kaluma's

Female Genitals

for Genesis 9

Documentation

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Requirements

Daz Studio 4.21+ and Genesis 9 Starter Essentials

Installation

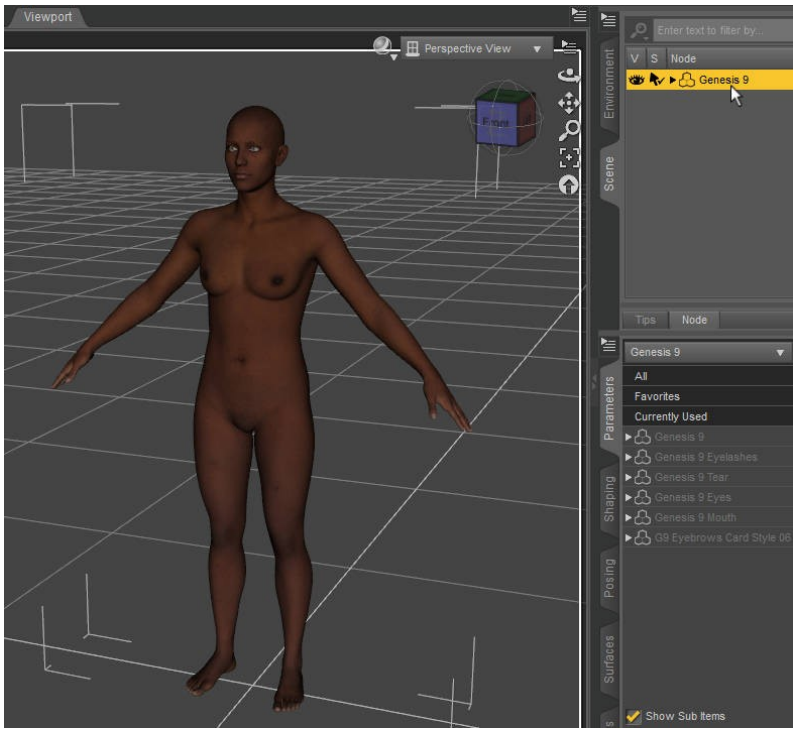
Unpack *KA00066876-01_kalumav01.zip* and copy the folders '**Runtime**', '**People**' and '**data**' into your DAZ library.
usually: U*ser/Documents/DAZ 3D/Studio/My Library*

Alternatively you can drop *KA00066876-01_kalumav01.zip* in the package archive directory of DAZ Install Manager, refresh the *Ready to install* tab and click on *Install.*

After restart/refresh you can find the content in DAZ Studio.
Content Library -> My Library -> People -> Genesis 9 -> Anatomy -> Female Genitals

Apply Female Genitals

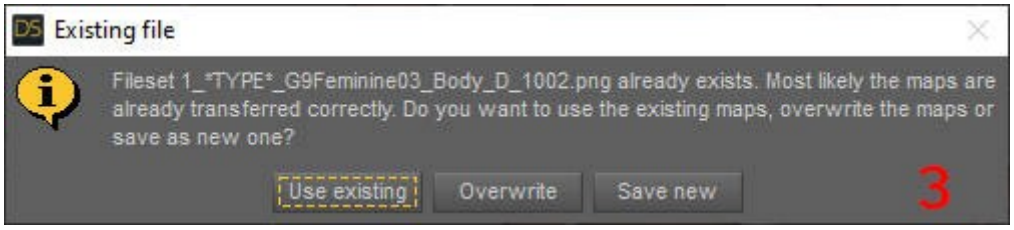
Select your **Genesis 9 figure** in the scene tab.



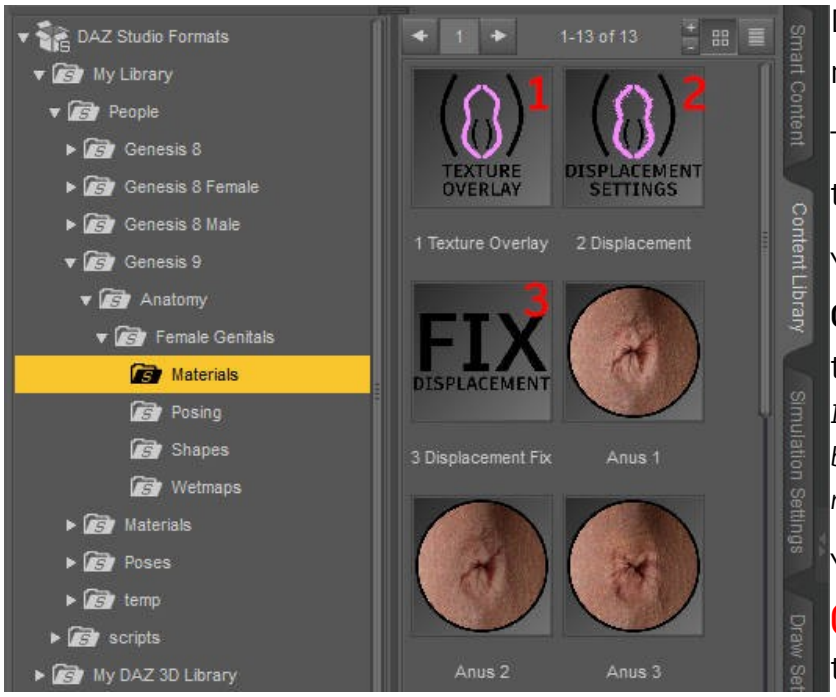
Afterwards double click **(1) Attach Female Genitals**.

To apply the material from your figure and transfer the maps, double click **(2) Copy Material**. Make sure that your G9 character has a skin applied.

This will take a while the first time for each character skin. After you did it once for a skin material, a **popup message (3)** will appear and you can use the existing maps. Choose "Overwrite" or "Save new" if there is an error with the existing maps.



Materials



Double click one of the materials to apply them.

This will take a while the first time for each character skin.

You can use **(1) Texture Overlay** to change the color of the labia minora or the anus. *Important: Most changes will only be visible in **Iray** or **PBR** draw mode.*

You can enable **(2) Displacement** and manage the settings. If there are visible seams on the transition to the torso, try **(3) Fix Displacement**. This option adds a neutral displacement map to the G9 Figure. *Important: Displacement is visible in **Iray** draw mode.*

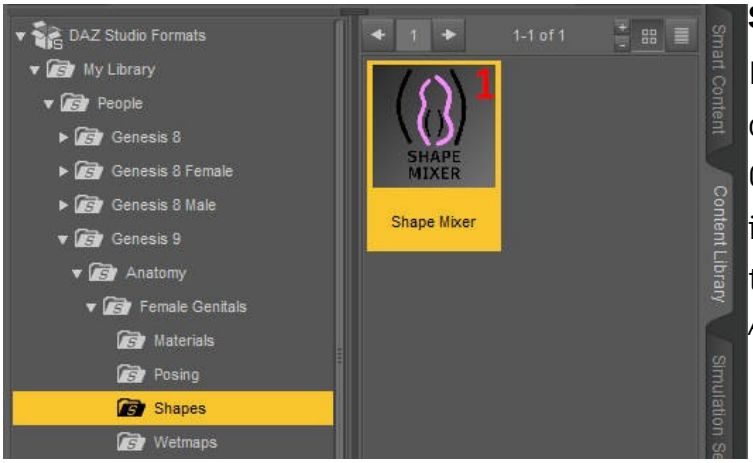
Toggle Normals

Some figures use normal maps and detail normal maps. This can cause the graft's normal map to be displayed too strong. To fix this, you can toggle the normal maps on and off.

Wetmaps

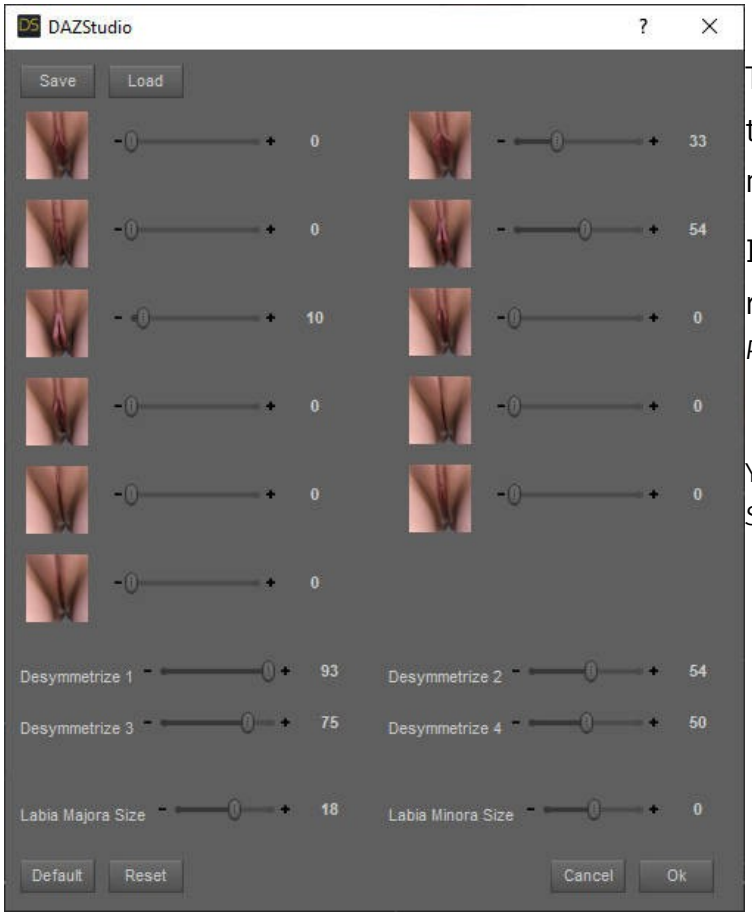
In the *Wetmaps* folder you will find different wetmap shapes for the genitals and the anus.

Shaping



Shape Mixer

Double click **(1) Shape Mixer** to quickly change the shape of Female Genitals. You can find more options if you select FemGens in the scene tab and navigate to *Parameters -> Actor*

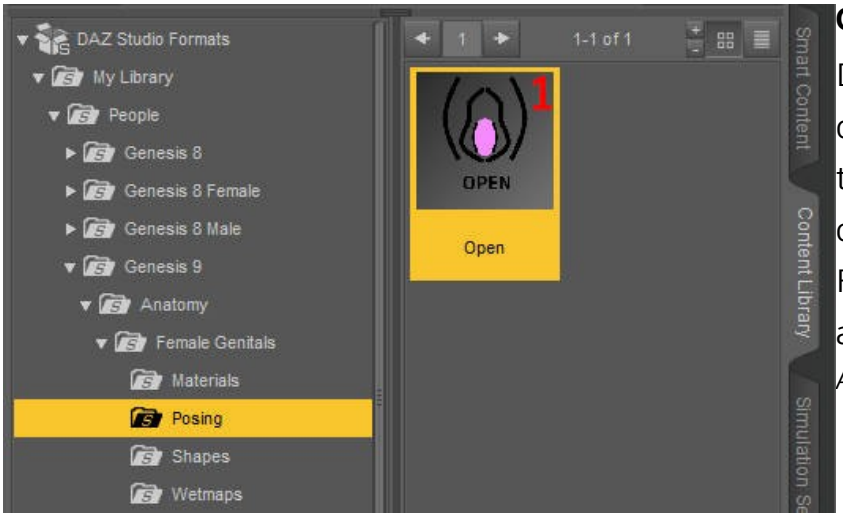


The shape mixer is designed to keep the total morph values at a maximum of 100%.

If you want to bypass this restriction use the shape morphs in *Parameters -> Actor -> Shapes -> Vulva*

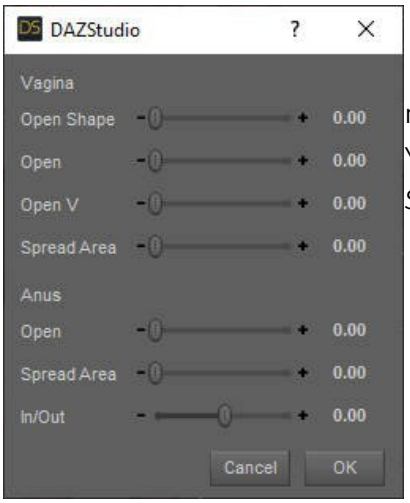
You can save and load templates with the *Save/Load* buttons on top of the window.

Posing



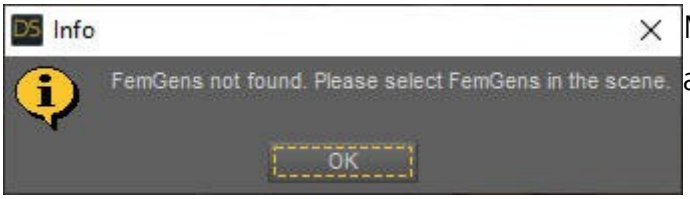
Open

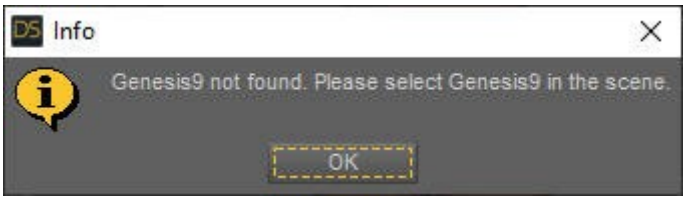
Double click **(1) Open** to quickly open the genitals and the anus. You can find more options if you select FemGens in the scene tab and navigate to *Parameters -> Actor*



Open Shape is based on the current shape of the genitals and is made for a small opening. *Open* is a generic morph for wide openings. You can adjust the vertical/horizontal ratio with *Open V*. *Spread Area* will spread the area around the genitals/anus.

Errors, Troubleshooting and Contact





Make sure a **Genesis 9** figure is selected and **Female Genitals** are applied.

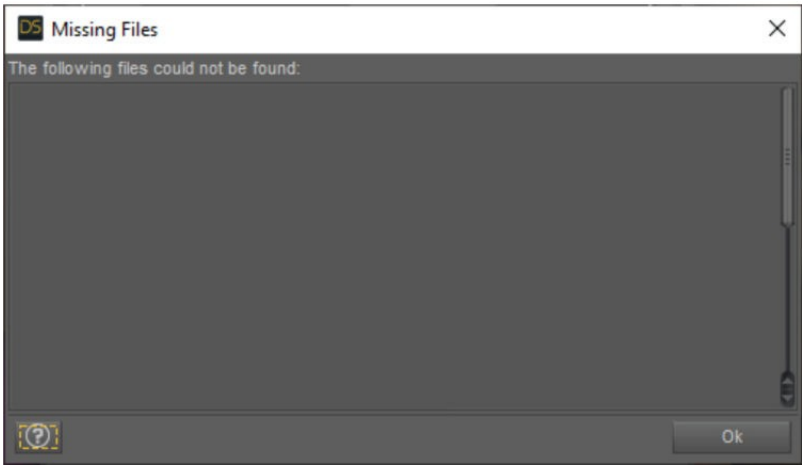
"Error while copying material. Please check the log for more details."

"Error while transfering maps. Please check the log for more details."

Make sure a Genesis 9 figure with a skin applied is selected. If this doesn't solve the error, please try to reinstall the product or send me the log file* per mail.

* Windows: *AppData -> Roaming -> DAZ 3D -> Studio4 -> log.txt*
or in DAZ Studio under *Help -> Troubleshooting -> View Log File...*

Files are missing. Please download and install again.



Contact/Support: *kalamanko@gmx.net*

Thank you!