kaluma's
High Resolution Physics Breasts
for Genesis 8/8.1 Female

Documentation

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Requirements

Daz Studio 4.+ and Genesis 8 Starter Essentials

Installation

Copy the folders '**Runtime**', '**People**' and '**data**' to your Daz library.
usually: *User/Documents/DAZ 3D/Studio/My Library*

After restart/refresh you can find the content in DAZ Studio.
Content Library -> My Library -> People -> Genesis 8 Female -> Anatomy -> Physics HighRes Breasts
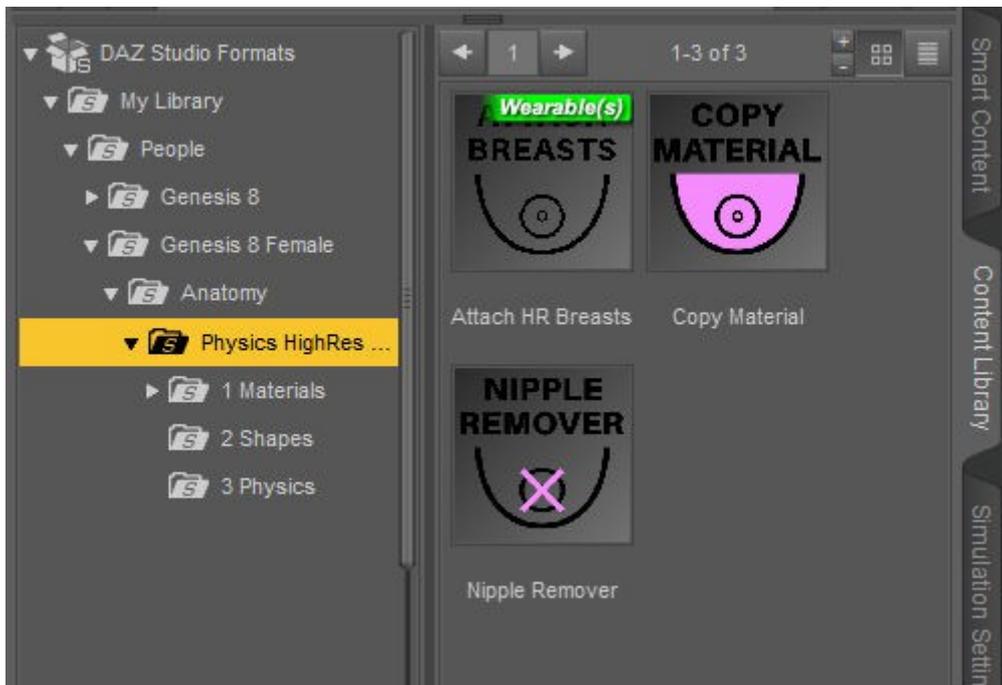
Apply HR Physics Breasts

Select your **Genesis 8(.1) figure** in the scene tab.
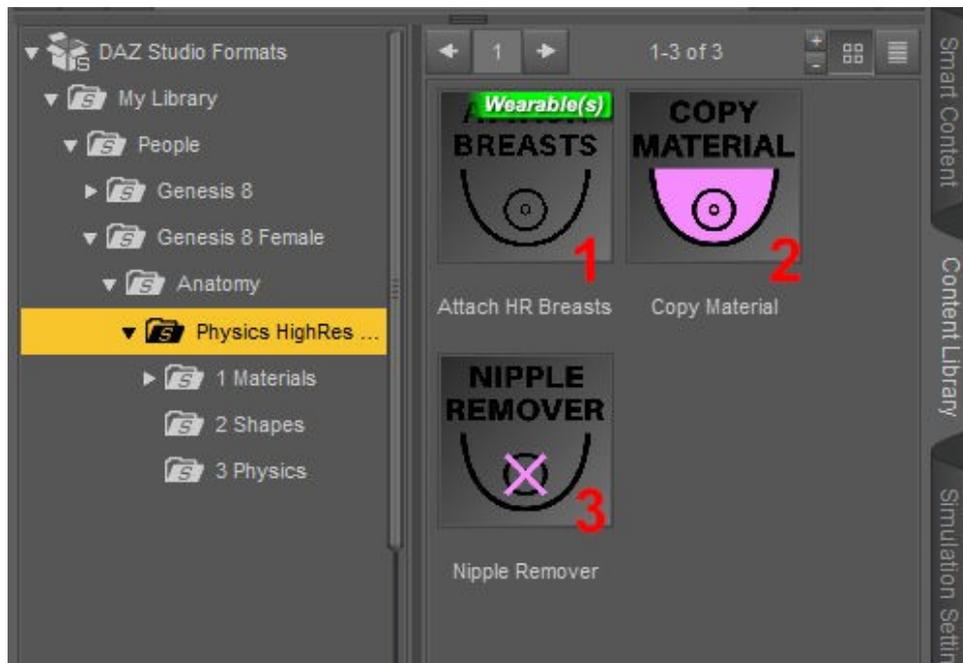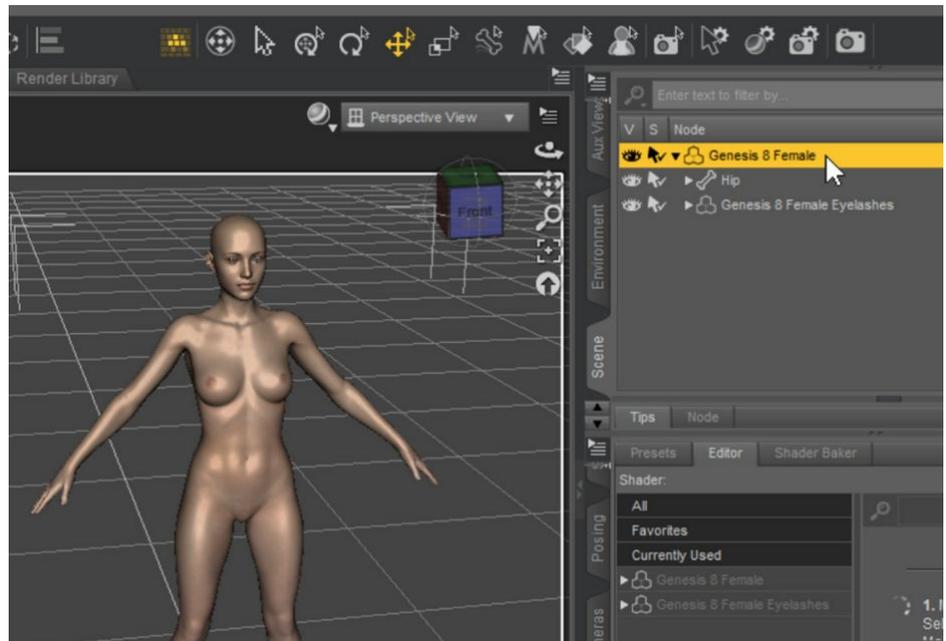
Afterwards double click **(1) Attach HR Breasts**.

To apply the material from your figure, double click **(2) Copy Material**.

If you want to remove the figure's original nipples, double click **(3) Nipple Remover**. *Important: This will only work if you applied **(2) Copy Material** before!*

Materials
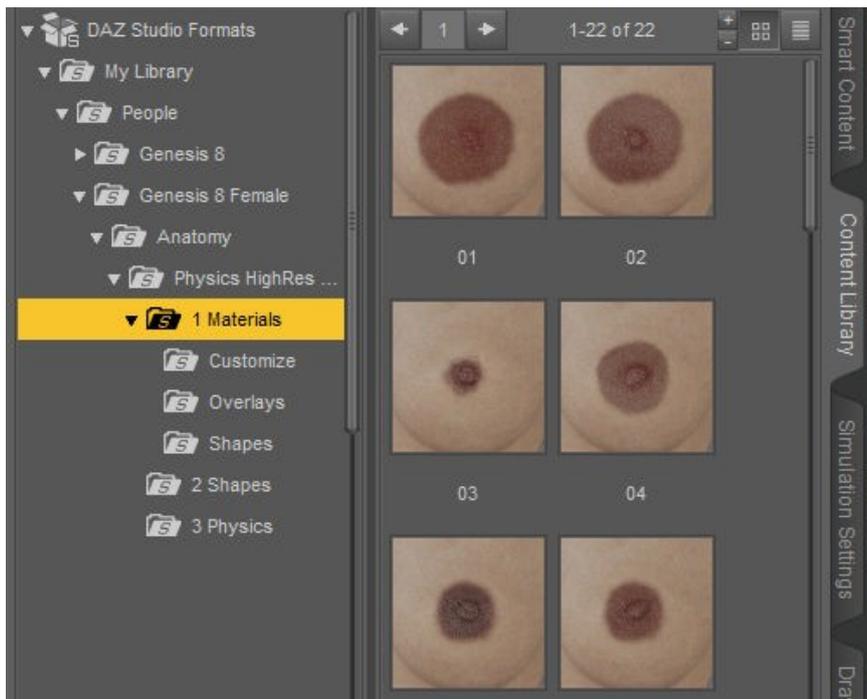
Double click one of the 22 materials to apply them.

Customize

You can customize the color, skin complexion, roughness and normal intensity with the **Skin Tone** editor.

*Important: Most changes will only be visible in **Iray** or **PBR** draw mode.*
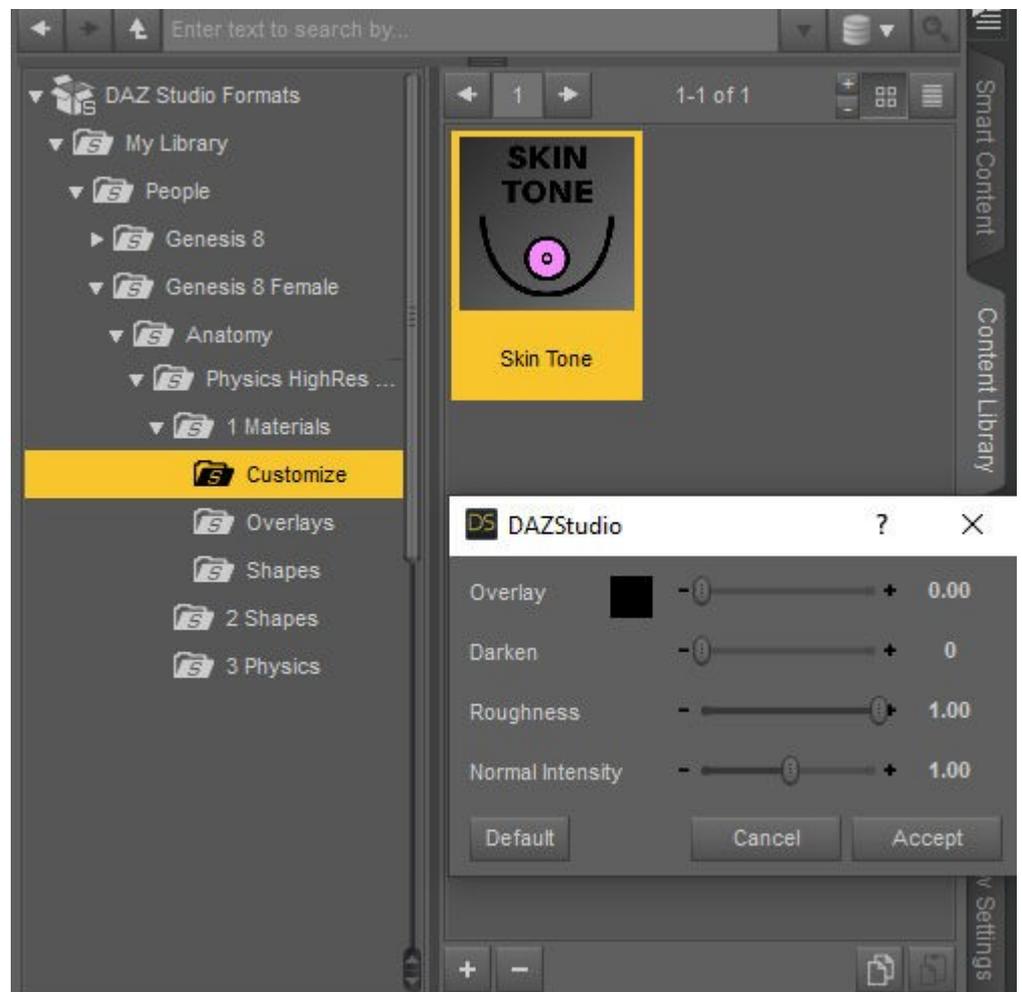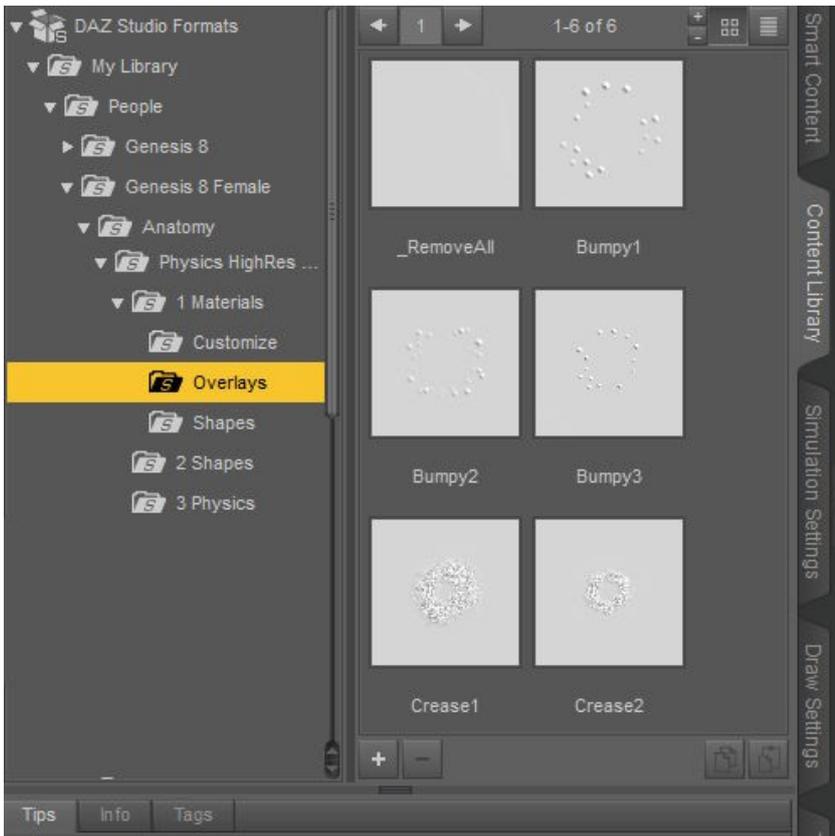
Overlays

change the normal map of the current material. If you double click more than one, the overlays will be combined (until you click _RemoveAll). If you change the base material, you have to apply the overlays again.

Here you can select one out of 40 material shapes.
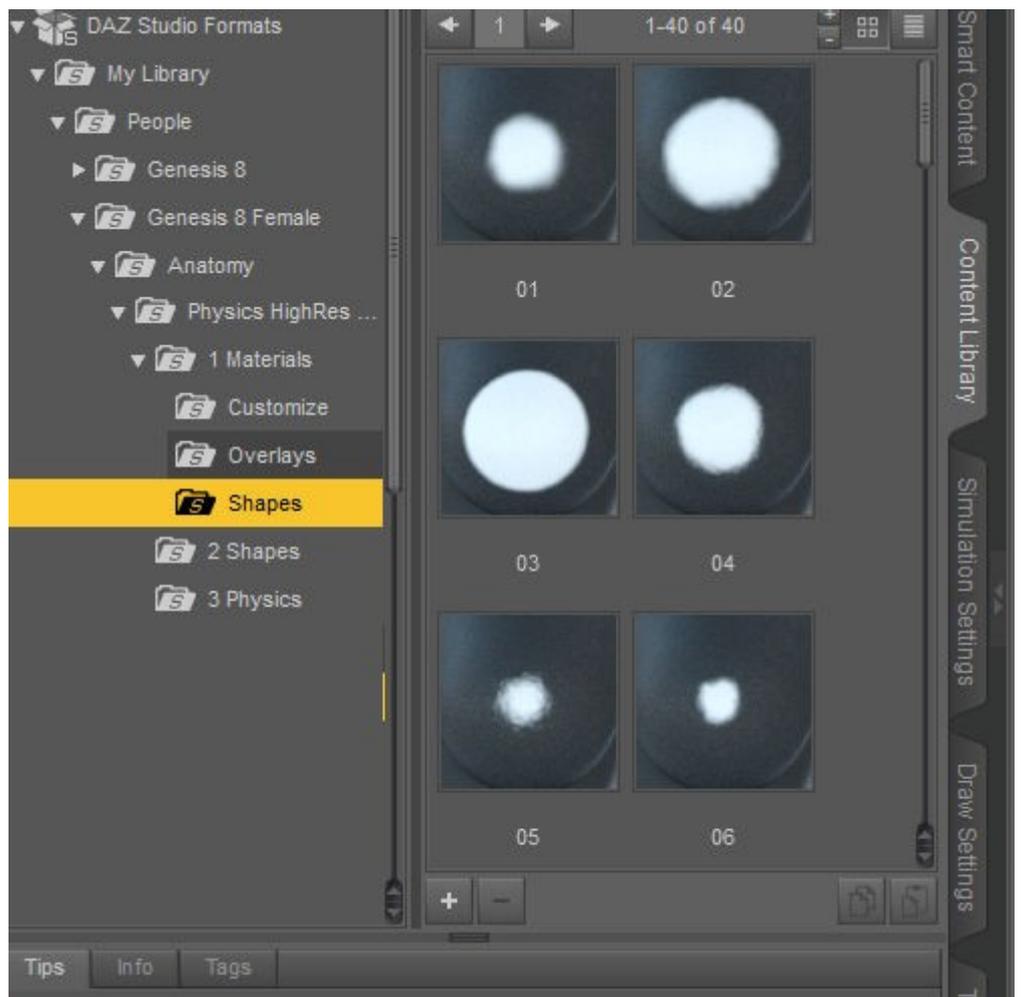
Morphs

Under **Shapes** you will have quick access to different areola shapes.
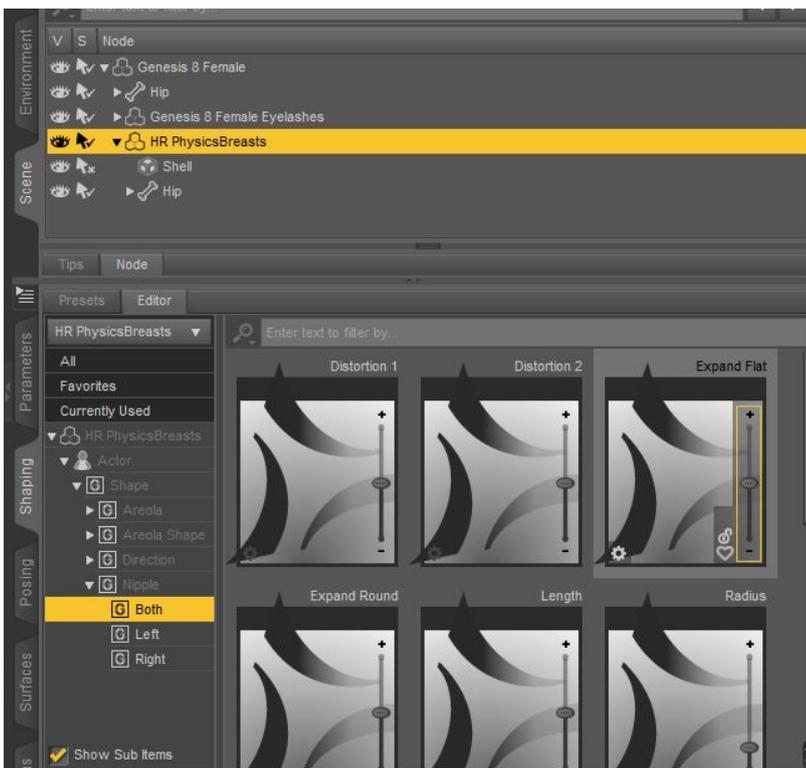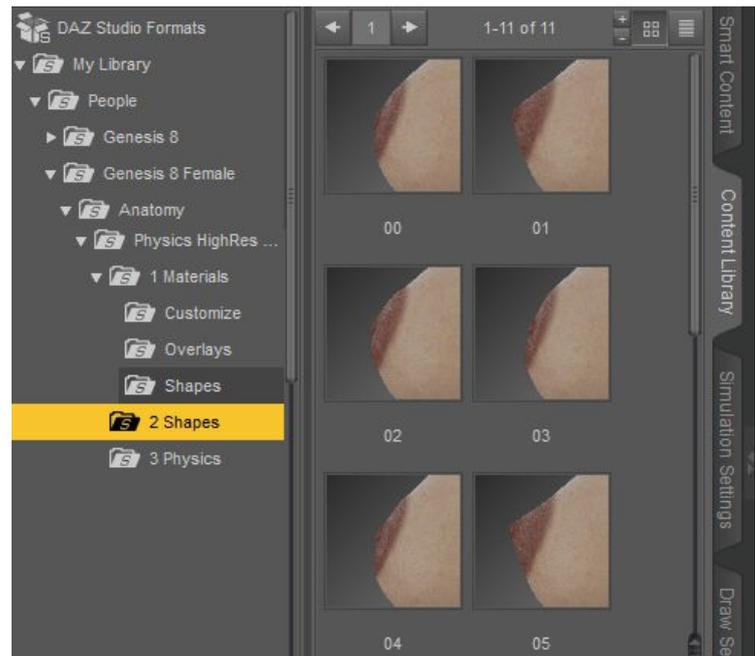
With **HR PhysicsBreasts** selected in *Scene* tab, you will find lots of shape morphs in the ***Shaping tab***.

Physics
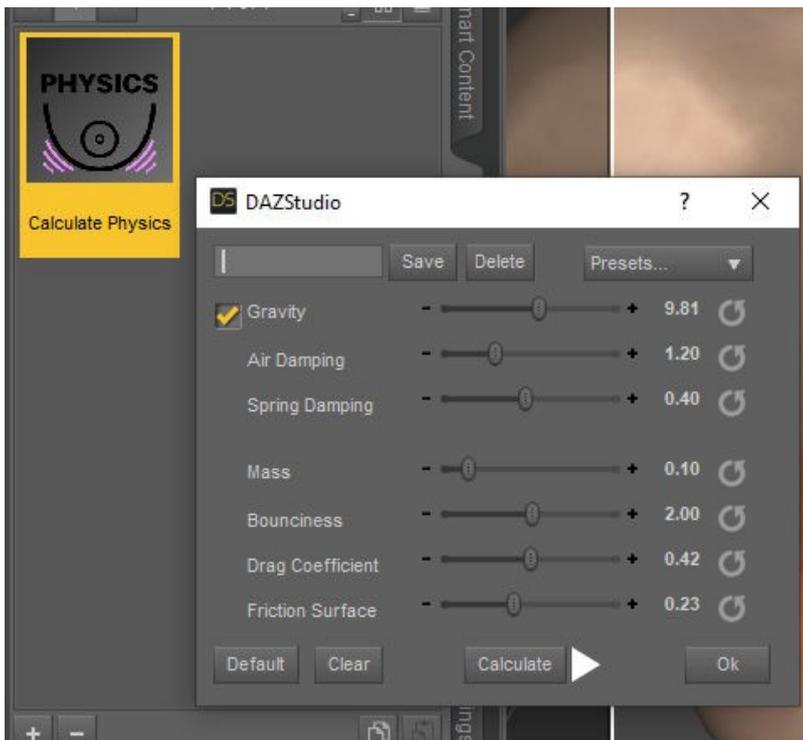
With **Calculate Physics** you can adjust the physics variables, calculate the breast physics depending on the movement of your figure, and play the timeline. *Use this in **Texture Shaded** draw mode.*

Gravity – *Should be between 9.8 and 9.87 for a behavior like on earth.*
Air damping – *damping through air friction*
Spring damping – *spring constant ([Hooke's law](#))*
Mass
Bounciness
Drag Coefficient – *aerodynamics of the breasts*
Friction Surface – *surface affected by air friction*

Calculate computes the breast physics depending on the movement of your figure for the length of the timeline.

Clear deletes all breast physics.

Default resets all the values to default.

You can **save a preset** by typing a *name in the text field* and click on **Save** afterwards. You will find your preset in the *Presets... drop down menu*. If you want to **delete a preset**, *type in the **name** in the text field* and click **Delete**.

Quick Start – Tutorial
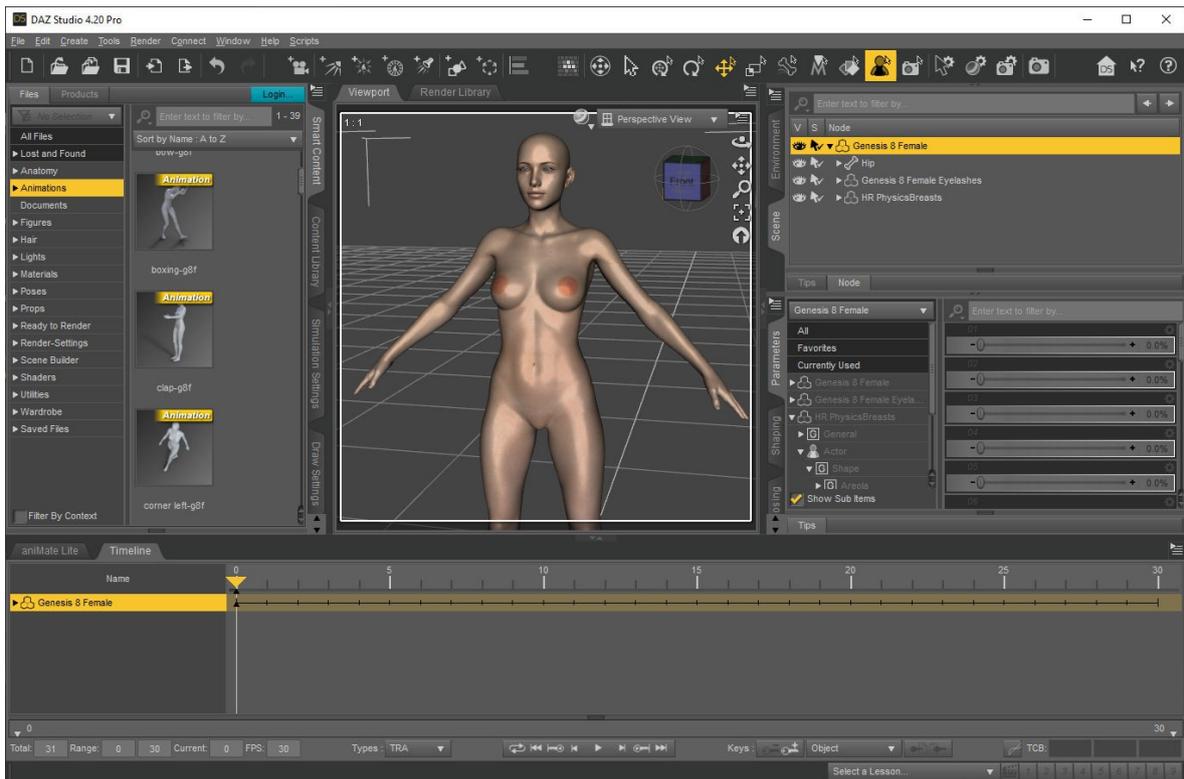
Select your figure in the scene tab.
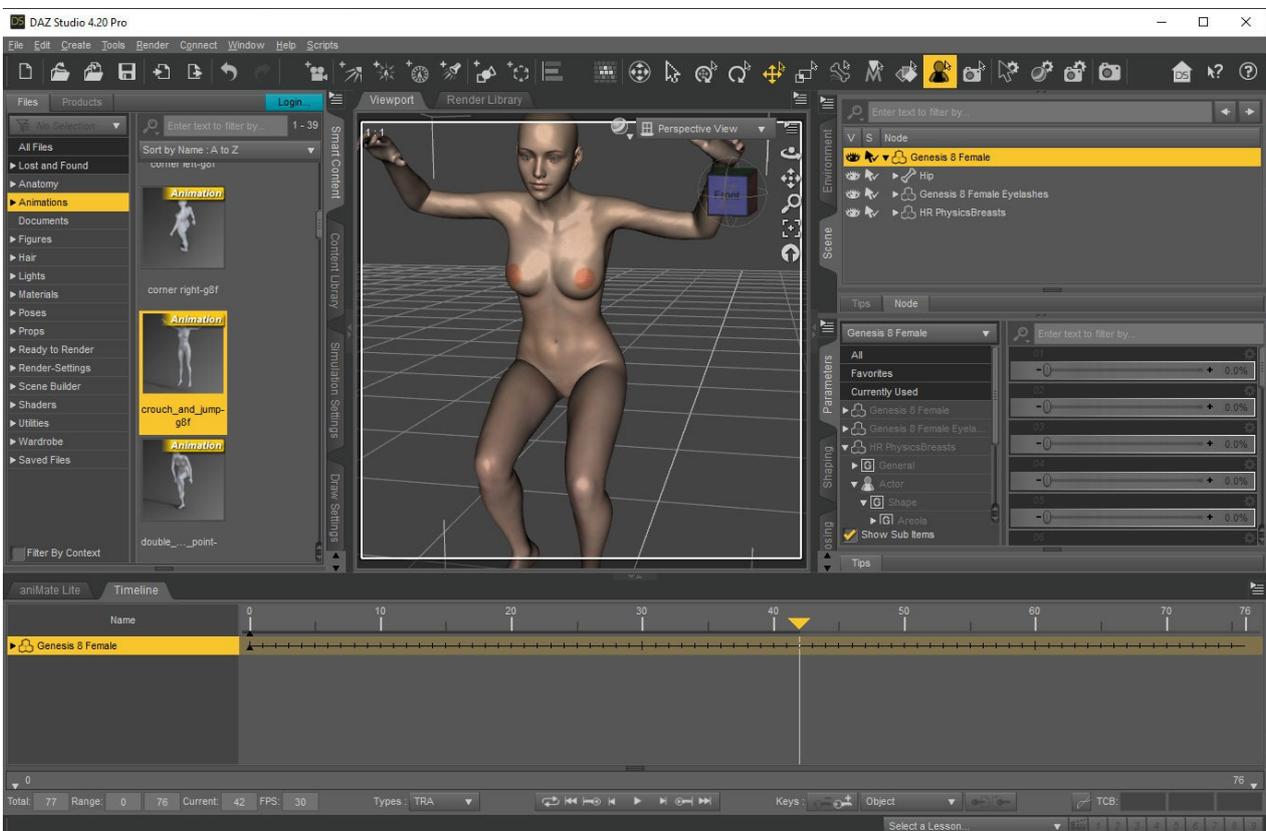
Apply animation, or make your own animation with poses in the timeline.
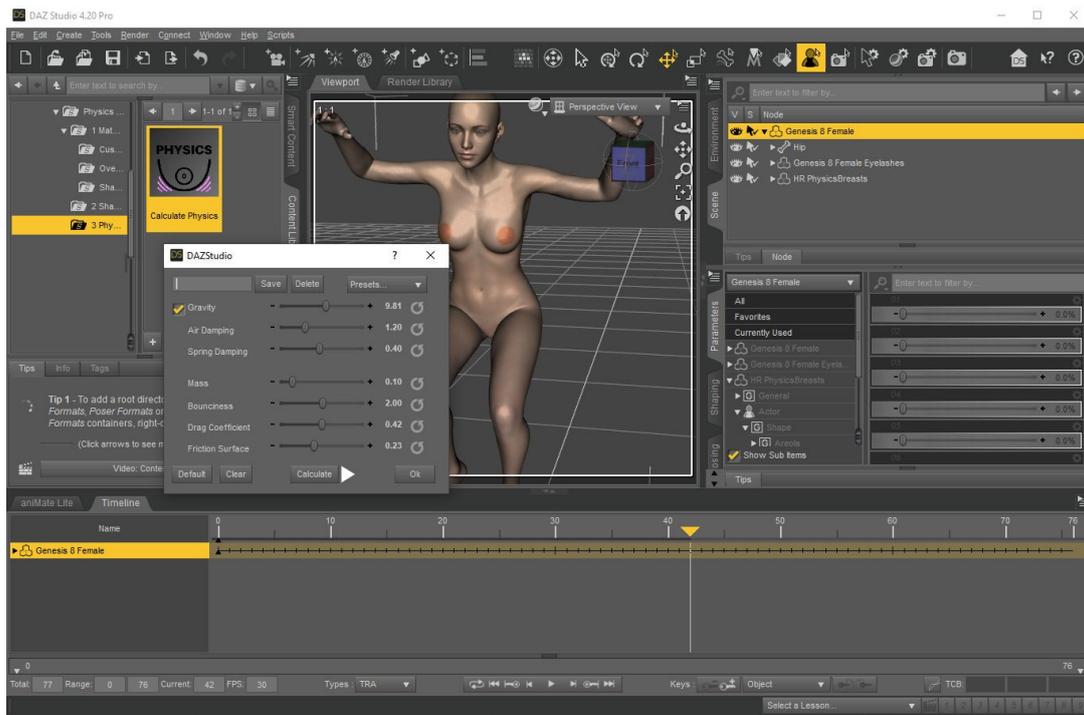
Double click **Calculate Physics**.
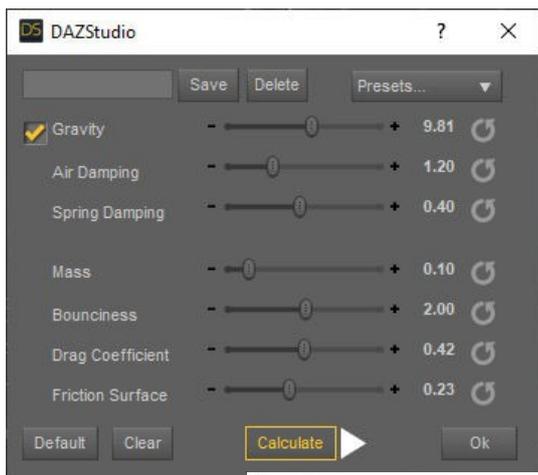
Make your changes and click **Calculate** afterwards.

It will take a few seconds to load.

Then click on the **Play** button in the *Calculate Physics window* or in the *Timeline tab* and see the result.
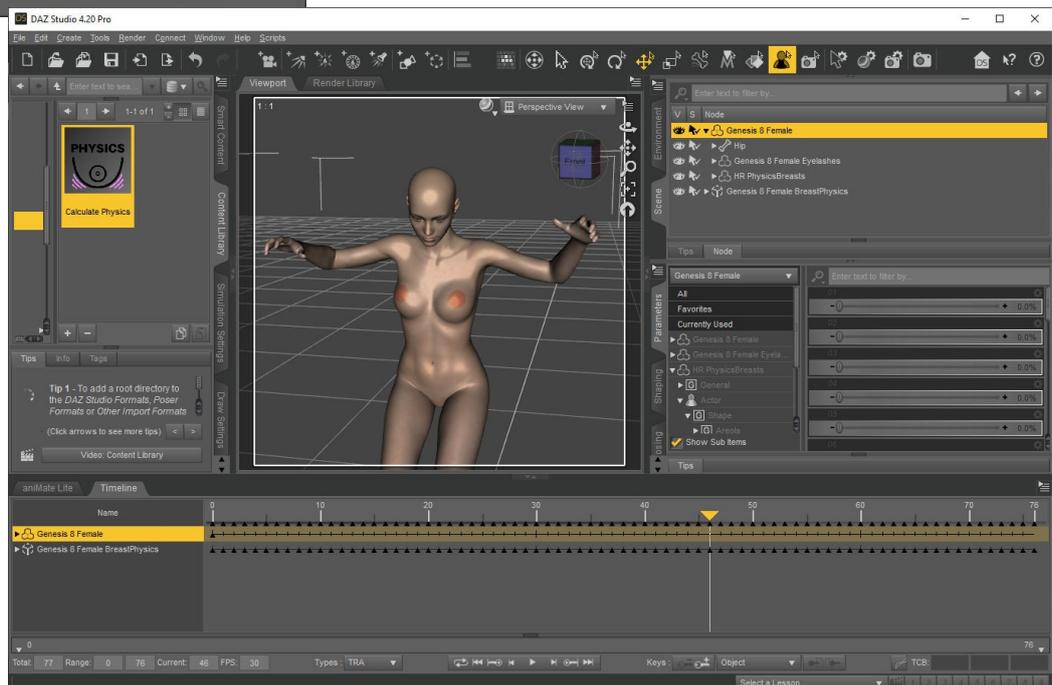
Errors, Troubleshooting and Contact
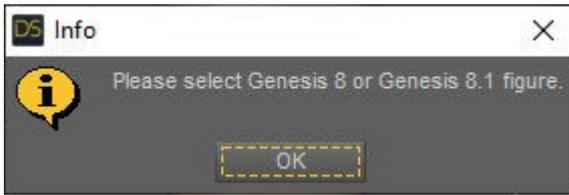
Make sure a **Genesis 8 Female** or **Genesis 8.1 Female** figure is selected and **HR PhysicsBreasts** are applied.
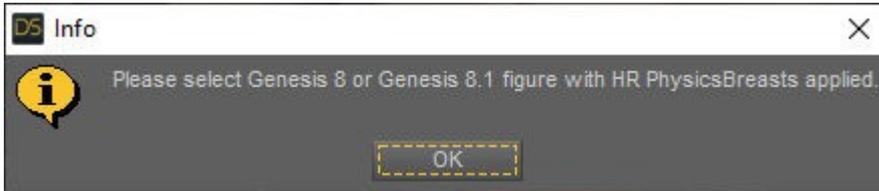
Files are missing. Please download and install again.
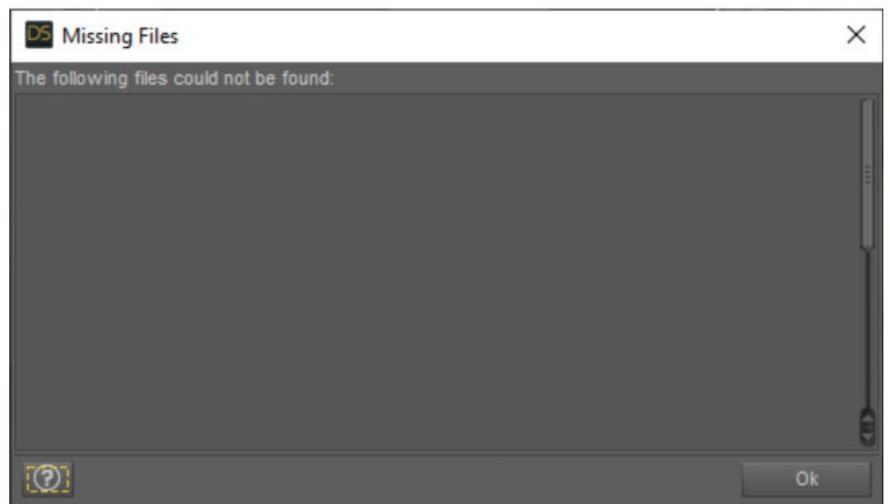
Contact/Support: *kalamanko@gmx.net*

Thank you!