

CLUSTER BOMB G8F

~~Tutorial~~

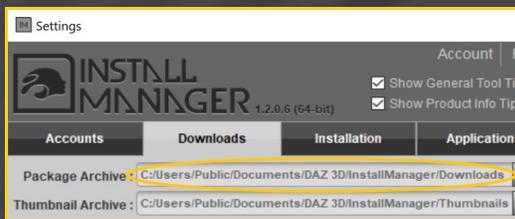
1 - What is Cluster Bomb for G8F?

Cluster Bomb is aposable 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]

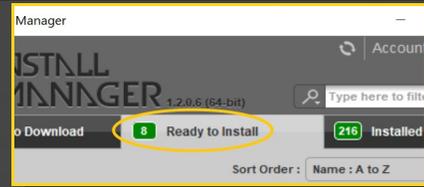
A - Using DAZ Installation Manager

– 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;

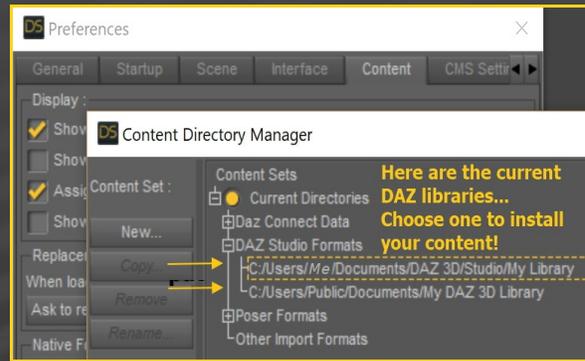
– Refresh DIM (couple of round arrows at the top), and enable the 'Ready to Install' tab. Locate the product, and click 'Install'... done!



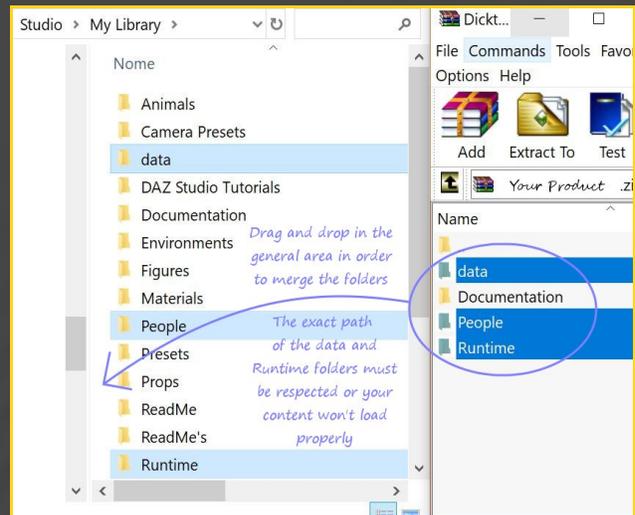
Remember that in the DIM settings, you can choose the destination library.

B – Manual procedure

For Windows users:



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.

--> 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.

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"

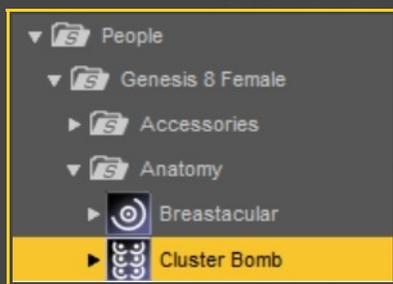
This is very, very important – if you do it will delete everything you have in any matching folders.

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.

3 - Where is my content?

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



4 – Quick basic setup

Load G8F in the scene;

Load **Cluster Bomb Graft** on it;

Load **Cluster Bomb Shell** on it;

Load **Cluster Bomb Material Copy** script.

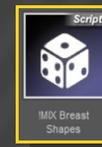


5 – Breast shapes

The breast shapes are to be dialed on G8F. Select G8F, and load on it a preset from the **People/Genesis 8 Female/Anatomy/Cluster Bomb/Shape Presets/Breast Shapes** (or Breasts Gravity) folder:



You can mix the shapes with the mixer script:



You can also dial the morphs in the Parameters tab under **Genesis 8 Female/Actor/Chest/Cluster Bomb**. You can dial "CL_" in the text filter to quickly access the morphs:



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



6 – Nipple shapes

Select Cluster Bomb in the scene and load a preset from the *People/Genesis 8 Female/Anatomy/Cluster Bomb/Shape Presets/Nipples* folder.

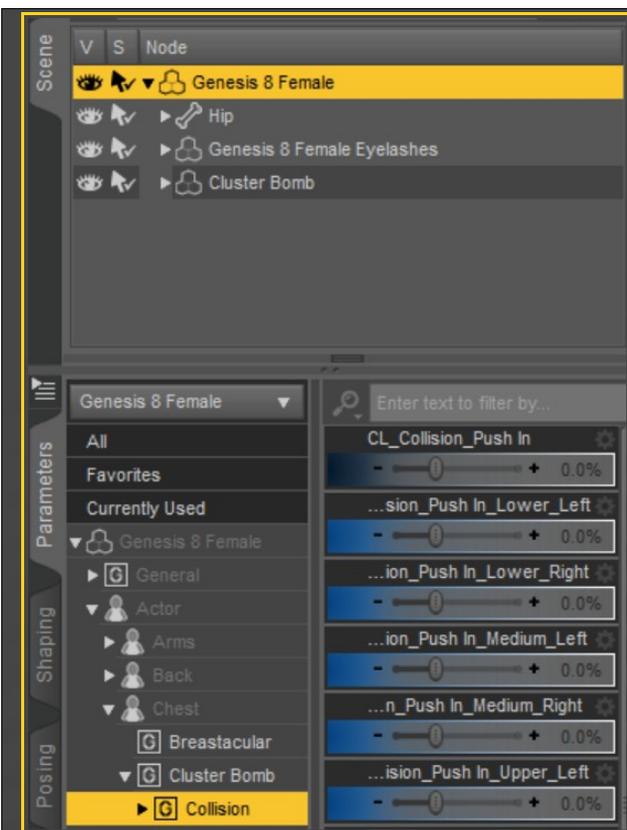


7 – Collisions

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:

You can mix the shapes with the mixer scripts:





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.

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



The gloves include morphs to thicken the fingers in order to avoid clippings.

You can quickly set up collision options with the presets included in the *People/Genesis 8 Female/Anatomy/Cluster Bomb/Collision/Collision Options* 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 Cluster Bomb) 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! Cluster Bomb geografted breasts and shoulder length invisible gloves allow the character to easily collide with her own breasts so she can

squeeze, smooch and push them more naturally!

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

4.) Cluster Bomb to Cluster Bomb/Breastacular collision works but only one instance of Cluster Bomb 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 "smooch" Cluster Bomb 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 (Cluster Bomb or 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 Cluster Bomb set to collide with G8M works.

Golden Palace set to collide with Dicktator, and Cluster Bomb 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!)

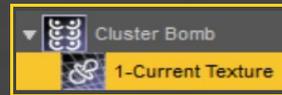
Golden Palace set to collide with Dicktator, and Dicktator set to collide with G8F Invisible Gloves works (works because gloves are a wearable, not a graft)

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 Cluster Bomb and load an UV preset on it:



10 – Headlights textures

You can use Headlights textures on Cluster Bomb, they are included. As more Headlight textures are planned, this may be interesting when they will be released.

All tools are in the **People/Genesis 8 Female/Anatomy/Cluster Bomb/ New Textures** folder:



First, select Cluster Bomb shell (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 Cluster Bomb as well in order to avoid overlapping.

10 – Navel Removal

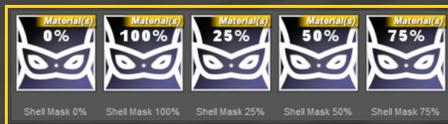
The current figure's torso texture is copied and mapped on Cluster Bomb. You can decide to keep the navel or to remove it.

First, under **Cluster Bomb/3-Navel Setup** two options allow you keep it to its standard size

or to map is as a tiny spot:



Then, you can decide to mask the spot with a patch mapped on the shell. It may not have the exact tone of the surrounding skin because of translucency. You can adjust the transparency of the patch under **Cluster Bomb/3-Navel Setup/Shell mask**:



11- Milk squirts

Milk squirts are included for all six nipples. Just select Cluster Bomb and load the squirt(s) you need. They include several adjustment morphs that can be dialed in the parameters tab.



12- V2 update

- All morphs&presets are splitted tit by tit;
- Each tit has its own material zone: materials can be injected tit by tit;
- Added support for pregnant FBM.

If you have the previous version of Cluster Bomb installed, and are not interested of keeping it working, I suggest deleting this folder in order to remove useless parameters on G8F:

**data/DAZ 3D/Genesis
8/Female/Morphs/Meipex/ClusterBomb**

...and only keep this one:

**data/DAZ 3D/Genesis
8/Female/Morphs/Meipex/ClusterBombv2**