

Steel Tentacle User Guide

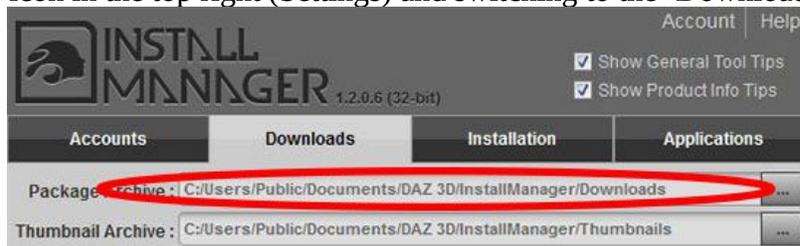


The Steel Tentacle is an AI controlled robot developed by FemTec laboratories to provide a technical solution for all tentacle fans. Its purpose is to discipline, control, fixate or humiliate females. For convenient operation of the Tentacle(s), FemTec provides an app running on a common tablet computer.

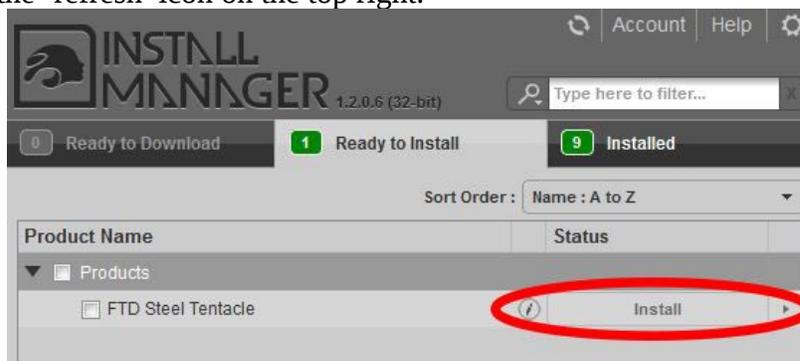
It has never been easier to teach your girls how it feels to get used by tentacles.

Installing the Product

1. Copy the content package 'CGB00061027-01_FTDSteelTentacle.zip' to the Downloads directory of the DAZ Install Manager (DIM).
Its default location on Windows is:
'C:/Users/Public/Documents/DAZ 3D/InstallManager/Downloads'
You can find your Downloads directory by opening the DIM, clicking on the little 'gear' icon in the top right (Settings) and switching to the 'Downloads' tab:



2. Open DAZ Install Manger (DIM) and select the tab 'Ready to Install'.
3. Click 'Install' next to the product name 'FTD Steel Tentacle'. If it doesn't show up click the 'refresh' icon on the top right.



4. (optional) In case of problems with this automatic installation you can do a manual installation. Check the readme document ('FTD_SteelTentacle_readme.txt') for that.

Using the Product

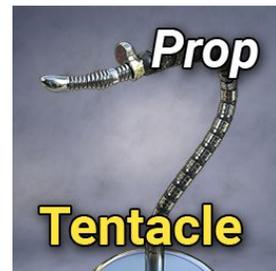
First you should find your product on the 'Smart Content' pane. Here, all of its components are presented neatly.



To load a Tentacle into the scene, double-click the scene subset: 'FTD_SteelTentacle_complete'

If it appears all red, this is because of the 'Preview Lights' function of the viewport. You can switch that off using the shortcut 'Ctrl+L'. It is useless most of the time.

The orange arrows are called 'handles'. They are posing helpers and will not appear in the render.



The following paragraphs describe how to pose and animate the Tentacle. For more detailed instructions on how to use the tools provided by DAZ Studio you can refer to the official documentation and tutorial videos: <http://docs.daz3d.com/doku.php/public/software/dazstudio/start>

Posing the Tentacle

The quickest way to learn this is watching the short tutorial video (don't worry, its very simple).

Find it on the product page: https://www.renderotica.com/store/sku/61027_Steel-Tentacle
Or in the gallery: <https://www.renderotica.com/gallery/shorturl/502030/Steel-Tentacle-Posing-Tutorial?categoryid=450>

Alternatively, here is a quick overview:

- Move, rotate and scale the handles to indicate the path that the tentacle should follow. There are many ways to transform the handles. A very quick method is to use the 'Universal Transform Tool' (Tools → Universal). Switch it to 'Use Local

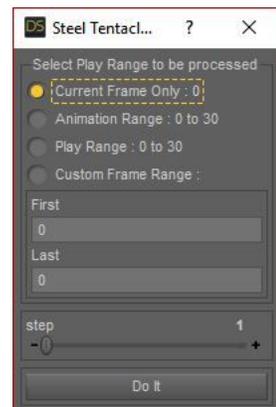
Coordinates' on the 'Tool Settings' pane. The scale of a handle tightens/widens the path curvature. (Try this out later.)

- When the handles are arranged as desired, select the Tentacle on the 'Scene' pane and double-click the script 'Align_to_Handles_currentFrame' to make it follow the path currently indicated by the handles.
- Placing the handles too close to each other can cause weird results. This is because the joints of the Tentacle are limited and cannot follow very tight curves.
- The first handle marks the starting point of the Tentacle and cannot move or rotate. Instead you can move the entire Tentacle around. It can be scaled though.
- For a more complex Tentacle path you need to use more handles. The default number is three. To get more handles use one of the 'create_handles...' scripts. This will delete the current handles and create new ones at default positions.
- It is also possible to duplicate a handle and label it correctly. To do this, select one handle on the 'Scene' pane and select 'Edit → Duplicate → Duplicate Node Hierarchies'. Increase the new handle's number ('handle_X'). The order of the handles matters. The maximum number of handles is ten, labeled 'handle_0' to 'handle_9'.
- Using this system you can make the Tentacle follow any path you want. It just requires a little practice.



Animating the Tentacle

- To animate the Tentacle you should animate the handles first. Use the 'Timeline' pane to select the active frame then arrange the handles as usual. This will automatically place keyframes for the handles. Verify that by clicking the play button on the 'Timeline' pane. The handles should move around.
- When happy with the animation of the handles, select the Tentacle on the 'Scene' pane and double-click the script 'Align_to_Handles_playrange'. A pop-up window opens. This is used to transfer the animation of the handles to the tentacle. It is just provided for convenience. Calling 'Align_to_Handles_currentFrame' multiple times for different active frames does exactly the same.
- On this GUI you can select the range of frames for the script to work on. You can process the 'Current Frame Only', the entire 'Animation Range', the 'Play Range' set on the 'Timeline' pane or enter a custom range of frames here.



- The 'step' controls the interval of frames that the script processes, meaning it works on every second or every third frame and so on. Typically the value is set to one, meaning every frame is processed. For long animations it can be useful to enter numbers larger than one. In that case, the animation of the Tentacle will be less precise but the script will execute faster.
- When you are happy with the settings click 'Do It'. The script will create keyframes for the bones of the tentacle. To verify that, play the animation.

Changing the appearance of the Tentacle

A number of scripts are provided to help change the Tentacles appearance:

- Switch the laser On/Off.



- Switch the electrical sparks On/Off.



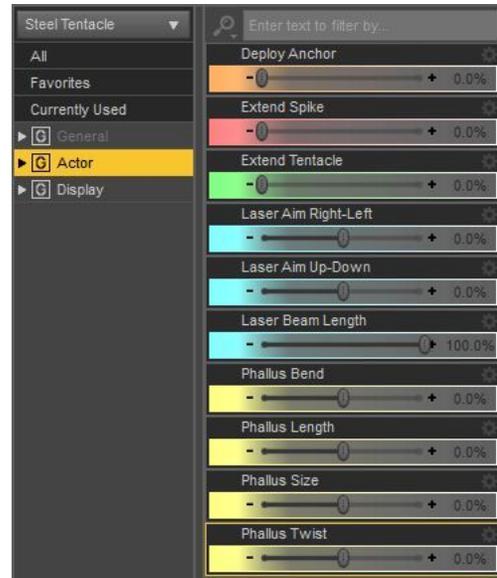
- Hide or show the handles. They can sometimes be distracting when you don't need them. On the render they will not be visible anyway.



ERC Properties of the Tentacle

The Tentacle offers a number of ERC properties. To find them, select the Tentacle on the 'Scene' pane, then select 'Actor' on the 'Parameters' pane. Here you can:

- Change the length of the Tentacle with 'Extend Tentacle'. This way it can reach further. After changing the length, you have to call one of the 'align' scripts again. This property helps a lot when posing the Tentacle.
- Change the shape and orientation of the 'Phallus' head: 'Phallus Bend', 'Phallus Length', 'Phallus Size' and 'Phallus Twist'.
- Target the laser beam at something: 'Laser Aim Right-Left', 'Laser Aim Up-Down' and 'Laser Beam Length'.
- Deploy the 'Anchor' or the little spike on the tip: 'Deploy Anchor' and 'Extend Spike'.



Morph for Genesis 8 Female

One morph for G8F is included. It shapes the thighs to indicate pressure applied by the 'Phallus' head when her pussy is being penetrated. This looks more realistic and avoids poke-through. But it has to be adjusted manually (if needed at all).

To find it:

- Select a G8F based character on the 'Scene' pane.
- On the 'Parameters' pane, go to: Actor → Legs → FTD.
- It is labeled: 'FTD Steel Tentacle Thighs Shape'.

The Tablet Computer

The Tablet can be loaded as a simple prop. Use that when it should lie around in the scene somewhere.

There are also wearable presets for G8M and G8F, each for the left and right hand. These place the tablet correctly positioned and parented to the hand bone so it moves with the character. They also pose the character in a way that he or she will appear to be using the tablet.



There are four material presets for the Tablet representing different states of the screen: Screen off or showing the FemTec controller app on tab 1, tab 2 or tab 3.

