

kaluma's

Male Genitals

for Genesis 9

Documentation

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Requirements

DAZ Studio 4.21+ and Genesis 9 Starter Essentials

Installation

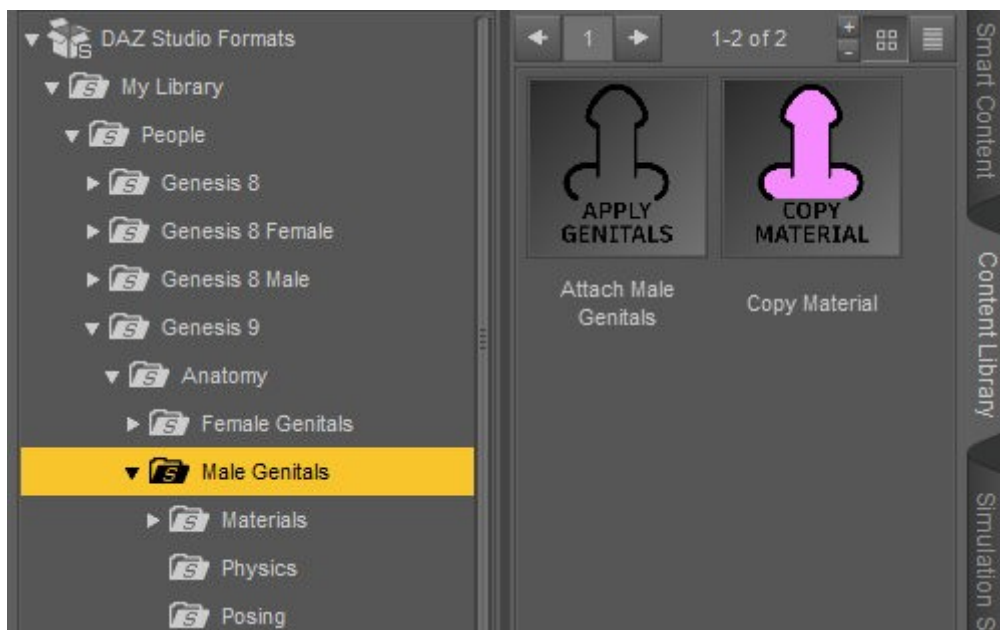
Unpack *KA00067138-01_kalumav01.zip* and copy the folders '**Runtime**', '**People**' and '**data**' into your DAZ library.

usually: *User/Documents/DAZ 3D/Studio/My Library*

Alternatively you can drop *KA00067138 -01_kalumav01.zip* in the package archive directory of DAZ Install Manager, refresh the *Ready to install* tab and click on *Install*.

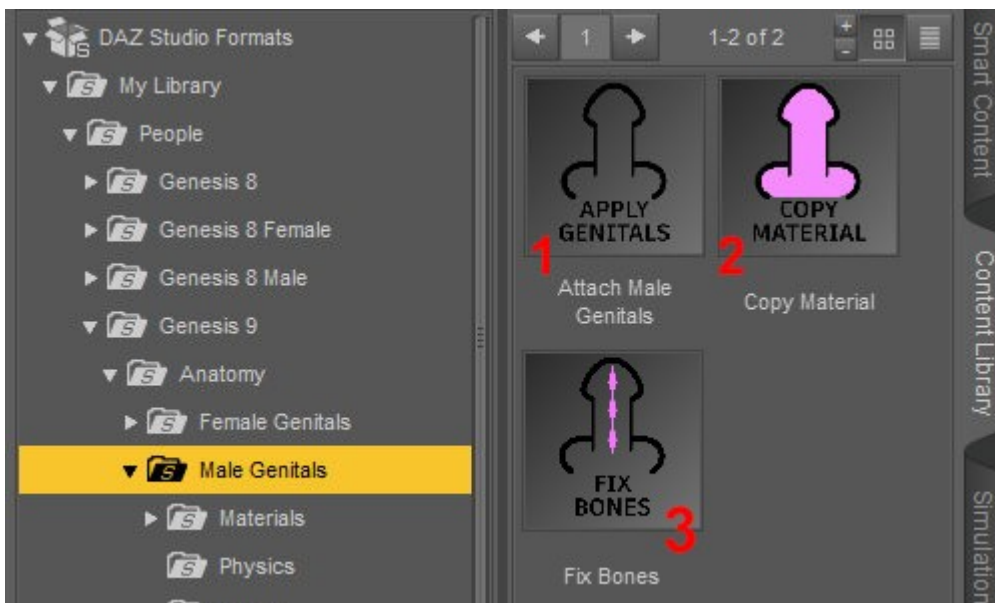
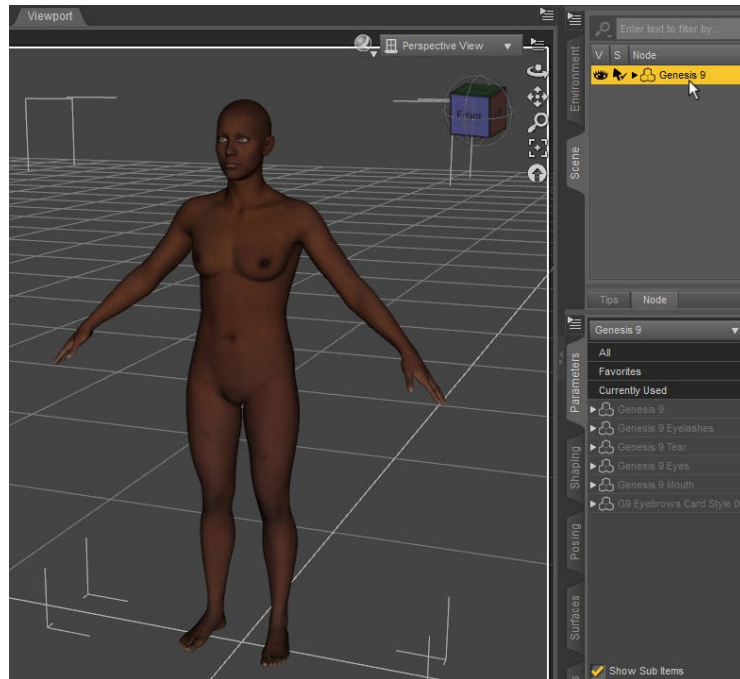
After restart/refresh you can find the content in DAZ Studio.

Content Library -> My Library -> People -> Genesis 9 -> Anatomy -> Male Genitals



Apply Male Genitals

Select your Genesis 9 figure in the scene tab.

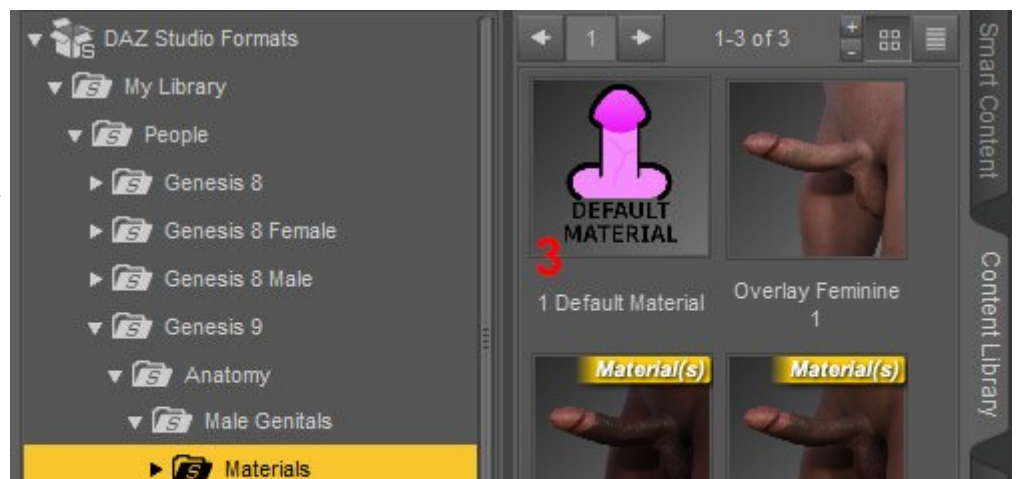


Afterwards double click **(1) Attach Male Genitals**.

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

You can click **(3) Fix Bones** if the graft looks deformed.

To apply the base material, double click **(3) 1 Default Material**.
Important: This will only work if you applied (2) Copy Material before!



Materials



Choose from different overlays, depending on your character.

There are presets for the skin materials shipped with G9 Starter Essentials and for Michael 9. Make sure MaleGens is selected when

you apply the overlays.

Customize

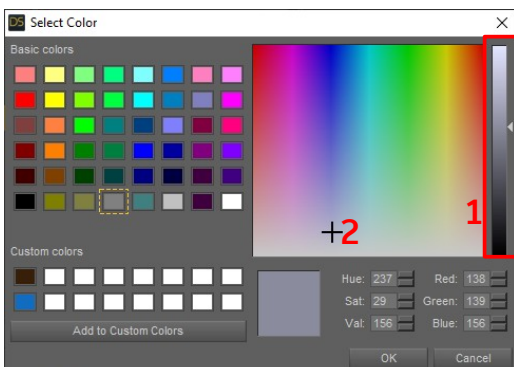
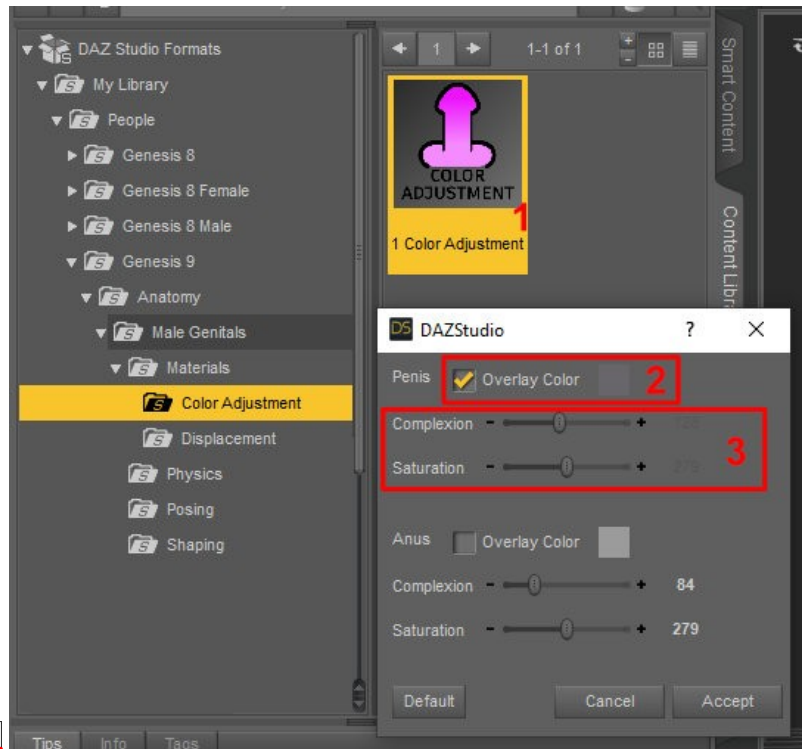
You can customize the color, with **(1) 1 Color Adjustment**.

In the popup window you can adjust the overlay color manually if you check

(2) Overlay Color.

If **(2) Overlay Color** is unchecked, you can change complexion and saturation with the sliders in **(3)**. This allows you to change the skin color in a protected color space.

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

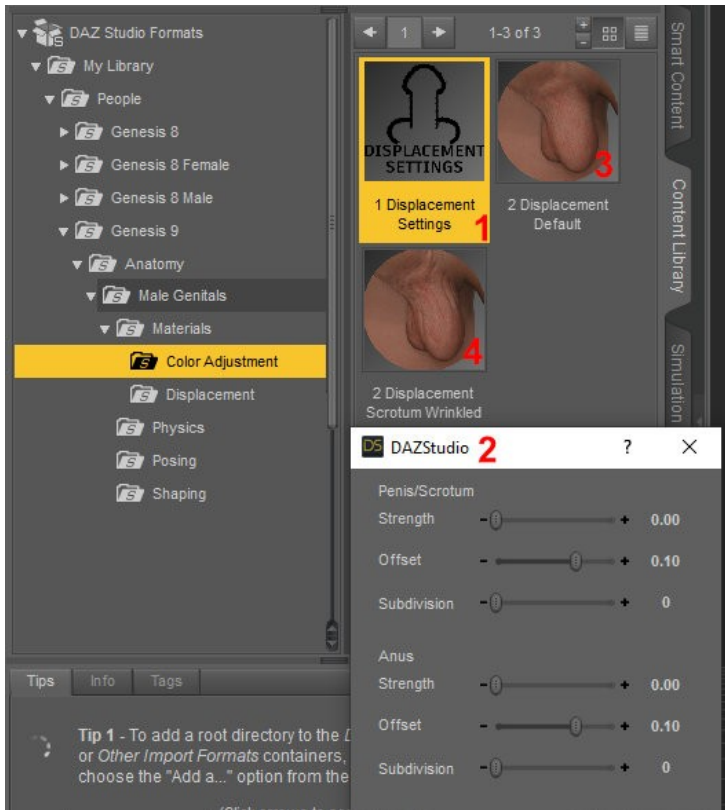


The best way to match the skin tone with overlay color is to first match the brightness **(1)** and then correct any deviations with a slightly saturated color **(2)**.

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.



Displacement

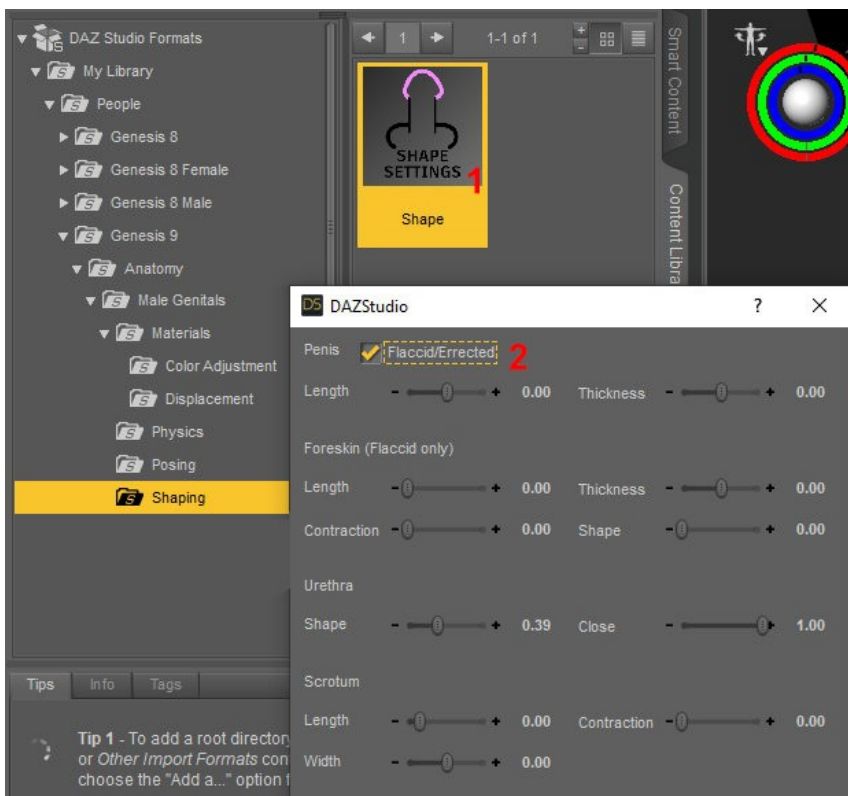
With **(1) 1 Displacement Settings** you can open the **(2) displacement settings window**. Here you can easily adjust strength, offset and subdivision for the penis/scrotum and the anus.

You can choose the default displacement map with **(3) 2 Displacement Default**, or one with more wrinkles using **(4) 2 Displacement Scrotum Wrinkled**.

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

Shaping and Posing

Under **Posing** you will have quick access to the most important pose morphs for
(1) Penis and Scrotum
and **(2) Open Anus**.



In the **Shaping** folder, you can access **(1) Shape** with the most important shape morphs. Keep in mind, that some of the morphs are visible only if the penis is flaccid and the foreskin is forwarded. Therefore you have an option to temporarily toggle between erected and flaccid mode **(2)**. This will be reset if you close the popup window.

Physics

Important: the physics scripts will only work if the figure is in movement. There is no softbody physics or collision detection. It's meant to be used as a quick solution to simulate the movement of the penis/scrotum depending on the figures movement.



With **Penis Physics** and **Scrotum Physics** can adjust the physics variables, calculate the penis/scrotum physics depending on the movement of your figure, and play the timeline.

Under Presets... you will find presets for different scrotum/penis states.

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

Friction Surface – surface affected by air friction

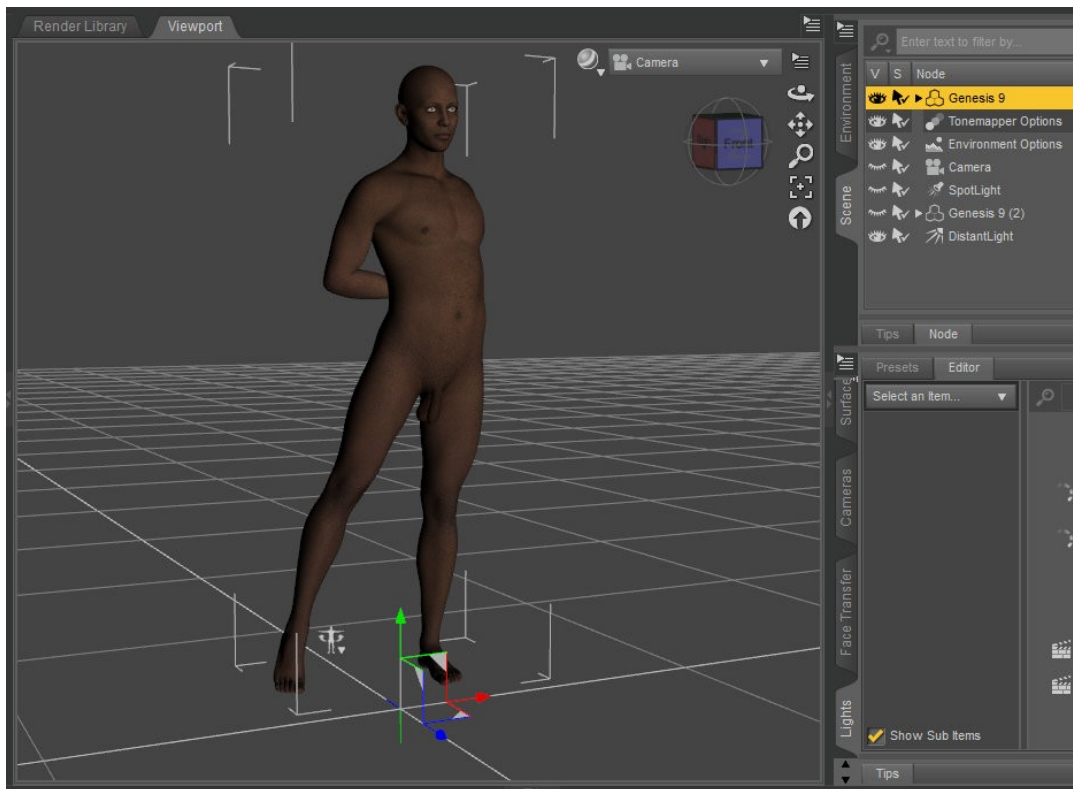
Calculate computes the penis/scrotum physics depending on the movement of your figure for the length of the timeline.

Clear deletes all penis/scrotum 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**.

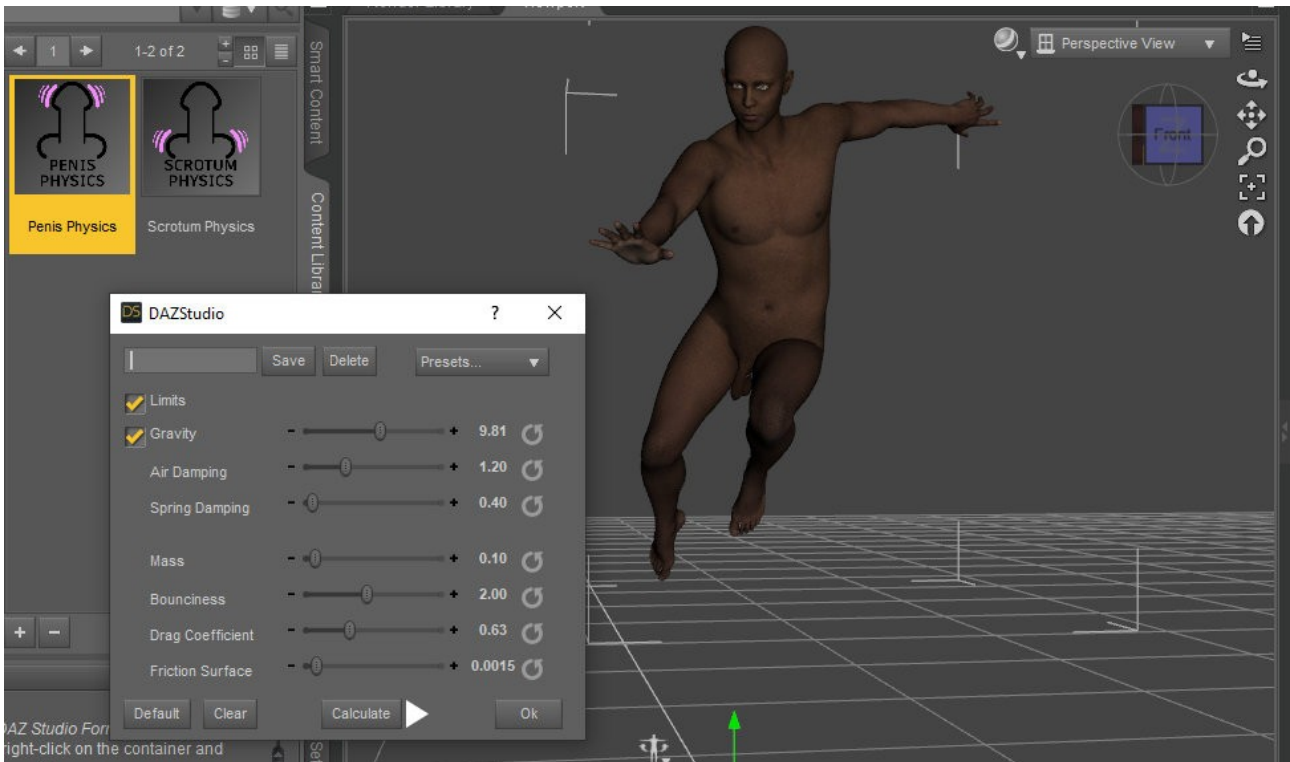
Quick Start – Tutorial



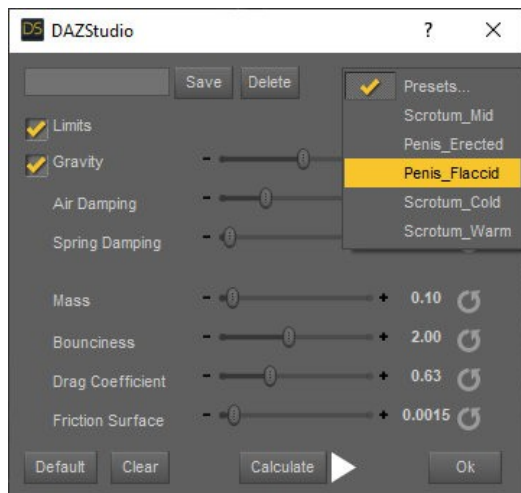
Select your figure in the scene tab.



Apply animation, or make your own animation with poses in the timeline.



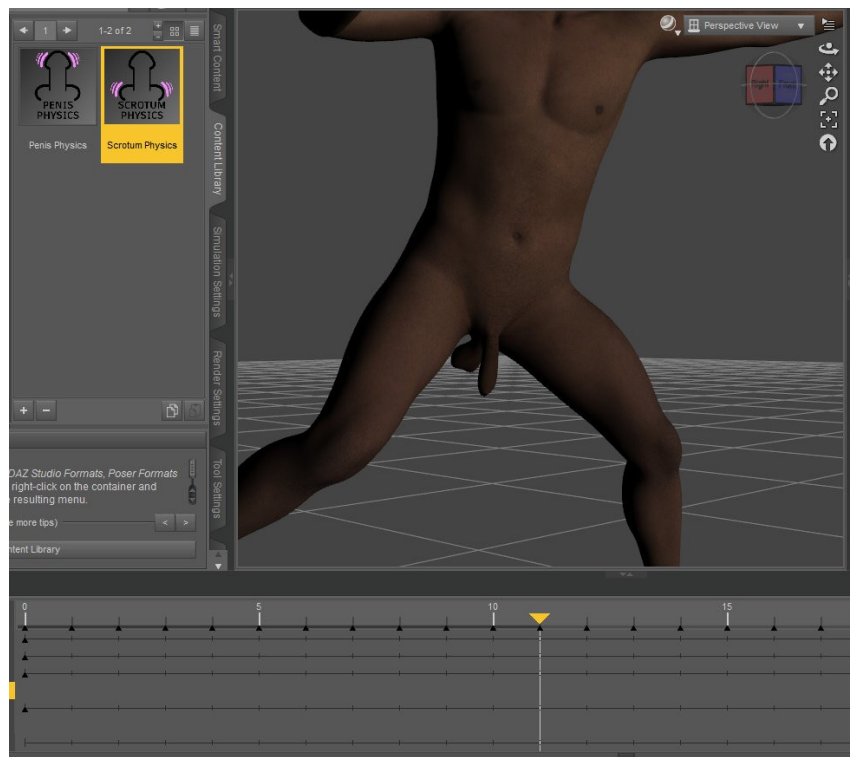
Double click **Penis Physics** or **Scrotum Physics**.



Choose a preset or make your changes and click **Calculate** afterwards.

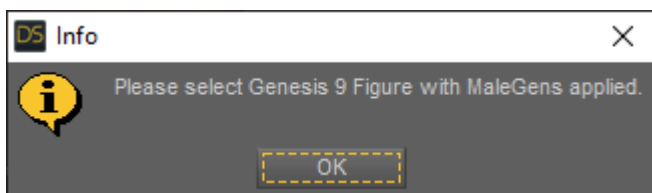
It will take a few seconds to load.

Then click on the **Play** button in the *Calculate Physics* window or in the *Timeline* tab and see the result.

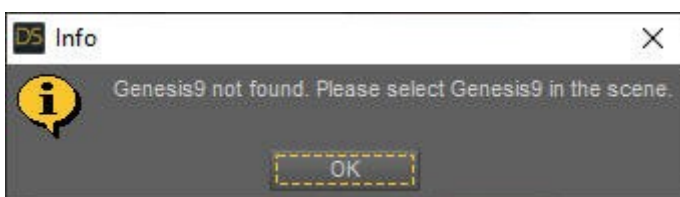


Errors, Troubleshooting and Contact

If you get errors using the 'Copy Material' or 'Default Material' script, it can help to clear the folders '**combined_generated**' and '**generated**' in **Runtime/Textures/kaluma/MaleGensG9/**.



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



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

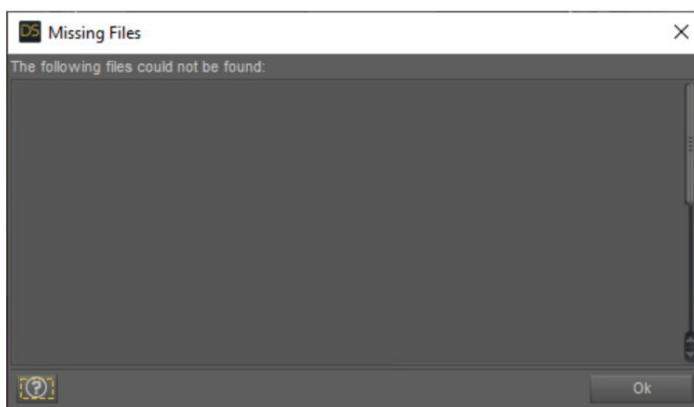
"Error while transferring maps. Please check the log for more details."

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!