Thank you for purchasing WILD JUNGLE HAIR 4 SH_G9MaleGen.
Look for more exciting sets coming soon to Renderotica.com!

- wild Jungle 4 SH_G9MaleGen is a hair prop for the DAZ3D Genesis 9 Anatomical Elements Male.

- It fits automatically to !SledgeHammers G9 Male Gen and follows applied morphs.

- The opacity maps can be edited, so all shapes are possible.
  They can be found here:
  ...\People\Genesis 9\Anatomy\MIKE1954\WILD JUNGLE HAIR 4 SH_G9MaleGen\Regions\

You may choose between
Predefined Color - Length - Region - Style combinations as

Color:
- Blonde
- Black
- Brown
- Grey

Length:
- Longer
- Normal Length
- Scrotum Hair Normal Length
- Scrotum Hair Shorter
- Shorter

Regions:
- Bottom Hair
- Bottom no Anus Hair
- Default Hair
- Full Hair
- Less Bottom Hair
- Less Bottom no Anus Hair
- Less Default Hair
- Less Full Hair
- Less no Anus Hair
- Less Top Hair
- No Anus Hair
- Top Hair

Styles:
- Clumps
- Default
- Near
- Short
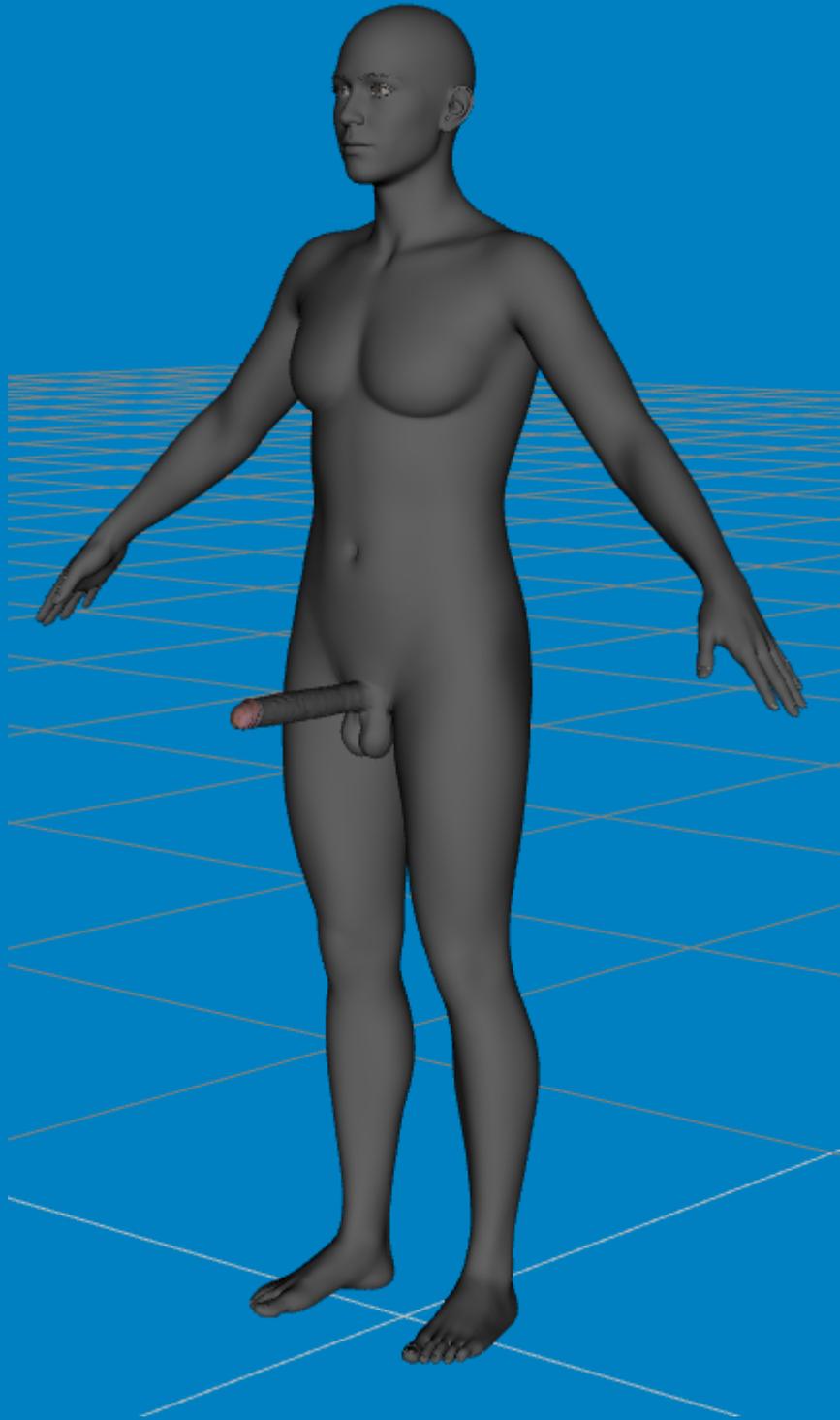- Straight

and **26 morphs** to change appearance

- Attract 1
- Attract 2
- Bend
- Clumps
- Curl
- Force Diagonal Down 1
- Force Diagonal Down 2
- Force Diagonal Up 1
- Force Diagonal Up 2
- Force X
- Force -X
- Force Y
- Force -Y
- Force Z
- Force -Z
- Gravity
- Longer
- Noise
- Random 1
- Random 2
- Scrotum Hair Shorter
- Smaller
- Thicker 1
- Thicker 2
- Turbulence
- Wiggle

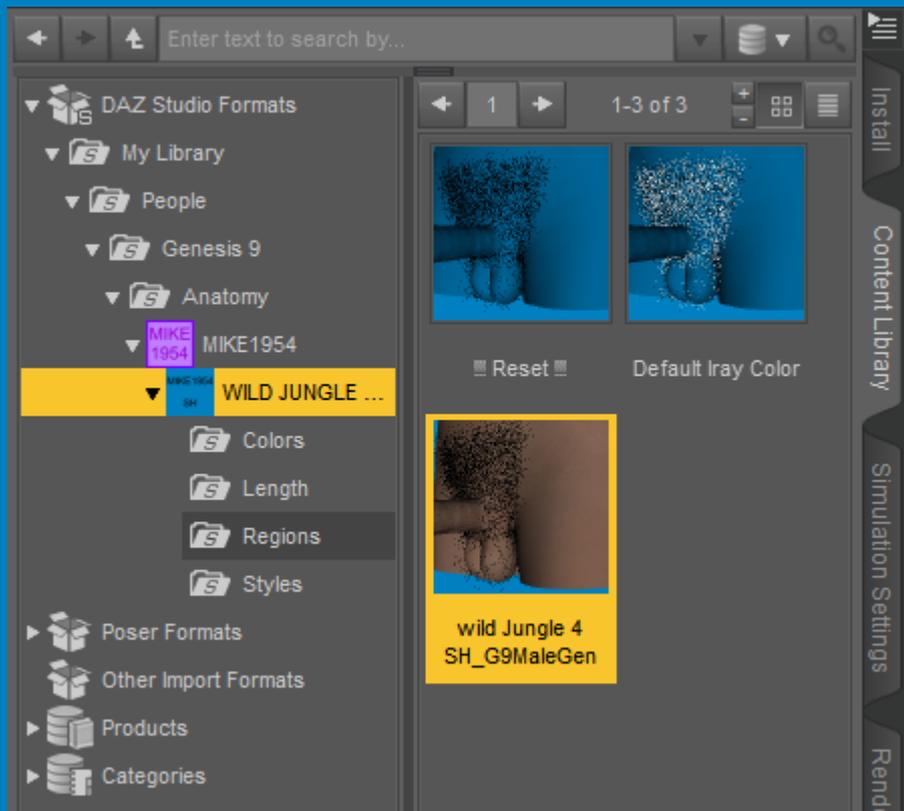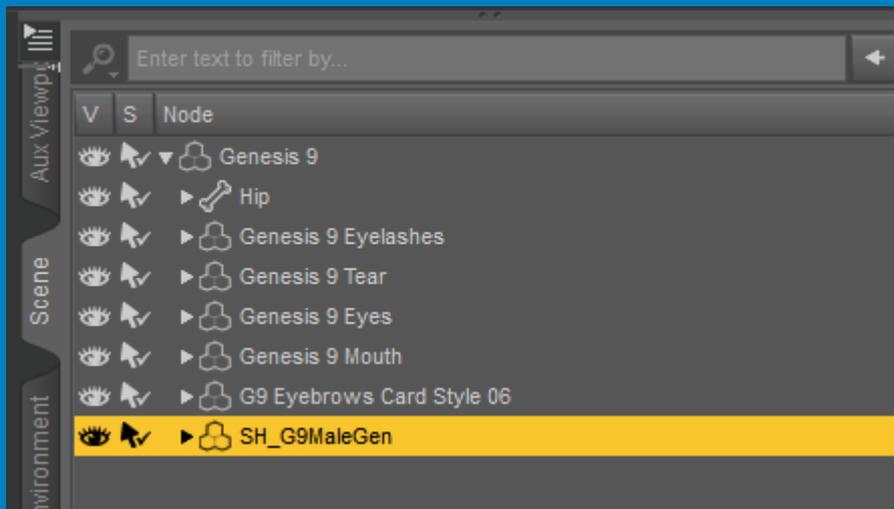Product Requirements and Compatibility:

Daz Studio 4.21 & Genesis 9

!SledgeHammers G9 Male Gen

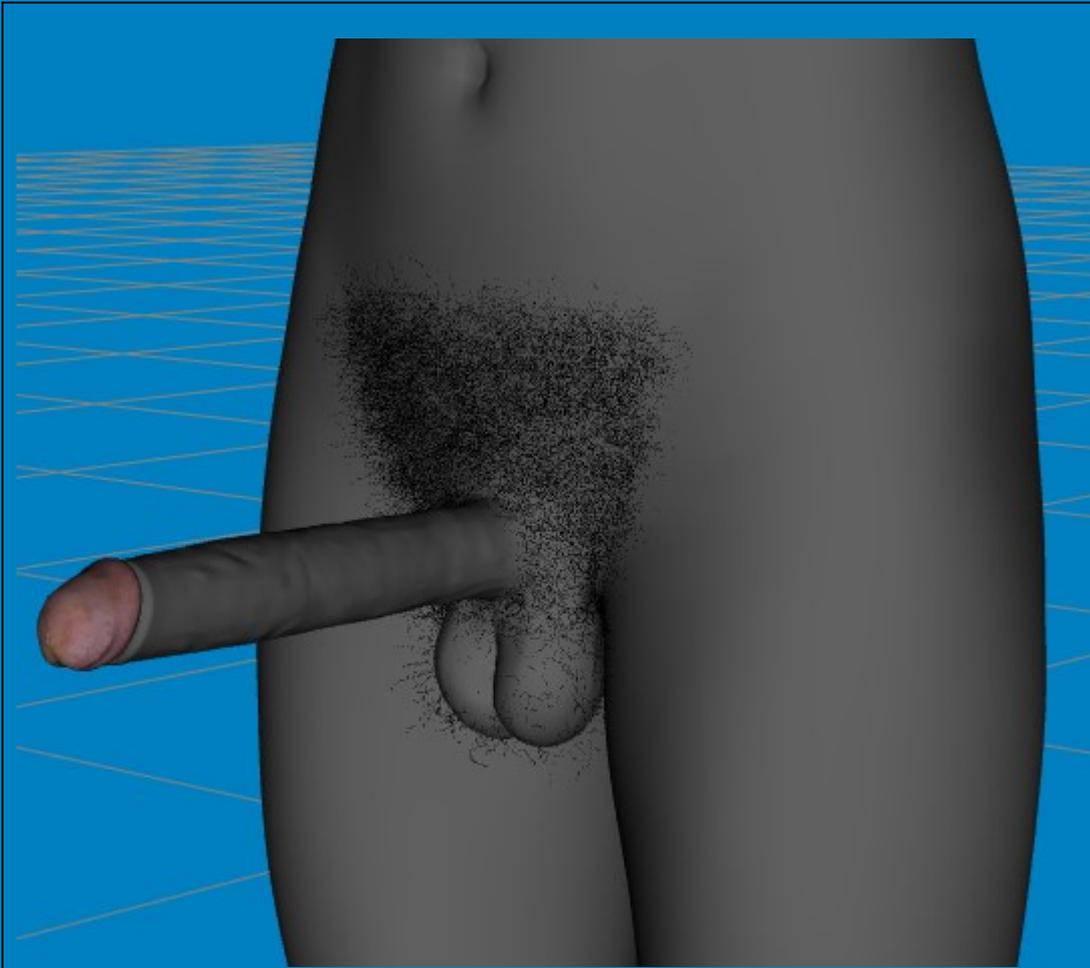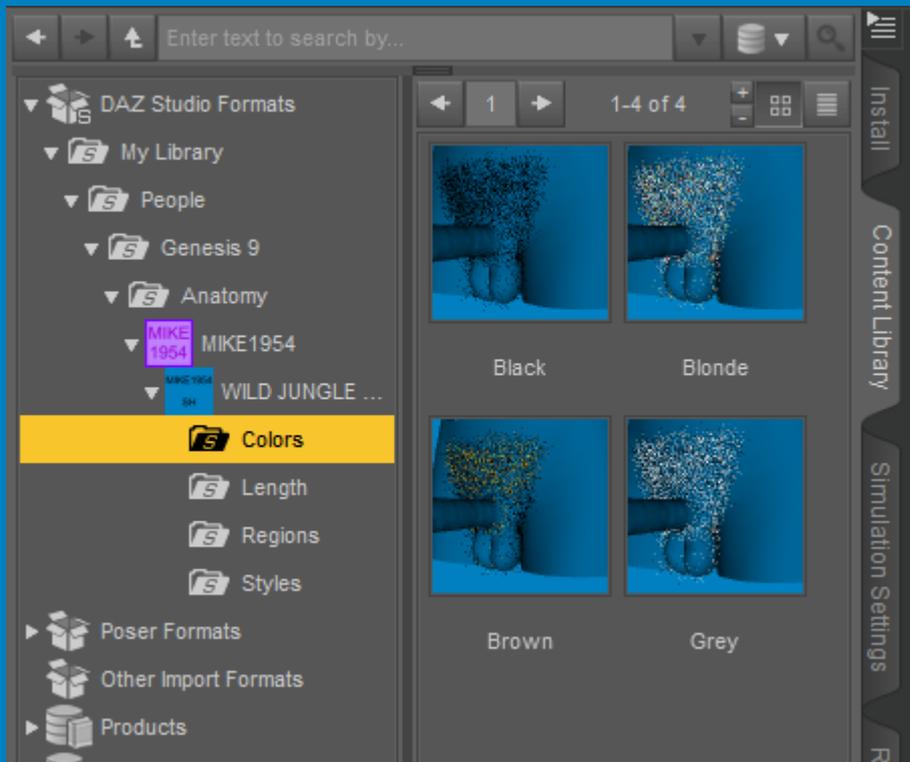Does not work in Poser

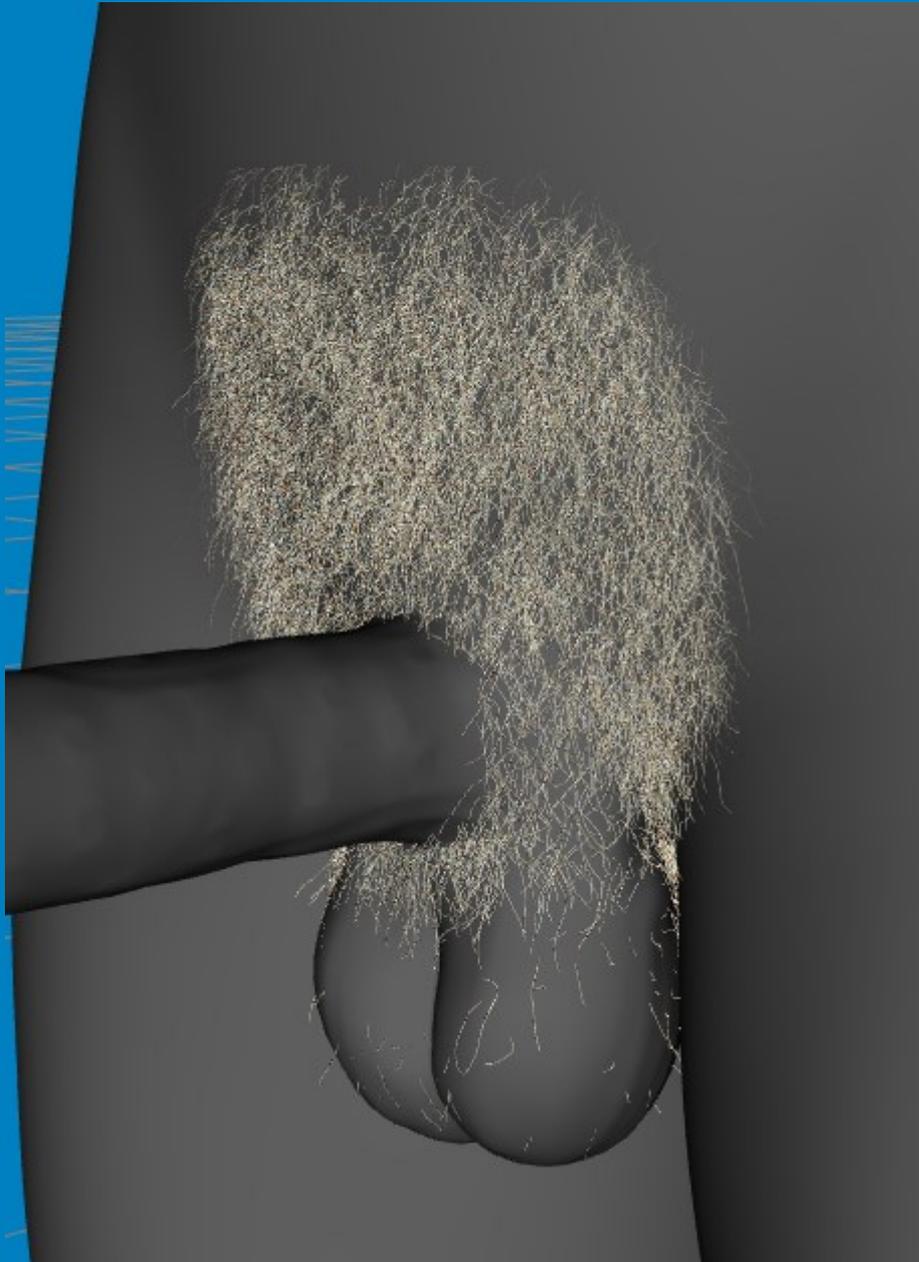Load **G9** with **!SledgeHammer G9 Male Genitalia** fitted and (if you like it) apply the **Base Masculine** morph.

Select
**!SledgeHammer
G9 Male Genitalia**
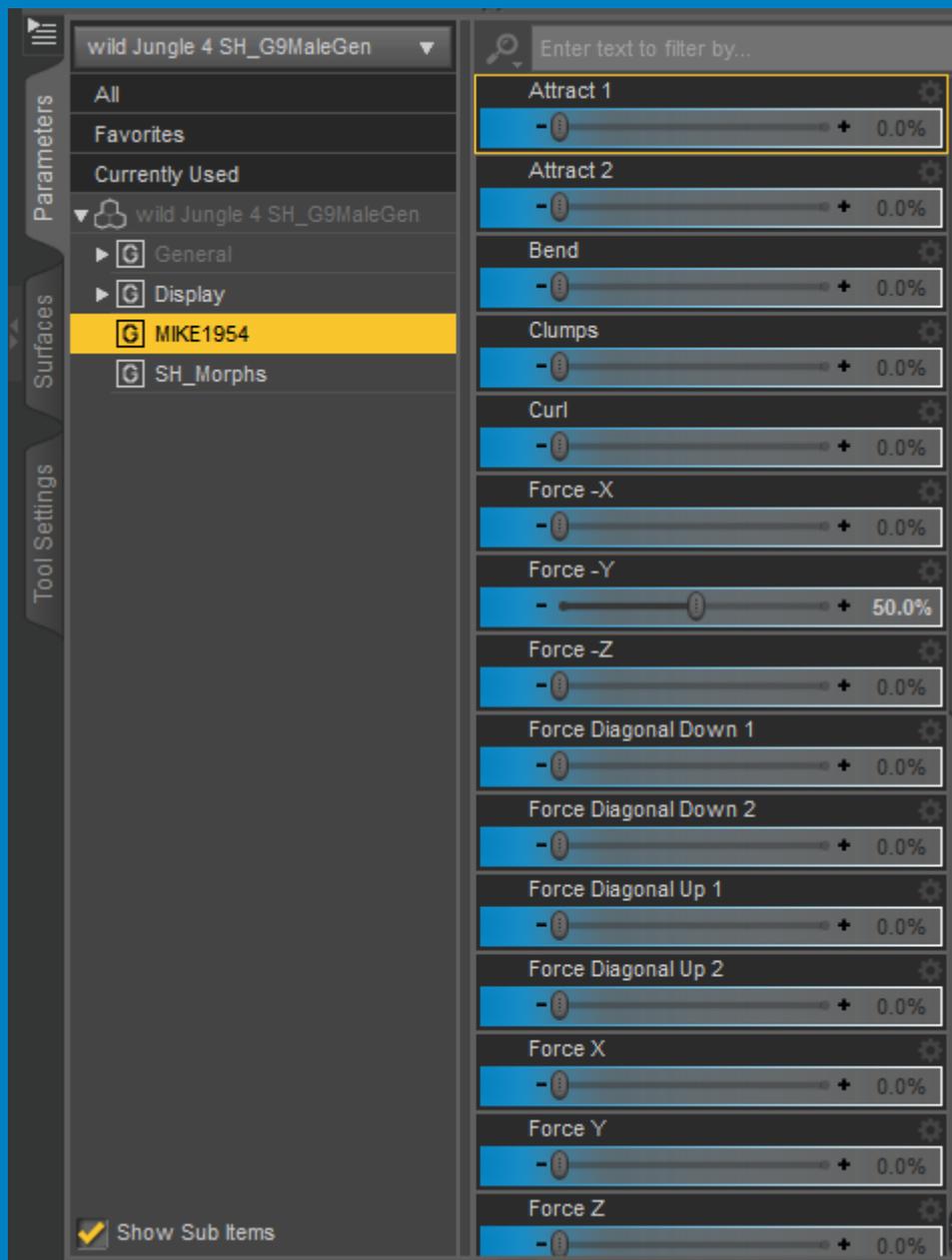and load
**MIKE1954 wild
Jungle 4
SH_G9MaleGen.**

The hair **fits automatically** to the **!SledgeHammer G9 Male Genitalia**.
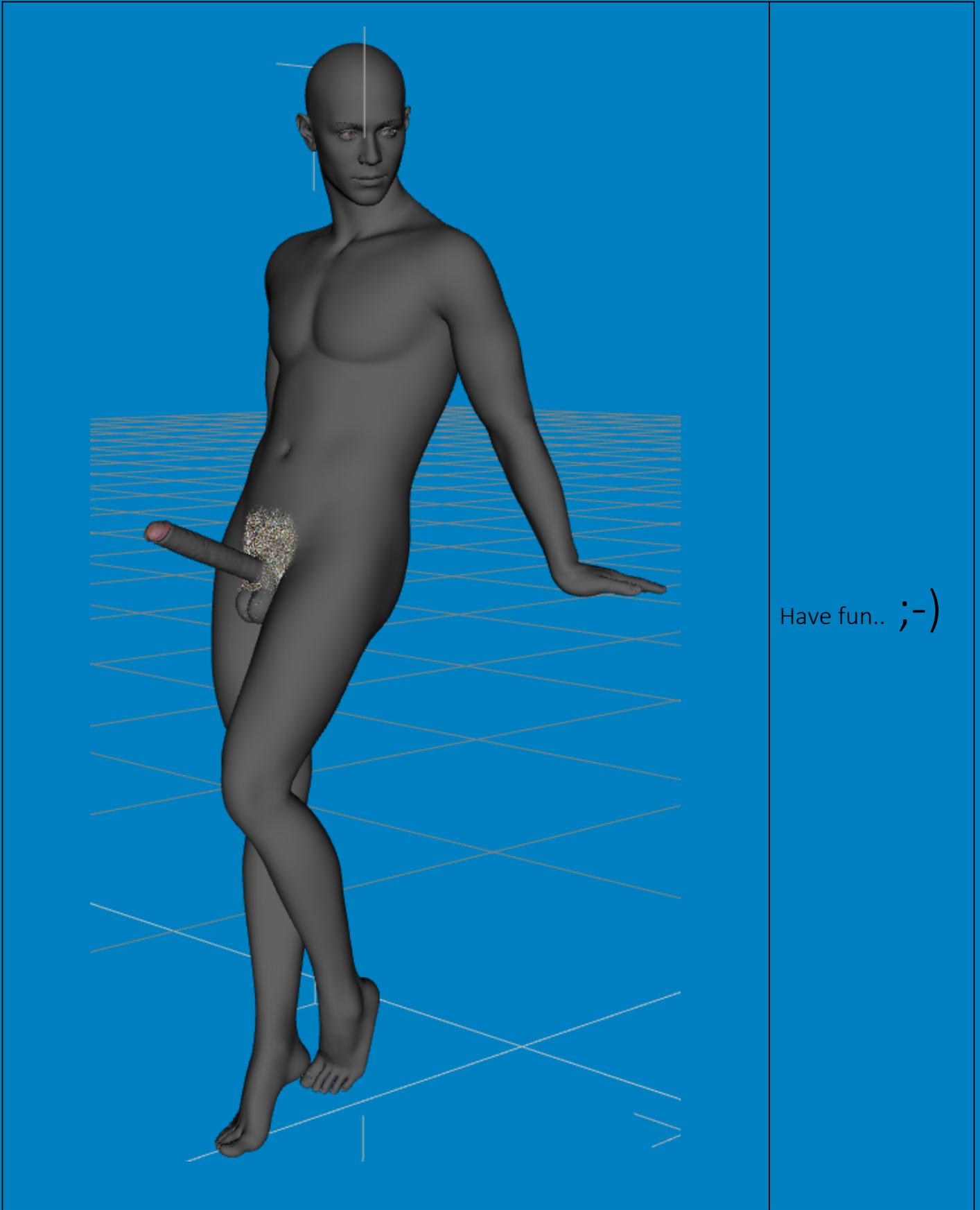Now select MIKE1954 wild Jungle 4 SH_G9MaleGen.

From the presets load a **color-length-region-style combination.**

The **color-length-region-style combination** will be applied.

Goto **Parameters - MIKE1954** and change appearance.

Have fun.. ;-)

Deformation of single hairs may be compensated in using
- Tool Settings: Geometry editor
- Select the affected hair
- Repeat Ctrl+ to select the whole hair
- Mouse Right Click
- Geometry Assignment
- Assign to Surface
- Choose **Hidden**
- Surface - **MIKE1954 wild Jungle 4 SH_G9MaleGen** - Hidden
- Set opacity to zero
- Tools: Universal