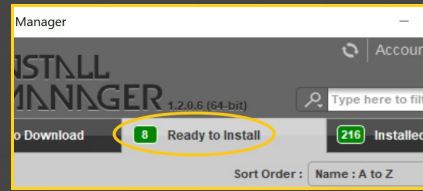


GOLDEN PALACE G3F

GENITALIA

~~Mini-tutorial~~

- Locate the product, and click 'Install'... done!



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

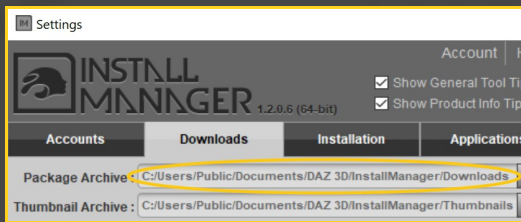
1- What is Golden Palace for G3F?

Golden Palace is a posable graft genitalia that will blend with Genesis 3 Female default figure. It comes complete with pussy and anus.

2 - How to install it? [two possibilities]

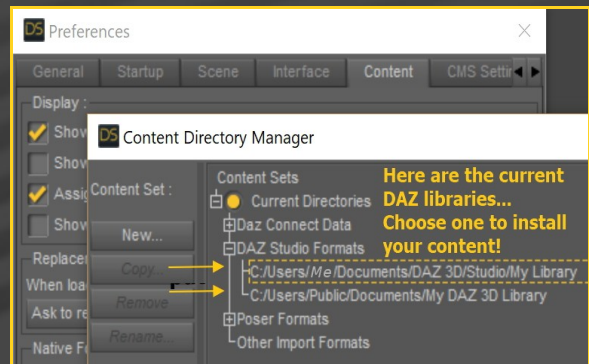
A - Using DAZ Installation Manager

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

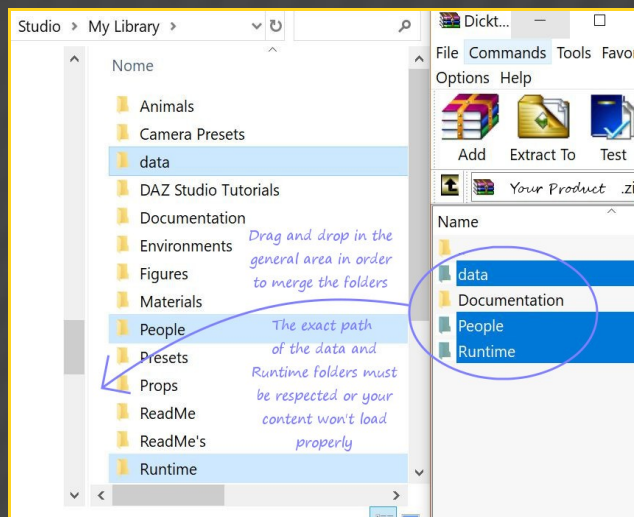


- Copy in it both the zip (do not unzip it) and the dsx files;
- Refresh DIM (couple of round arrows at the top), and enable the 'Ready to Install' tab.

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 content is installed. For MAC users: follow instructions here:

<http://www.renderotica.com/community/forums.aspx?g=posts&t=204659&cmsg=0&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.



4 - How to set up Golden Palace

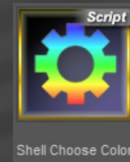
- Load G3F in the scene, and with it selected, load '**1_Golden Palace**', '**2_Golden Palace Shell**', '**3_Golden Palace Material Copy**':



5 - Options

- With the '**Golden Palace Shell**' selected in the scene tab (it can't be selected in the viewport), you can:

1. Load an anus texture preset or the colorizing script from the '**2-Texture options**' folder:



2. Load the '**Shell Fix**' script in order to solve conflicts (gray surfaces) with the eyelashes or other grafts (Headlights, etc.):

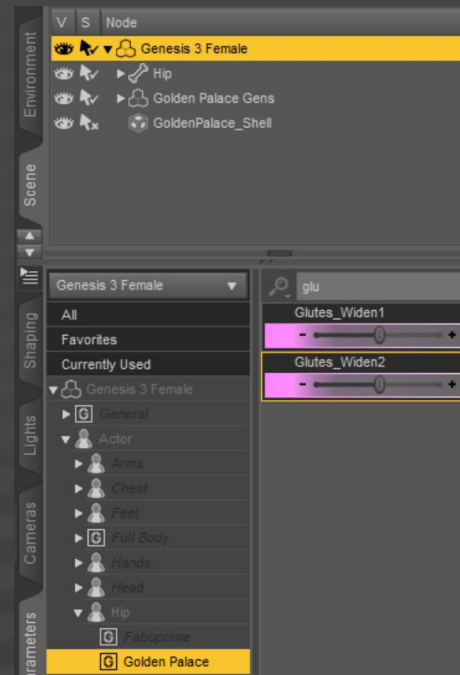
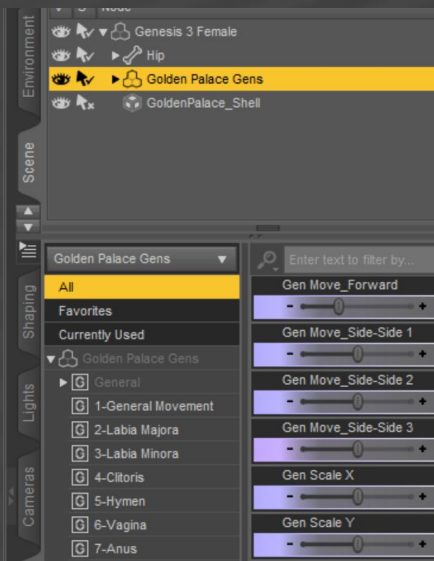


- -With the '**Golden Palace Gens**' selected in the scene, you can :

1. Add the bonus squirt from the '5-Fluids' folder:



2. Adjust the gens morphs in the Parameters tab:



6 - UV Options

Many G3F DAZ characters come with custom Uvs. Golden Palace supports default G3F and Victoria 7 UVs. More UV sets are available in the expansion pack:



There are two other morphs in the parameters tab under People/Genesis 3 Female/Actor/Hip/Golden Palace. They can be tweaked manually or dialed using the presets included in the '3-Basic Shaping Presets G3F' folder:



The Material Copy script won't set the correct UV set for you. Select '**Golden Palace Gens**' in the scene, and the UV set you need from the '1-UV Sets' folder.



7 - Troubleshooting...

There are two known DS bugs:

- Default camera light can create dark blocky shadows on the gens. Create a spotlight in the scene to deactivate it.
- The '**Material Copy**' Script correctly sets up the materials, but for some reason the specular

maps may not be uploaded to the Viewport, so it may have to be refreshed. Save your scene and reload it to force the refreshing. The bug is visible mainly with dark skin tones.

8 - About the geometry shell

The texture is applied on a geometry shell, a copy of the figure geometry, with a slight offset.

The shell has its own texturing and UVs and is blended on the edge. The graft ('one layer down') has the texturing copied from the torso. Even where it is covered by the shell, its tone has an influence on the gen color because of the translucency.

9 - About SSS Reflectance Tint

SSS reflectance Tint may create issues on grafts, if its color is not close to white. For example, for Izabella 7, after using the '**Material Copy**' script, select '**Golden Palace Gens**' in the scene, and its materials on the surface tab. In '**Base Color Effects**', choose '**Scatter&Transmit**', then set '**SSS Reflectance Tint**' color from yellow to white. At last, set '**Base Color Effects**' back to '**Scatter Only**'.