

BREASTACULAR G8F

~~Tutorial~~

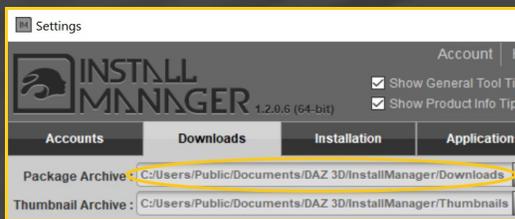
1 - What is Breastacular for G8F?

Breastacular is a posable graft genitalia that will blend with Genesis 8 Female default figure. It comes complete with morphs and collision tools.

2 - How to install it? [two possibilities]

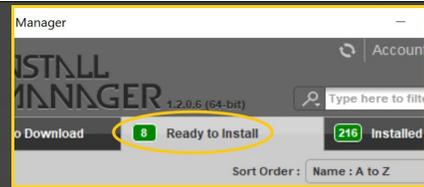
A - Using DAZ Installation Manager

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



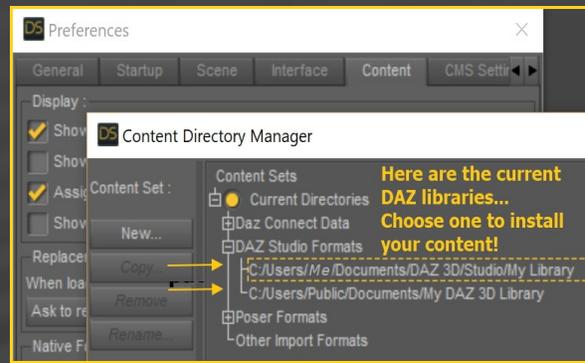
– Copy in it both the zip (do not unzip it) and the dsx files;

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

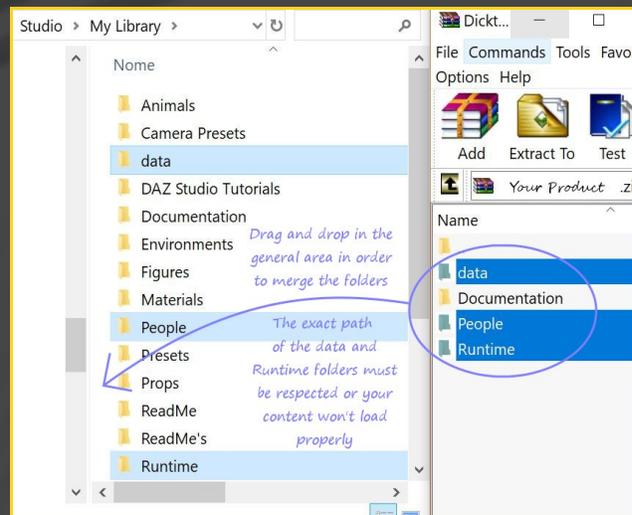


Remember that in the DIM settings, you can choose the destination library.

B – Manual procedure



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



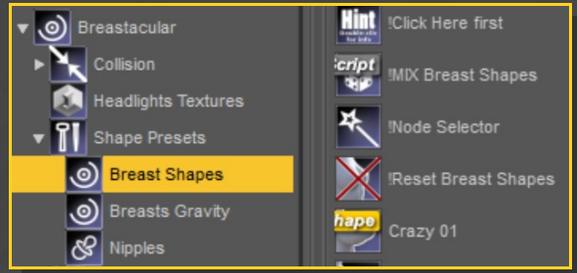
Merge the contents of the .zip file with your main DAZ folder, where your G8F content is installed. For MAC users: follow instructions here:

<http://www.renderotica.com/community/forums.aspx?g=posts&t=204659&cmsg=o&cmsn=>

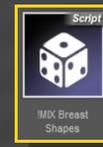
---> It is important that the **data** and **Runtime** folders are properly installed in your content library folder with the exact path provided in the zip (installing in a sub-folder is a common mistake), otherwise textures won't be found.

3 - Where is my content?

You can access to the graft and presets in your Content Library tab under People/Genesis 8 Female/Anatomy/Breastacular:



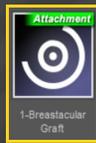
You can mix the shapes with the mixer script:



4 – Quick basic setup

Load G8F in the scene;

Load Breastacular on it;



Load the Material Copy script.



You can also dial the morphs in the Parameters tab under Genesis 8

Female/Actor/Chest/Breastacular. You can dial "BL_" in the text filter to quickly access the morphs:

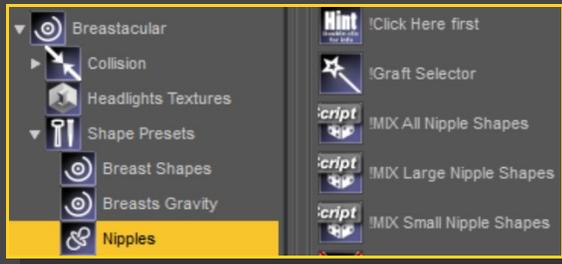


5 – Breast shapes

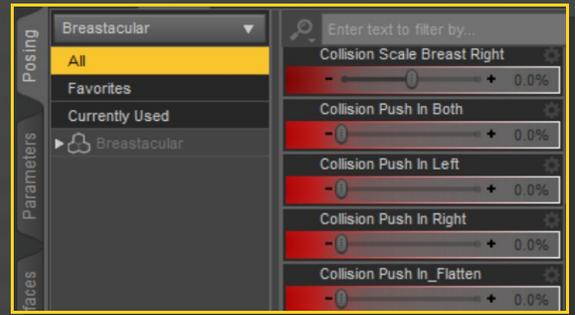
The breast shapes are to be loaded on G8F. Select G8F, and load on it a preset from the People/Genesis 8 Female/Anatomy/Breastacular/Shape Presets/Breast Shapes folder.

6 – Nipple shapes

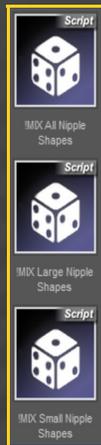
Select Breastacular and load a preset from the People/Genesis 8 Female/Anatomy/Breastacular/Shape Presets/Nipple folder.



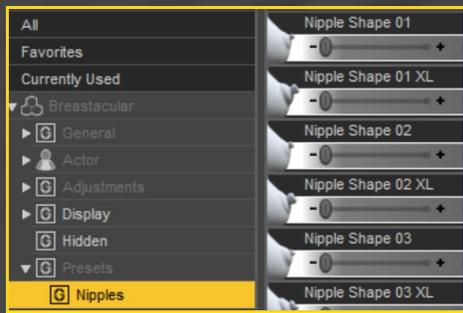
You can mix the shapes with the mixer scripts:



Select G8F or Breastacular and load the 'Set collision items' script. Select the colliding object and accept.



You can dial and mix the nipples morphs in the parameters tab:



7 – Collisions

First, pose and morph the breasts to the closest shape you are needing. You can use the many collision morphs for that, included both in the Parameters and Pose tabs:

In order to collide with G8F own hands, arms and legs, you will have to use the provided invisible gloves and use them as colliding objects.



You can quickly set up collision options with the presets included in the People/Genesis 8 Female/Anatomy/Breastacular/Collision/Collision Option folder:



Keep iteration number low if you have a slow computer.

8 – Collisions Limitations (courtesy hints by Thunder3D)

Collision detection and smoothing are very powerful tools, but they have limits. Below are some things you will want to be aware of when using collidable objects.

1.) A smoothed object (such as Breastacular) can only have ONE object set as its collision object. This is why we have included invisible single and double glove options as well as a combined double glove and stockings option.

2.) G8Fs hands cannot collide with her own breasts because it's all one object. Also, a

figure cannot be set to collide with its' own geograft, or the geograft mesh will separate from the parent figure. Simply applying a pair of invisible gloves causes the hands inside them to be "sucked" outward to the inside of the glove, giving G8F sausage fingers. :(

The answer to this problem was to create something completely new! Breastacular geografted breasts and shoulder length invisible gloves allow the character to easily collide with her own breasts so she can squeeze, smosh and push them more naturally!

3.) For Breastacular collision with any other surface like a wall, floor or a 2nd figure, simply set that object as the collision object in the provided script. Those sweater puppies will smosh up against anything :)

4.) Breastacular to Breastacular collision works but only one instance of Breastacular at a time will deform. You cannot have 2 collidable objects smoothing into each other!

This also includes the parent figure attached to the collision object!

Additionally, the same rules above apply for any collidable geografts, both having a smoothing modifier and collision enabled against each other or the parent figure.

5.) Collision will only morph an object as deeply as the object being pushed against it.

This basically means, if you Push a finger into Breastacular, then breastacular will deform until the finger has fully entered the original shape of the breast, then the finger will pass through the breastacular mesh.

Therefore you can get a small depression from fingers but very deep depressions from an arm, a chair, etc. Any large object will "smosh" Breastacular deeper, but the

deeper you smooch, the sharper the depression displacement and less realistic the effect. Don't try to over-do collision ;)

Multi-graft collision example scenarios:

A single figure (G8F) with 2 collision enabled grafts (Breastacular & Golden Palace) have no trouble colliding with G8M and Dicktator. You can have multiple collidables on the same figure work as long as the collision objects (G8M and Dicktator) don't have collision enabled on G8F Parent Object.

Examples:

Golden Palace set to collide with Dicktator, and Breastacular set to collide with G8M works.

Golden Palace set to collide with Dicktator, and Breastacular set to collide with G8F Invisible Stockings or Gloves works.

Golden Palace set to collide with Dicktator, and Dicktator set to collide with G8F does NOT work.

(Breaks because G8F is the parent object for GP. Technically it works but the result is horrific!)

Golden Palace set to collide with Dicktator, and Dicktator set to collide with G8F Invisible Gloves works (works because gloves are a wearable, not a graft)

You will need to experiment to find the best combinations for what you are rendering, but all the necessary tools have been provided. :)

Setting collision with large shapes may create an indentation at the top of the breasts. Change smoothing type or lower the collision weight to solve the problem.

9 – UVs

You can shrink/expand the nipples without using any morph. Just select Breastacular and load an UV preset on it:

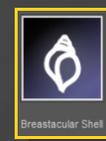


10 – Headlights textures

You can use Headlights textures on Breastacular.

All tools are in the People/Genesis 8 Female/Anatomy/Breastacular/ folder.

First, select G8F, and load Breastacular shell on it (you may also use Futalicious or Golden Palace shells if they are already loaded):



Then, Load a color preset and an UV preset to set the areola diameter. If the areola is small, use a small UV preset on Breastacular as well in order to avoid overlapping.

11 – Update v 1.2

The v1.2 update includes some additional features:

1. Added 3 push modifiers, dialable in the parameters tab. The first two are masked in the areola area, and should be used with the Areola Conical morph.

2. Added 2 Nipple presets: 20, 20 XL;

3. Added Milk Squirts. You must select Breastacular before loading them.

4. Updated all scripts to make them work if G8F is parented to a group;

-Added finger morphs to the hidden gloves to avoid poking though when colliding with breast;

-Added hidden gloves for G8M (useful for grabbing the flesh taking advantage of the fingers morphs).