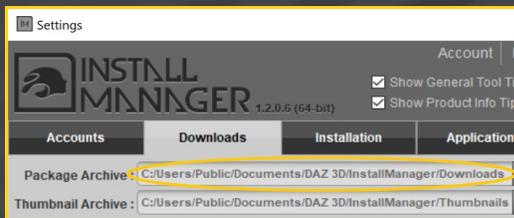
Chip Dick is a set of disembodied anatomies: it comes with standalone dick and hands, as well with several goodies.

It has no dependencies, but the hands are compatible with G9's poses and textures.

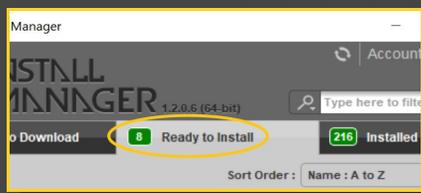
2 - How to install it?

A - Using DAZ Installation Manager

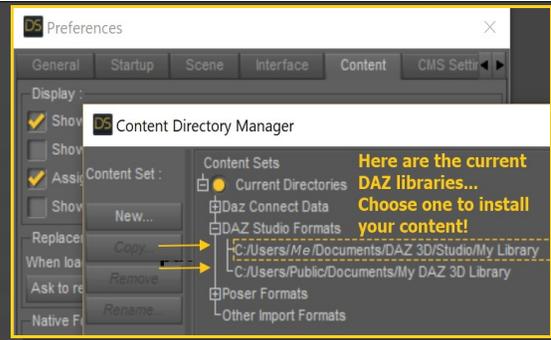
– Locate your DIM zip directory: Open DIM, click on the upper right gear, click on the 'Downloads' tab, and locate the Package Archive directory:



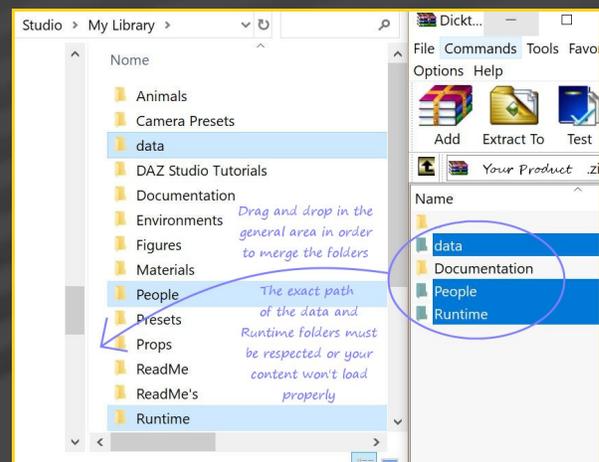
- Copy the zip and dsx files in it ;
- Refresh DIM (couple of round arrows at the top), and enable the 'Ready to Install' tab. Locate the product, and click 'Install'... done!



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 G9 content is installed.

---> 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 and geometry files won't be found.

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 your new items.

3 - Where is my content?

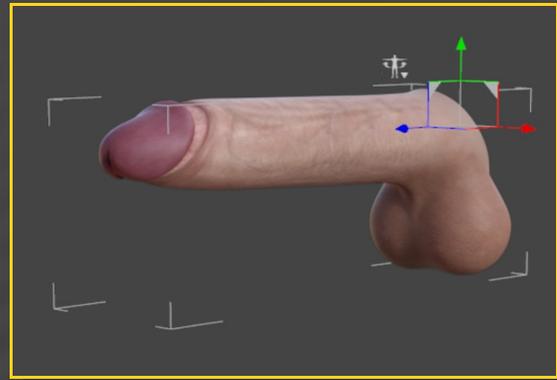
You can access to the graft and presets in your Content Library tab under '**People/Props/M_Chip Dick**'



4 – Quick setup: Dicktator

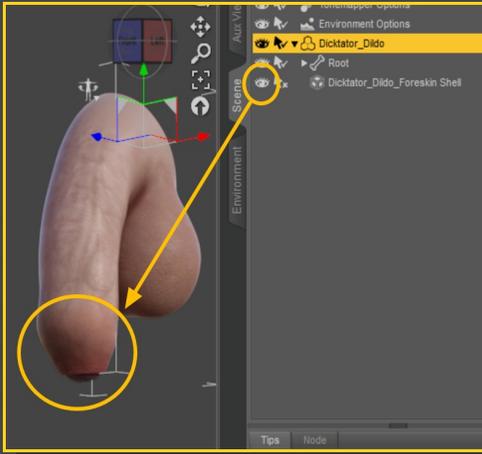
From the '**People/Props/M_Chip Dick**' folder, you can load one of the smart setups.

The '**Smart 1**' setup includes '**Dicktator_Dildo**' and its '**Foreskin Shell**', hidden by default:



You only need the '**Foreskin Shell**' if you stretch the foreskin forward, and need a detailed texture on the tip:



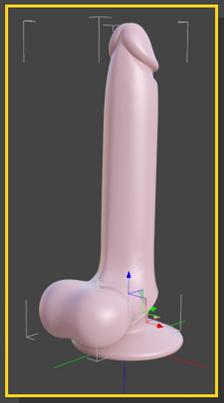


The 'Hinged Base' 'Hinge' bone can be posed:

In order to unhide the 'Foreskin Shell' you can use the included tools, with 'Dicktator Dildo' selected in the scene:



The 'Smart 2' setup includes 'Dicktator_Dildo', its 'Foreskin Shell', hidden by default, the 'Hinged Base', and a group:



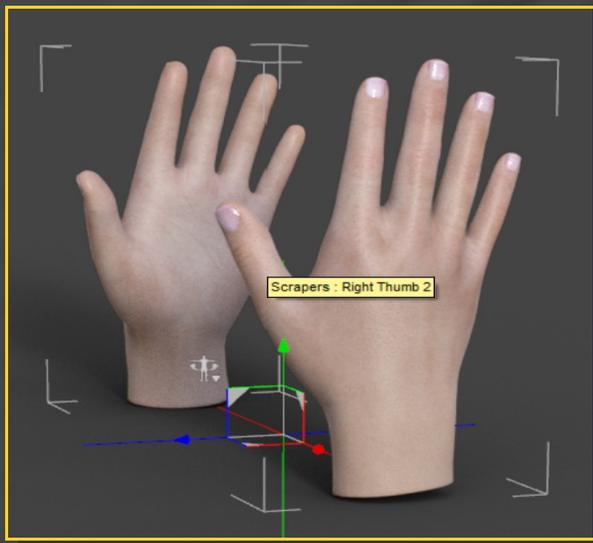
The 'Straight' Morph can rotate the base as well:



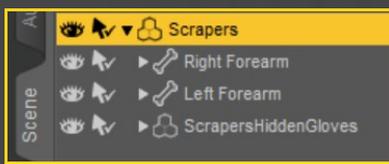
In order to pose the whole set, select the **'Dicktator_Dildo_Group'** and pose it.

5 – Quick setup: Scrapers

The hands or **'Scrapers'** can be loaded as single or paired:



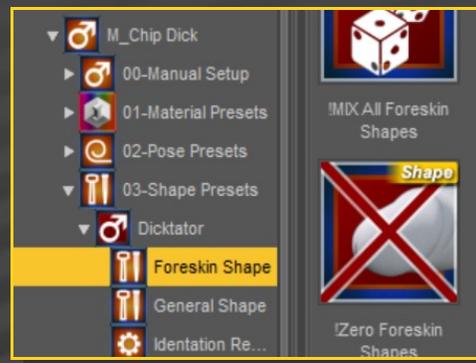
The scrapers 'Smart' presets include **'Hidden Gloves'**:



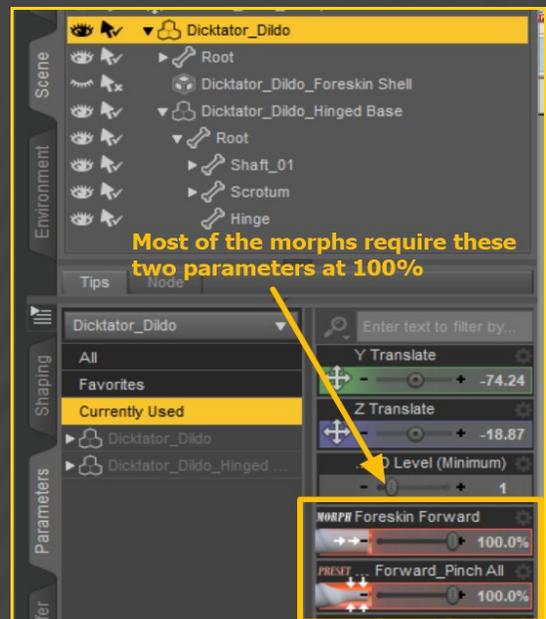
You only need them if you want to set up collisions, otherwise you may delete the **'Hidden Gloves'**... Check the 'Collisions' section later on this tutorial.

6 – Pushing the 'Dicktator Dildo' foreskin forward

In order to push the foreskin forward, the easy way is to inject one of the presets from the **'03-Shapes Presets/Dicktator/Foreskin Shape'** folder:

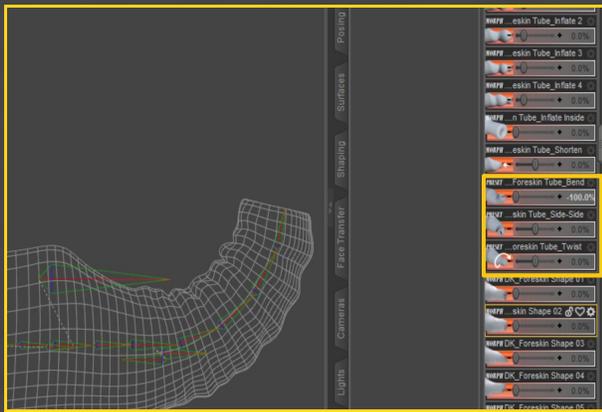


For fine tuning, you can also manually dial the many morphs in the Parameters tab:



The Foreskin is fully rigged, so you can pose it at will.

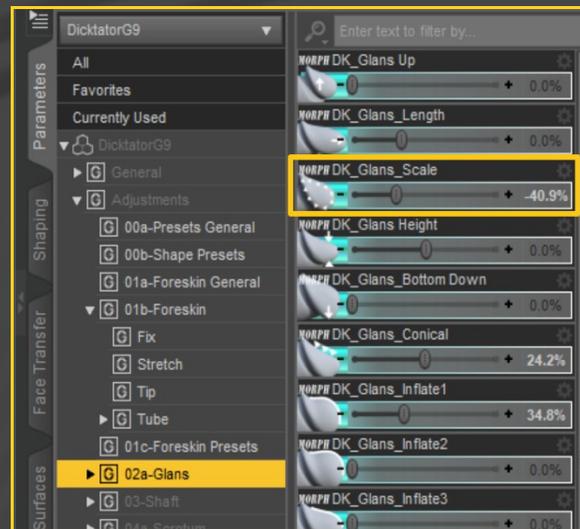
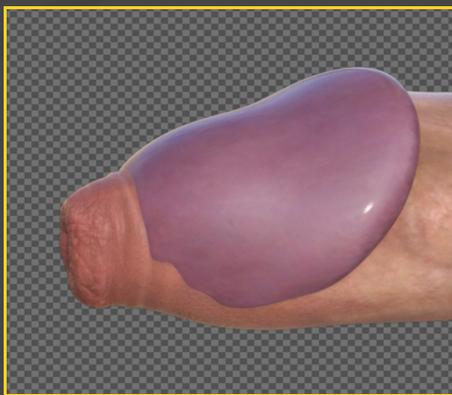
You can quickly curve it with the dedicated properties (Foreskin Tube_Bend/Side-Side/Twist) in the Parameters tab:



...you can also decide to scale down the glans:

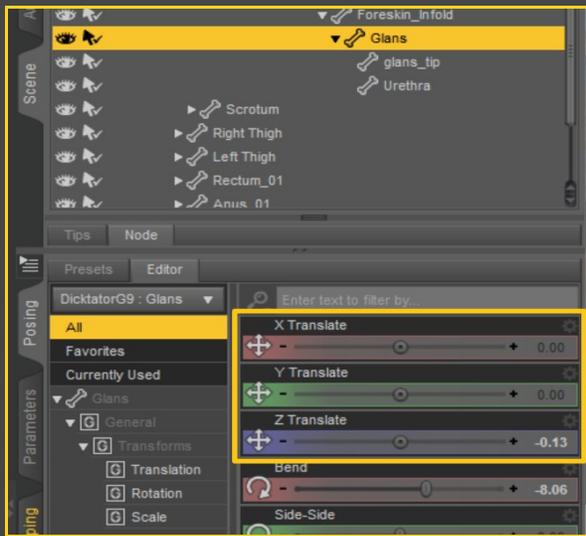
7 – Fixing glans poke-through

The Dickator Dildo foreskin is included in the main mesh and retracted by default. You will need to adjust the foreskin shape if the glans is heavily morphed:



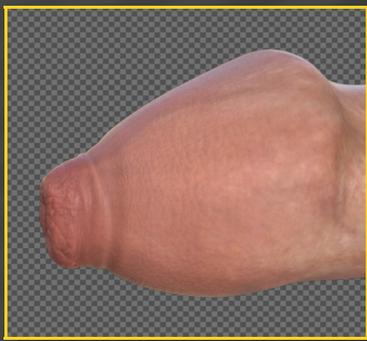
...or pose/translate the glans bone:

In order to do that, you can use the 'Foreskin Fix' morphs in the Parameters tab:



9 – Detail Morphing

The Parameters tab includes tons of morphs for fine-tuning if you need to build your own shape. You can access them with Dicktator Dildo selected in the scene:



8 – Quickly set up the Dicktator Dildo general shape

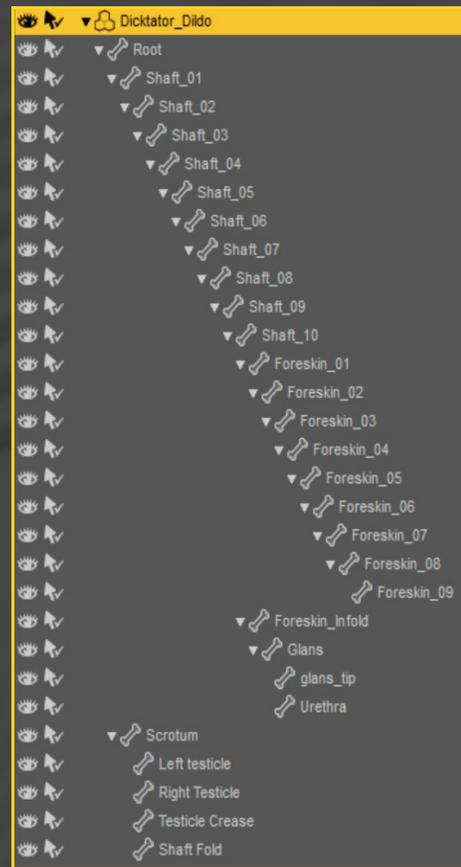
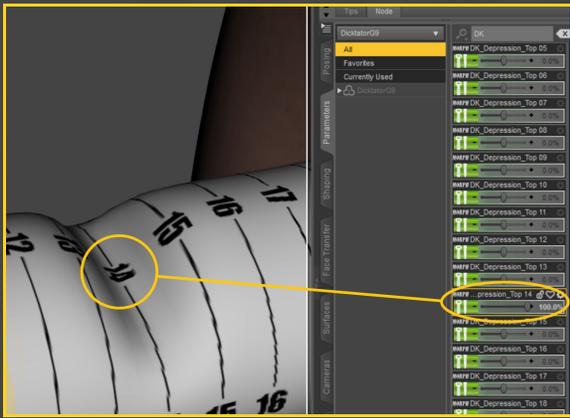
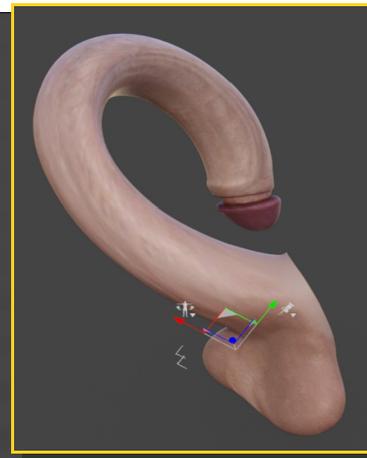
In order to quickly shape the whole genitalia, a wide set of presets is included. You can access them from the '03-Shape Presets/Dicktator/General Shape' folder:



10 – Identing the shaft

If you need to indent the shaft for collisions you can either scale any of its bones or use the many indentation morphs.

In order to help you locate the right morph number on the shaft, just load the indentation shell on the Dicktator Dildo from the '03-Shapes presets/Dicktator/Indentation Reference' folder:



When done, just hide the Indentation Reference shell in the Scene Tab.

11 – Posing Dicktator Dildo

Dicktator includes many bones, and allows you accurate posing control:

For quick erection or flaccidity setups, you may load one of the pose presets (they dial some morphs as well):



About the scrotum, selecting the testicle bones and translating them can be helpful to pose them around.

12 – Dicktator Dildo Materials

A wide selection of materials, from human to synthetic is provided in the '*01-Material Presets/1-Dicktator*' folder:



Such presets are hierarchical, so they will colour the foreskin and hinged base as well. The 'Holographic' materials do not include textures for the foreskin and hinged base.

Note that the displacement presets will only show up with IRAY:



13 – Cumshots

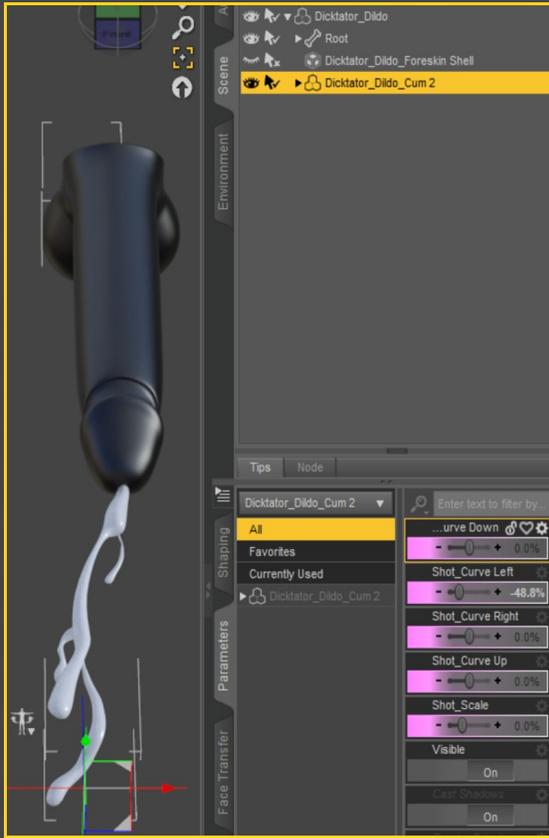
A set of cumshots is included, they can be found in the '*05-Cum*' folder:



Just select '*Dicktator Dildo*', and load one of the cumshots on it.

The cumshots include several morphs in the Parameter Tab in order to help you adjusting the shape.

You can also load one of the include presets in the '02-Pose Presets/Scrapers/Left [or Right] Hand' folder:

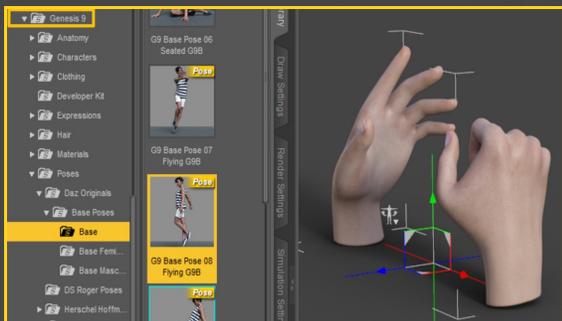


If you load the pair of hands, the way to move them around in the scene is to select the Right/Left Forearm bones (at the base of the hands) and translate/rotate them:



14 – Posing the Scrapers

The Scrapers are compatible with G9's hands rigging. You can load any G9 pose on them:



15 – Shaping the Scrapers

The Scrapers are provided with several morphs and presets that can either be dialed in the 'Parameters' Tab or set in the '03-Shape Presets/Scrapers' folder:

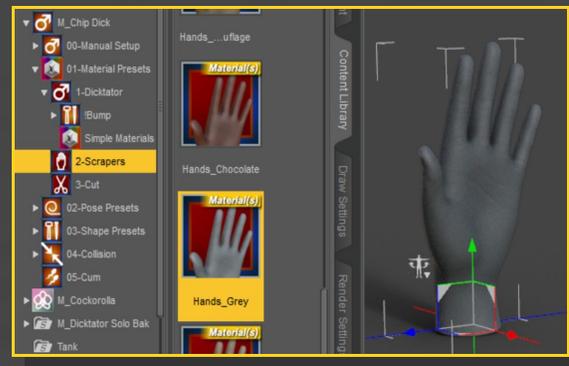


16 – Texturing the Scrapers

The Scrapers are compatible with G9's textures. Just select them and inject any G9 texture preset:



From the '**01-Material Presets/2-Scrapers**' folder, you can also load some of the many included textures, from human skins to sets designed for a more cartoonish or even a hologram look:

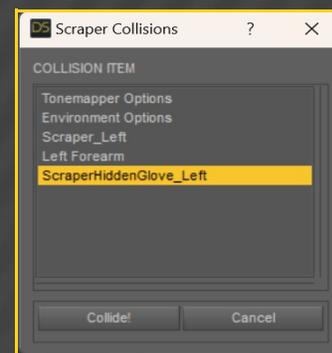


17 – Collisions

You can set up collisions between 'Dicktator Dildo' or the 'Scrapers' and most of objects in the scene.

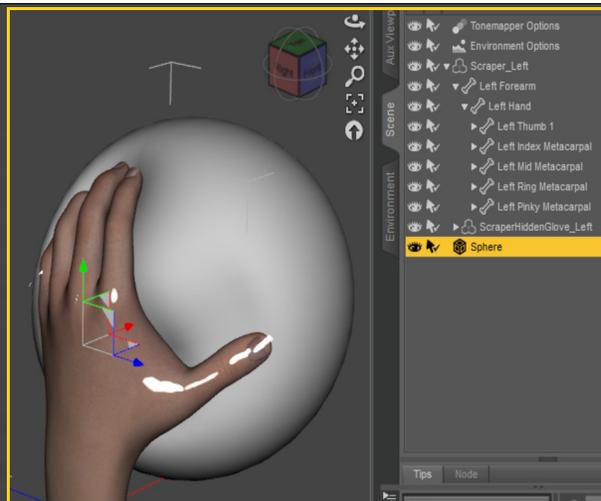


Just select the soft object to be deformed, and load the 'Set Collision Items' Script:



Only one colliding item can be selected, so if you have in your scene soft breasts colliding with two hands for example, load the paired hands instead of two separate hand figures.

If the colliding object are the '*Scrapers*', select the '*Hidden Gloves*' in the script, and dial the '*Collision Fingers inflate*' morph to inflate them and avoid the fingers poking into the flesh.



You can fine-tune the results with the options included in the '*04-Collisions/Collision Options*' folder. Consider that if your computer is slow, it is better to keep the iterations low.

