

Fender Blender for G9 ~~Tutorial~~

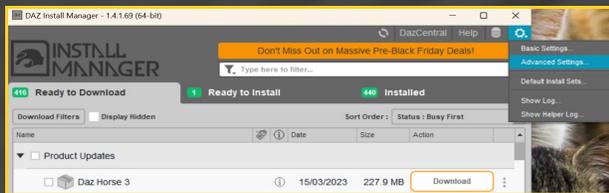
1 - What is Fender Blender for G9?

Fender Blender is a glutes graft including a set of collision tools and tattoos. It is compatible with G9 Dictator and G9 Golden Palace.

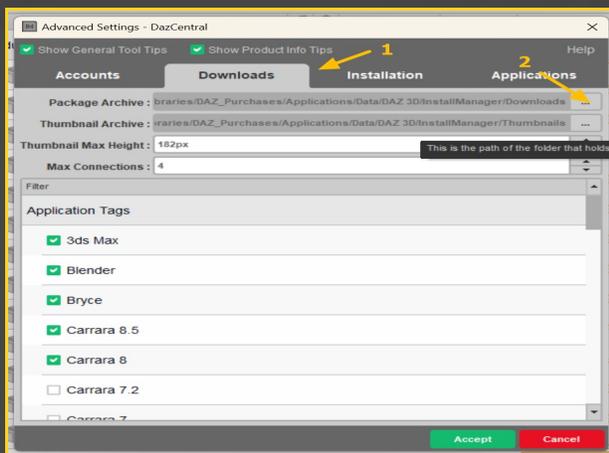
2 - How to install it? [two possibilities]

A - Using DAZ Installation Manager

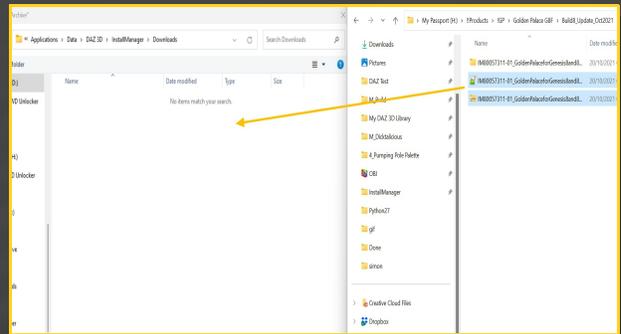
Picture 1: Open DIM, select "Advanced settings";



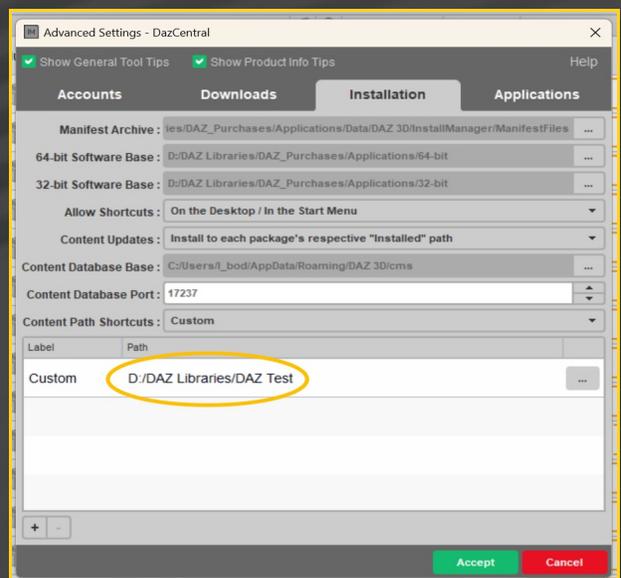
Picture 2: Check the Downloads tab (1), locate the download directory (2);



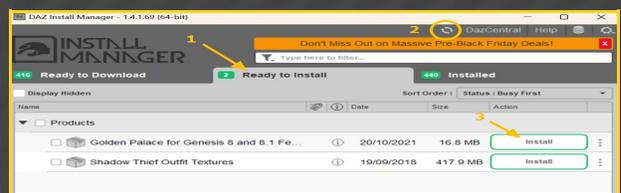
Picture 3: Browse to this very directory, drag and drop the .zip and .dsx file you downloaded from Renderotica (if you use a MAC don't click Return or Replace);



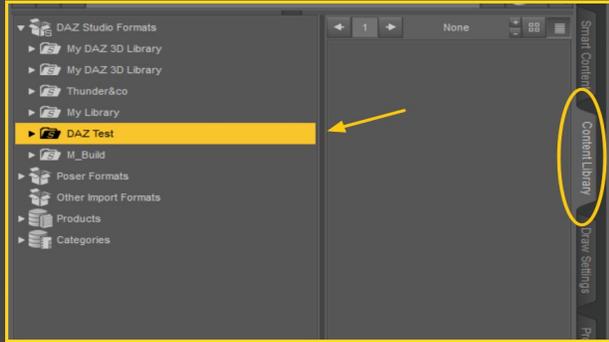
Picture 4: "Advanced settings" again, "Installation" tab, check or select your installation folder;



Picture 5: Go to the "Ready to Download" tab(1), update the list with the couple of arrows (2), click "Install" (3);



Picture 6: Open DS, locate the installation library in the "Content Library" tab.

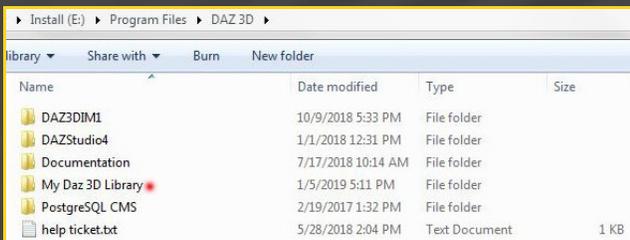


Name	Type	Compressed size	Password ...	Size
My Library	File folder			
EndUserLicense.txt	Text Document	2 KB	No	

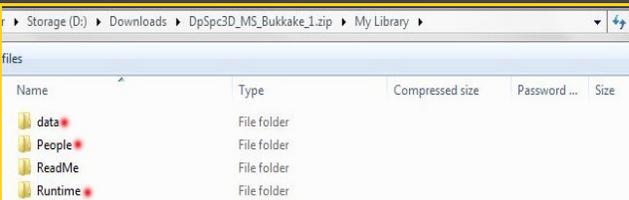
In this example, when you open the zip file you will see a folder called 'My Library'. Remember what I said about multiple Runtimes? If you just let Windows unzip this file automatically to your DAZ3D folder, you would create a multiple Runtime. DON'T. Always manually install all of your content. Sometimes this folder will be called 'Content', or 'My Daz 3D Library', though not often. Sometimes it will be the name of the product you've just downloaded. This is something that I think vendors should collaborate on, to create a more uniform zip hierarchy. It will prevent a lot of failed installs in my opinion. But, until that day comes, let's press on. Open the folder and view its contents.

B – Manual procedure

For PC users: (instructions courtesy of matt):



In your DAZ3D folder, you should see this, and not much else. The folder called 'My Daz 3D Library' is where everything will go. If you also have folders named 'My Library' or 'Content', you have multiple Runtimes and if you are a noob, you do not want that. Merge everything from multiple Runtimes into the folder called 'My Daz 3D Library'. If you do not have multiple Runtimes, we will proceed to the next step.



This is the honeypot. This is your content. In some cases, when you open the zip file this is what you see right away. Sometimes not. In any case, these are the folders you will be manually installing to your 'My Daz 3D Library' folder that we looked at earlier. You left that window open on your desktop, right? No? Dingus. Reopen it. Now, select all of the folders and drag them either all at once or one at a time to their new home, which is called 'My Daz 3D Library'. You will have prompts asking if you want to merge folders. Say Yes. If it is an update, you may have prompts asking if you want to overwrite files. Again, say Yes. Let it run its course, and that's it. You're done and your content is correctly installed.

Remember, never let Windows unzip and install the content for you. Never! Always use manual install, unless you are installing content through DIM that you've bought through DAZ, and your DIM is correctly set up. If it's not, consult the boards over at DAZ on how to do that. I know Meipe has recently started creating files to install though DIM, and I think that's a good thing, but the vast majority of what you buy here or at 'rosity will require manual install if you want it placed where it should be.

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.

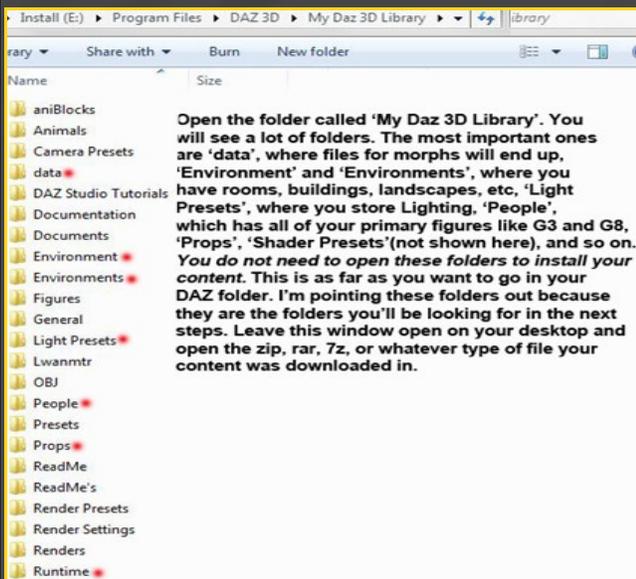
2. A dialogue will appear.

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



Open the folder called 'My Daz 3D Library'. You will see a lot of folders. The most important ones are 'data', where files for morphs will end up, 'Environment' and 'Environments', where you have rooms, buildings, landscapes, etc, 'Light Presets', where you store Lighting, 'People', which has all of your primary figures like G3 and G8, 'Props', 'Shader Presets' (not shown here), and so on. You do not need to open these folders to install your content. This is as far as you want to go in your DAZ folder. I'm pointing these folders out because they are the folders you'll be looking for in the next steps. Leave this window open on your desktop and open the zip, rar, 7z, or whatever type of file your content was downloaded in.

(alt-click on "My Library" and select "refresh" from the context menu) or restart Daz to see your new items.

--> 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 – Quick setup

You can access to the presets in your Content Library tab under **People/Genesis 9/Anatomy/Fender Blender**:



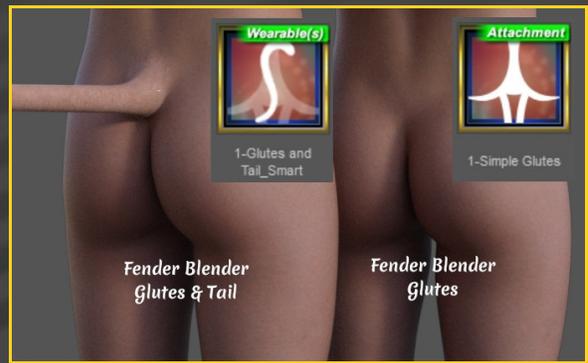
- Select Genesis 9;



- Load the **"Fender Blender_Simple"** graft if you want a simple glutes graft OR the **"Fender Blender_Tail_Smart"** wearable preset if you want glutes with a tail (the wearable loads a graft and a geometry shell for the texture);

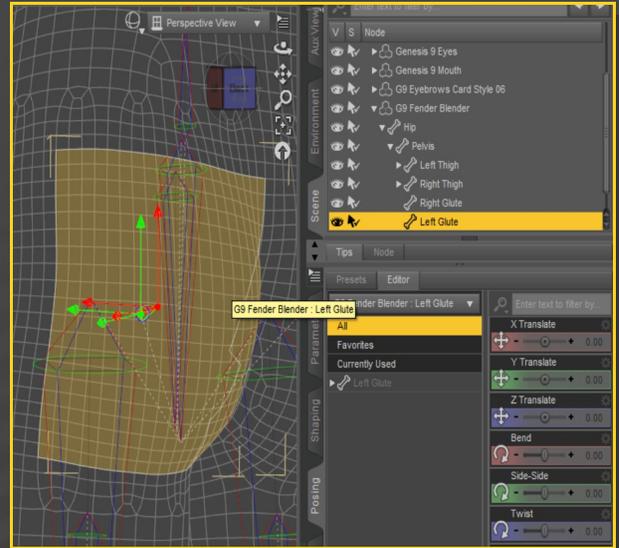


3- Load the "Fender Blender_Material Copy" script.



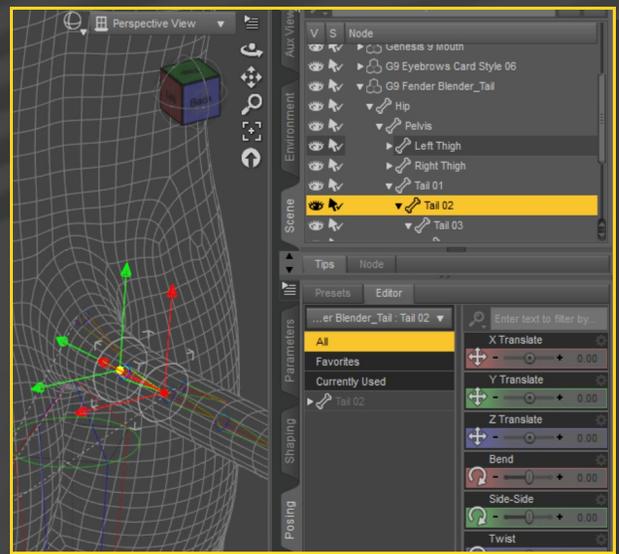
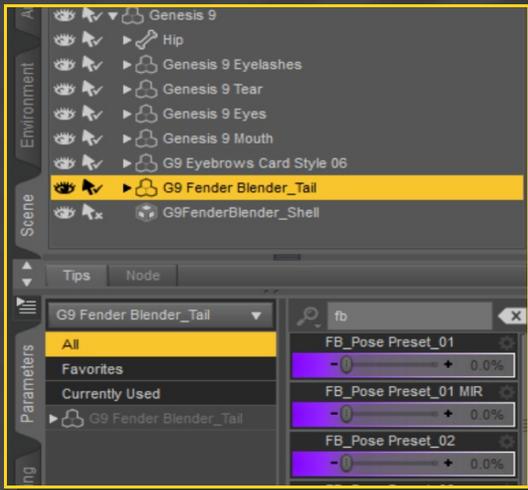
4 – Where are the morphs

Glutes morphs can be dialed in the Parameters tab, with **"Genesis 9"** selected in the scene (NOT Fender Blender!) You can quickly access to them filtering results by **"FB"**.



Tail morphs and presets can be dialed in the Parameters tab, with the "Fender Blender_Tail" graft selected in the scene:

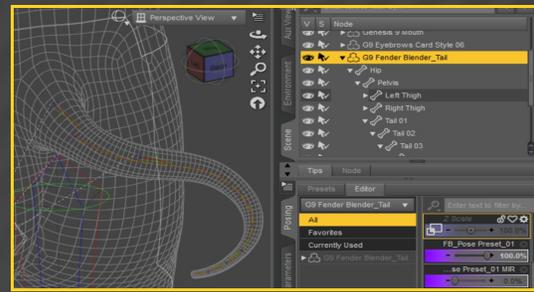
The tail is fully rigged and posable:



For a quick tail setup, use the dials in the "Posing" tab:

5 – Extra bones

Fender Blender comes with extra bones for the glutes. You can translate and pose them:



6 – Shell fix

If you load several grafts or several geometry shells on a figure, white surfaces will show in front of the grafts.

In order to solve the problem, select the shells in the scene tab and load the '**Shell fix**' script to remove the white color on Fender Blender. Omni from the Renderotica community wrote a script of his own (supporting 4-Layer Uber PBR MDL shader and multiple shells selected as once), you can choose to use it as well:



7 – Collisions and morphs

Check the collisions tutorial! You can find it here:

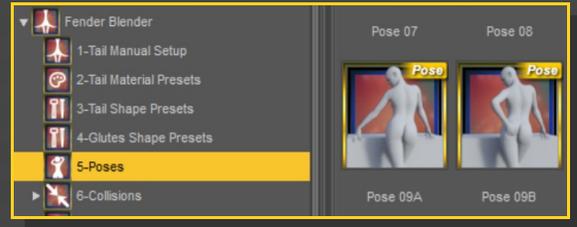


6 – Bonus Poses

- If you want to set up collisions, load Hidden Gloves/Feet and set Fender Blender to collide with them;

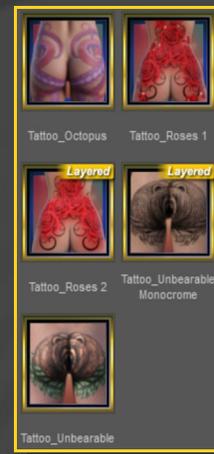
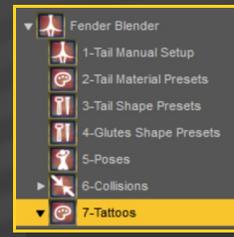
- With G9 selected, load any of the poses. Some poses dial several glutes morphs as well. They have been built with the base

feminine shape, you may have to slightly change the hands poses.



7 – Bonus tatoos

Select G9 and load the tattoo LIE preset;



Load the Material Copy script to copy it on Fender Blender.

If you use the Fender Blender tail, load on it the matching fix to adapt the tail transparency map:

