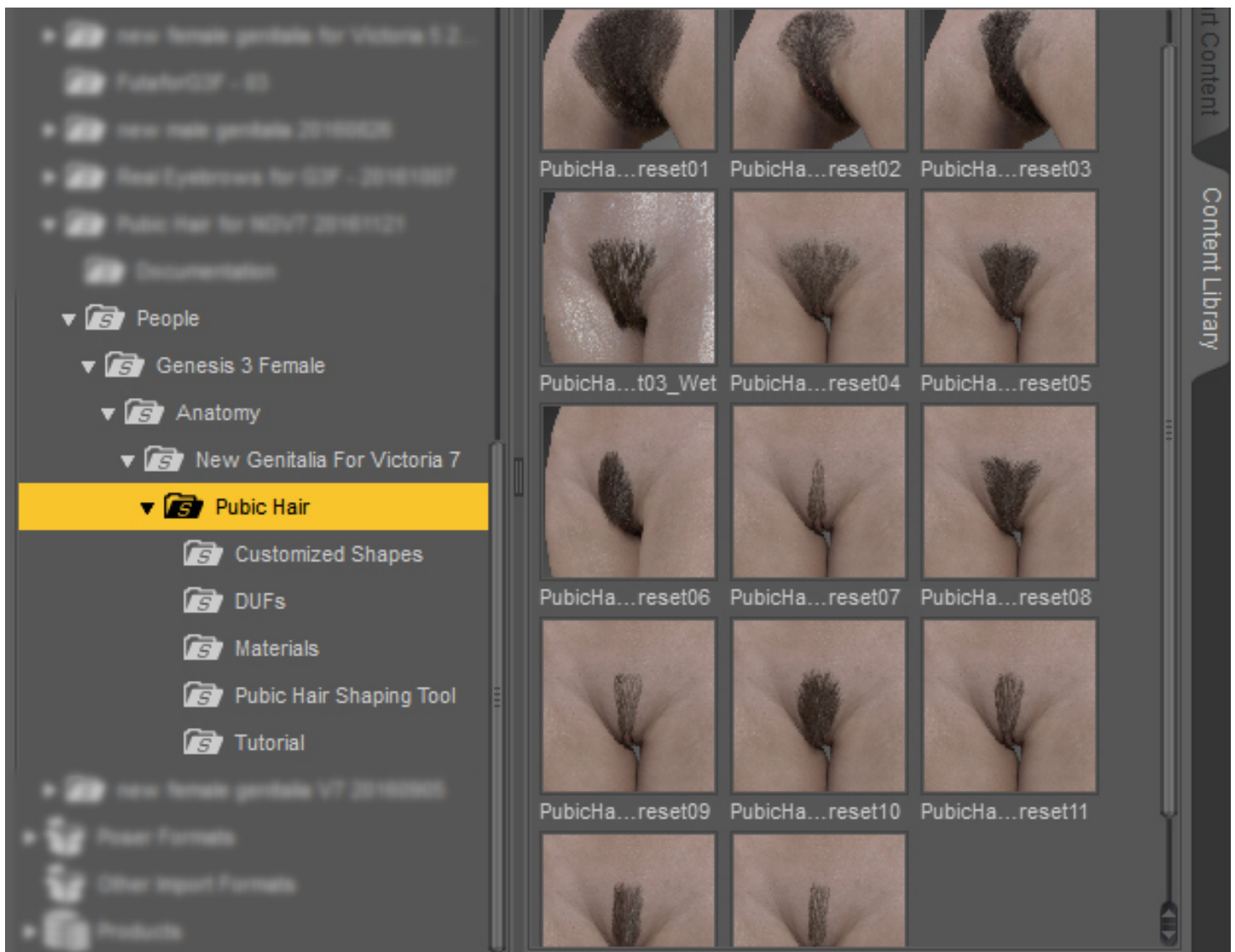


1. Summary

In this tutorial, I will first introduce the basic informations about the Pubic Hair for NGV7. Then I will teach you some basic operations, such as how to use pubic hair presets, how to change the shape and color of the current pubic hair. At last, I will go through some examples to teach you how to use the pubic hair shaping tools to design and create custom pubic hairs.

After installing the Pubic Hair for NGV7, open DAZ Studio, go to the Content Library pane. Browse to "People > Genesis 3 Female > New Genitalia For Victoria 7 > Pubic Hair", you will see the icons of 14 pubic hair presets and 5 subfolders.



Customized Shapes: This folder is now empty. If you use the Basic Shape Creator to create a custom pubic hair, then it will appear in this folder.

DUFs: This folder is used to store the duf file of the Pubic Hair for NGV7. Normally users do not need to use this file.

Materials: In this folder you can see 4 different material presets, they can be used to change the color of hairs.

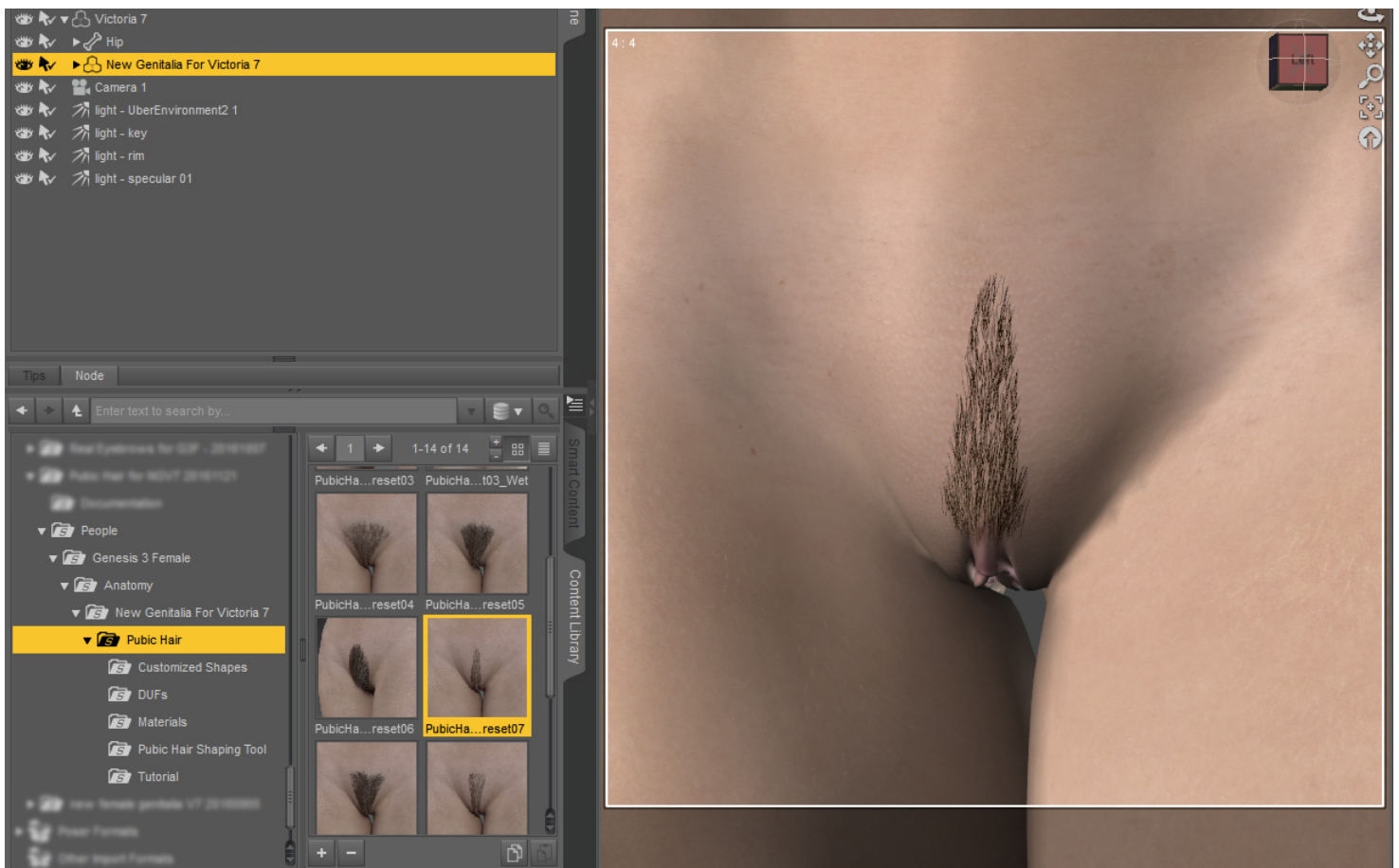
Pubic Hair Shaping Tool: In this folder there are two DAZ Scripts called "Basic Shape Creator" and "Pubic Hair Shaving Tool". Users can use these two scripts to create custom pubic hairs.

Tutorial: There is a DAZ Script called "Open Tutorial" in this folder, users can double-click on it to open this tutorial from inside DAZ Studio.

2. Using the pubic hair presets

Load your character and apply the NGV7. Then select the new gens in the Scene pane, go to the Content Library pane, browse to "People > Genesis 3 Female > New Genitalia For Victoria 7 > Pubic Hair". Double-click on one of the pubic hair presets. It will be added to the NGV7. If you want to switch to another hairstyle, just double-click on the corresponding preset.

Note: A pubic hair preset is actually a DAZ Script. Since Pubic Hair for NGV7 has more than 10,000 hairs, these scripts will need some time to process them. So depending on the performance of your computer, you might need to wait for more than ten seconds.



3. Using the shaping morphs

After applying the Pubic Hair for NGV7 to the new gens, select it in the Scene pane. Go to the Parameters pane, browse to "Pubic Hair for NGV7 > Act or > Shaping". You will see all the shaping morphs for the Pubic Hair for NGV7. These morphs can be used to adjust the shape of the current pubic hair.

Note: the numbers in front of the names of the shaping morphs are for organization only. They do not refer to anything within the morph.

Strand-Size: Control of the size of hair strands.

Strand-Orientation: Control of the orientation of hair strands. All the hairs of the Pubic Hair for NGV7 are single-sided, user can use this morph to adjust the orientation of their polygons.

Length-LabiaMajora: Control of the pubic hair length on labia majora.

Length-Anus: Control of the pubic hair length on anus.

Thickness: Control of the pubic hair thickness.

Frizz-01: The first frizz morph.

Frizz-02: The second frizz morph.

Frizz-03: The third frizz morph.

Clustering-01: A clustering morph.

MoveToInside-MonsPubis: The hairs on mons pubis move toward inside of the body.

MoveToInside-LabiaMajora: The hairs on labia majora move toward inside of the body.

MoveToInside-Thighs: The hairs on thighs move toward inside of the body.

MoveToInside-Anus: The hairs on anus move toward inside of the body.

Orientation-MonsPubis: Control of the pubic hair orientation on mons pubis.

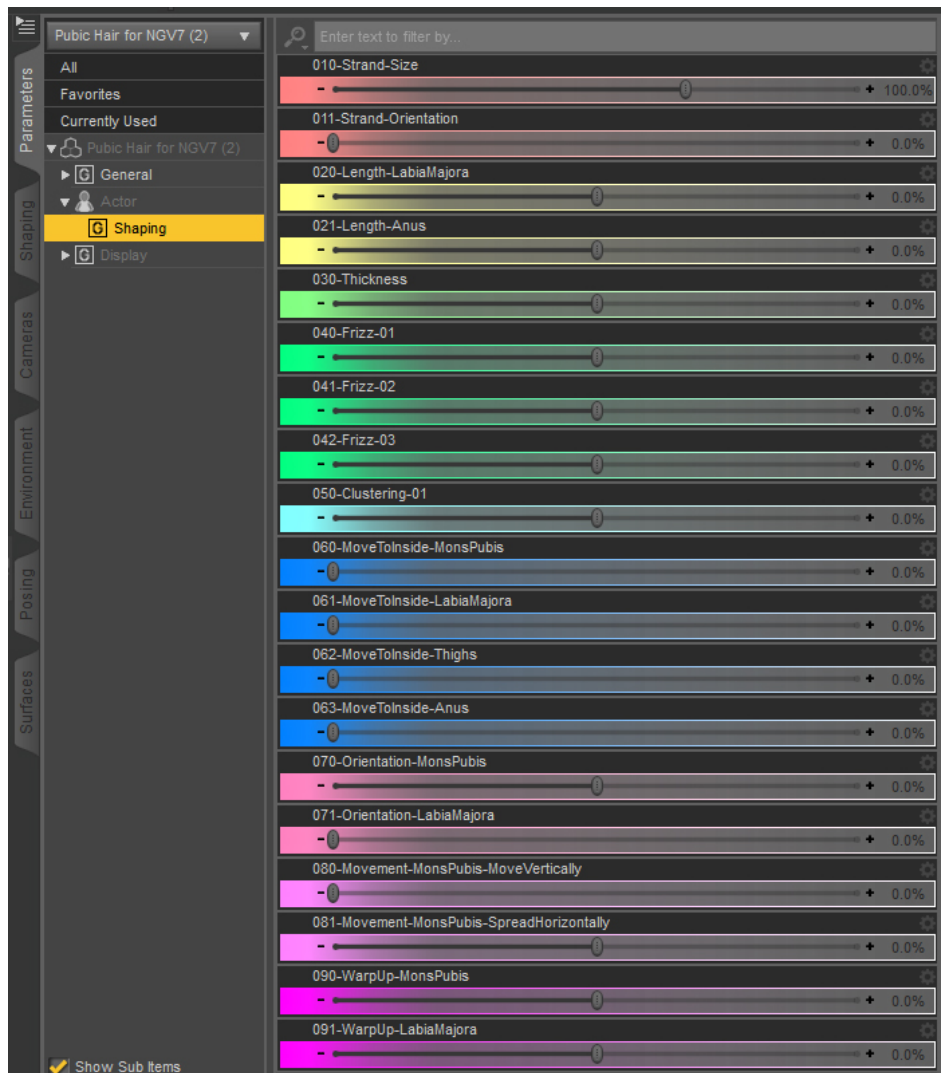
Orientation-LabiaMajora: Control of the pubic hair orientation on labia majora.

Movement-MonsPubis-MoveVertically: The hairs on mons pubis move vertically.

Movement-MonsPubis-SpreadHorizontally: The hairs on mons pubis spread horizontally.

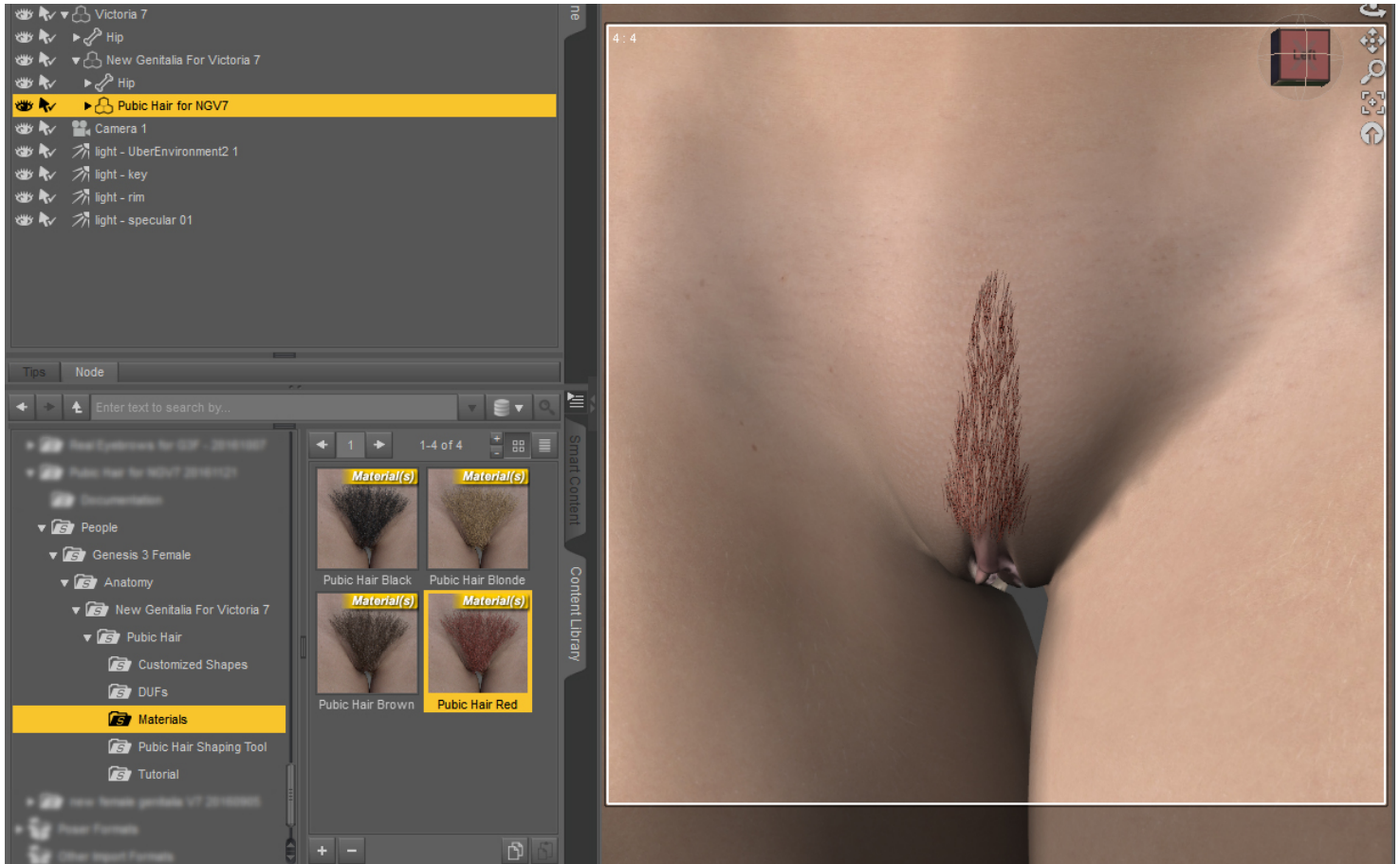
WarpUp-MonsPubis: The hairs on mons pubis erect.

WarpUp-LabiaMajora: The hairs on labia majora erect.



4. Choosing the color

To adjust the color of the pubic hair, select "Pubic Hair for NGV7" in the Scene pane, and then in the Materials folder, double-click on the desired hair color.



5. How to design and create custom pubic hair

There are two ways to design and create a custom pubic hair. You can create a custom pubic hair from scratch with a black and white image. Or, you can modify the pubic hair that is added to NGV7 and then save it as a new pubic hair.

5.1 Creating a new pubic hair with a black and white image

5.1.1 Making a black and white image to specify the scope of the new pubic hair

I've provided a .psd file to help you do this work, which means your image editing program must be able to open a .psd file with layer editing abilities. The image should be mostly black and white, with a small amount of gray allowed where the black and white meet. The hairs will be generated in the black and dark gray areas. You can look at the black and white images I used when I created those pubic hair presets. They are in the folder:

"\Runtime\Textures\3feetwolf\PubicHairforNGV7"

Looking at them will help you see what types of black and white images are used to define the pubic hair shapes.

Note: if you don't have Photoshop, GIMP or another image editing program that can edit a .psd file with layers, you can duplicate one of these existing images and manipulate it in a way described below. The goal would be to have a similar ending file.



a. Open the file named "black-white-image-template.psd" in the Documentation folder with Photoshop, GIMP or another image editor that can manipulate Photoshop's layers.

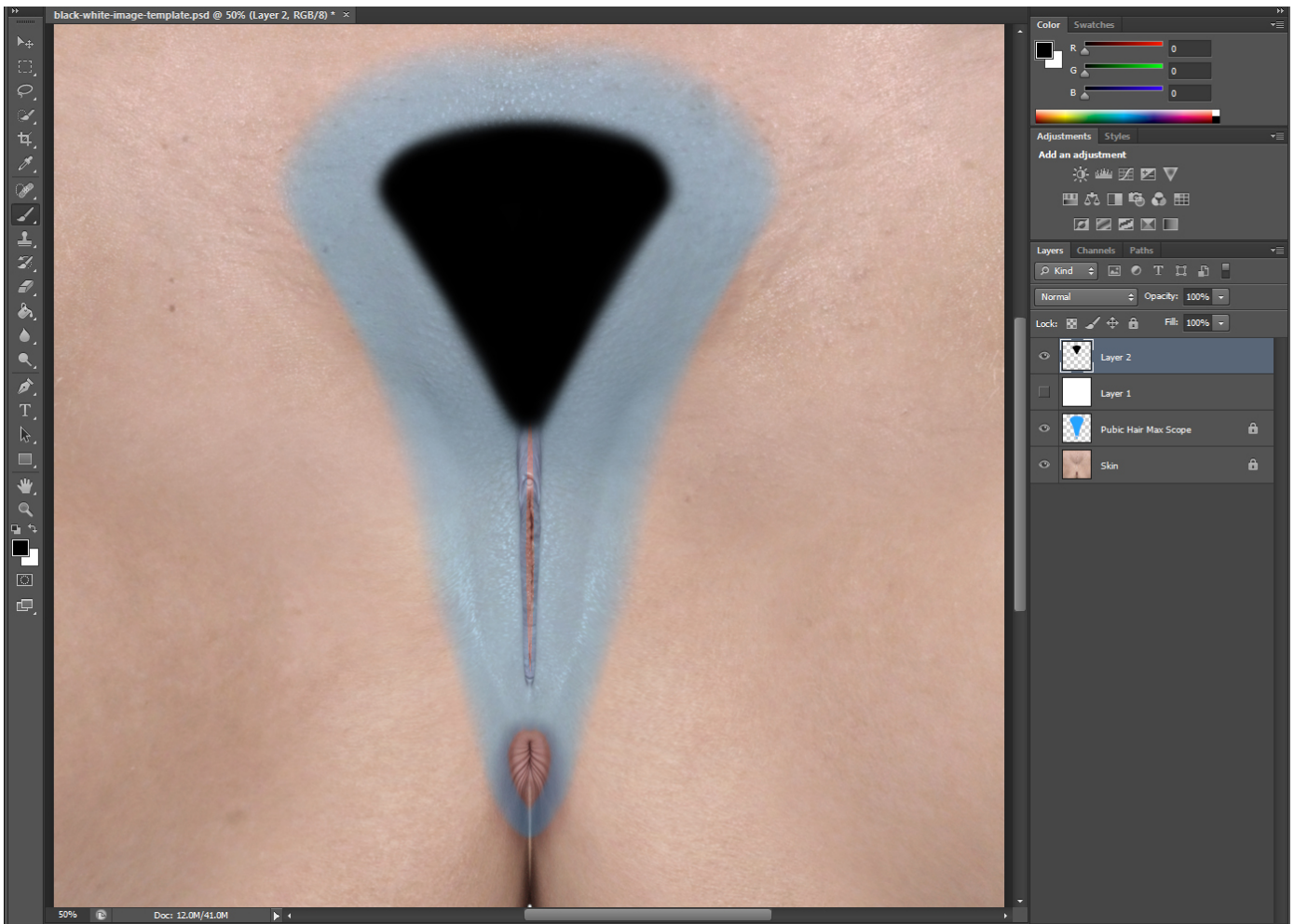
b. The file contains two layers. The bottom layer shows you the lower abdomen, genitals and anus. And the layer above it marks the maximum scope of hairs growth with light blue color. Create a new layer. Here, I called it "Layer 1". Fill this new layer with white. Now make it not visible. We will be using it later.



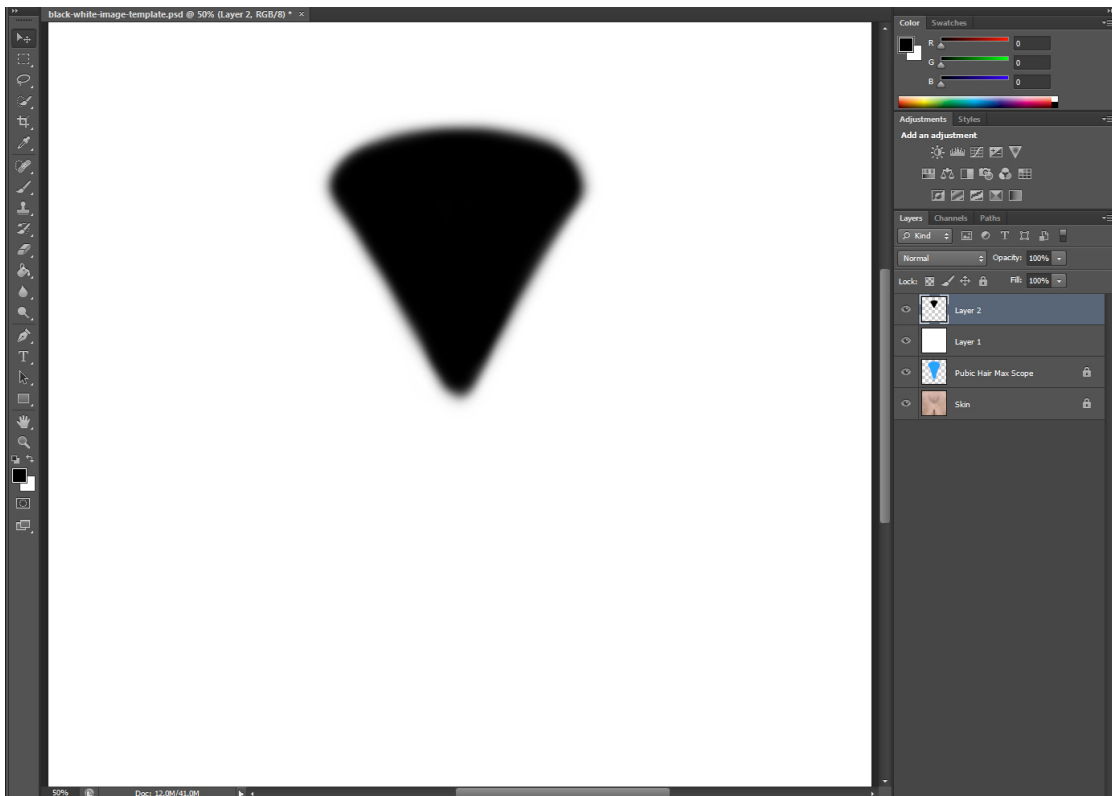
c. Create another new layer. I called it "Layer 2".

d. Select the Brush Tool and choose an appropriate brush. Set the foreground color to black and the background color to white.

e. Draw the pubic hair shape you need in this "Layer 2". Note that anything outside the blue area will be ignored.



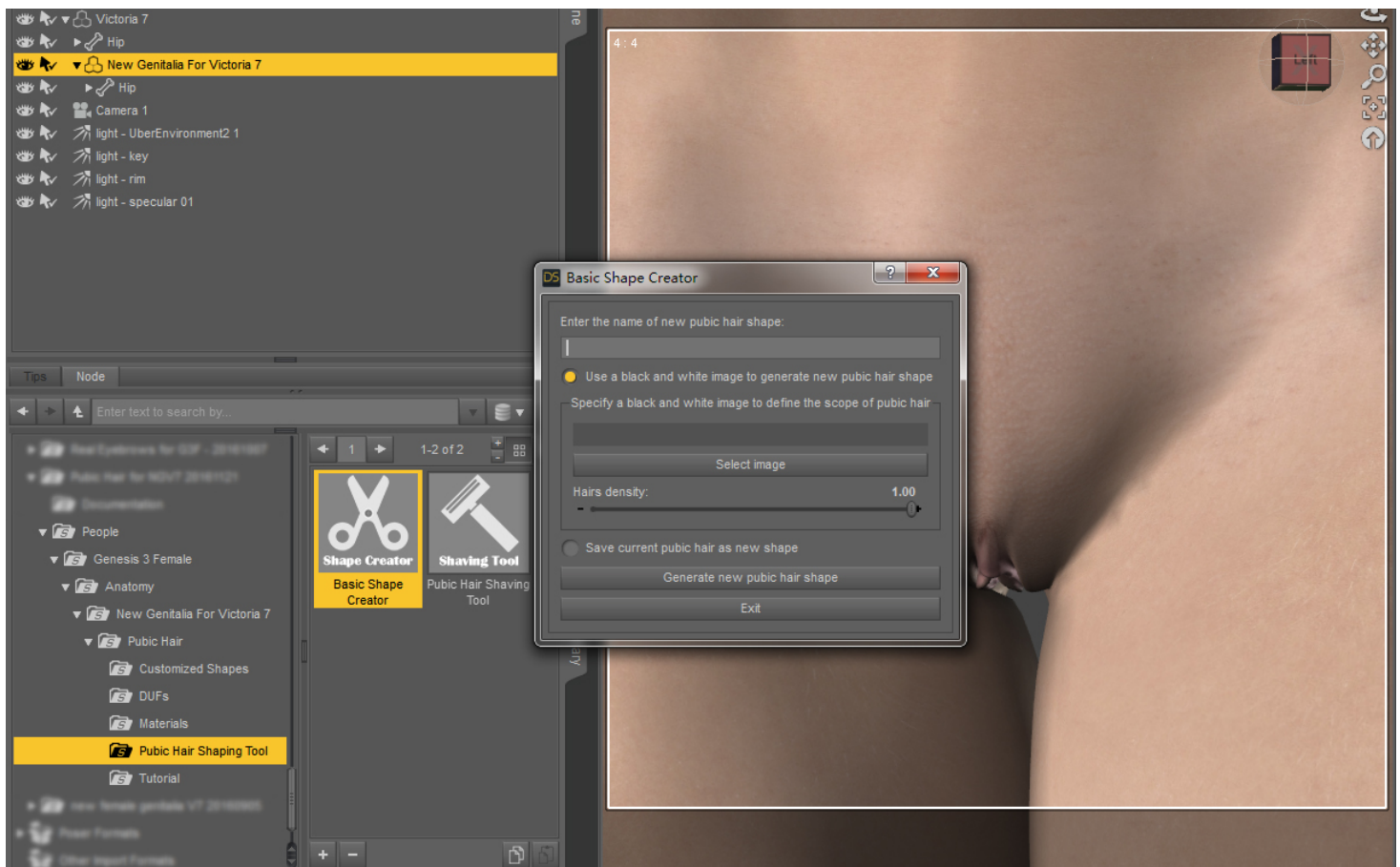
f. Once you are satisfied with the new pubic hair shape, make "Layer 1" visible.



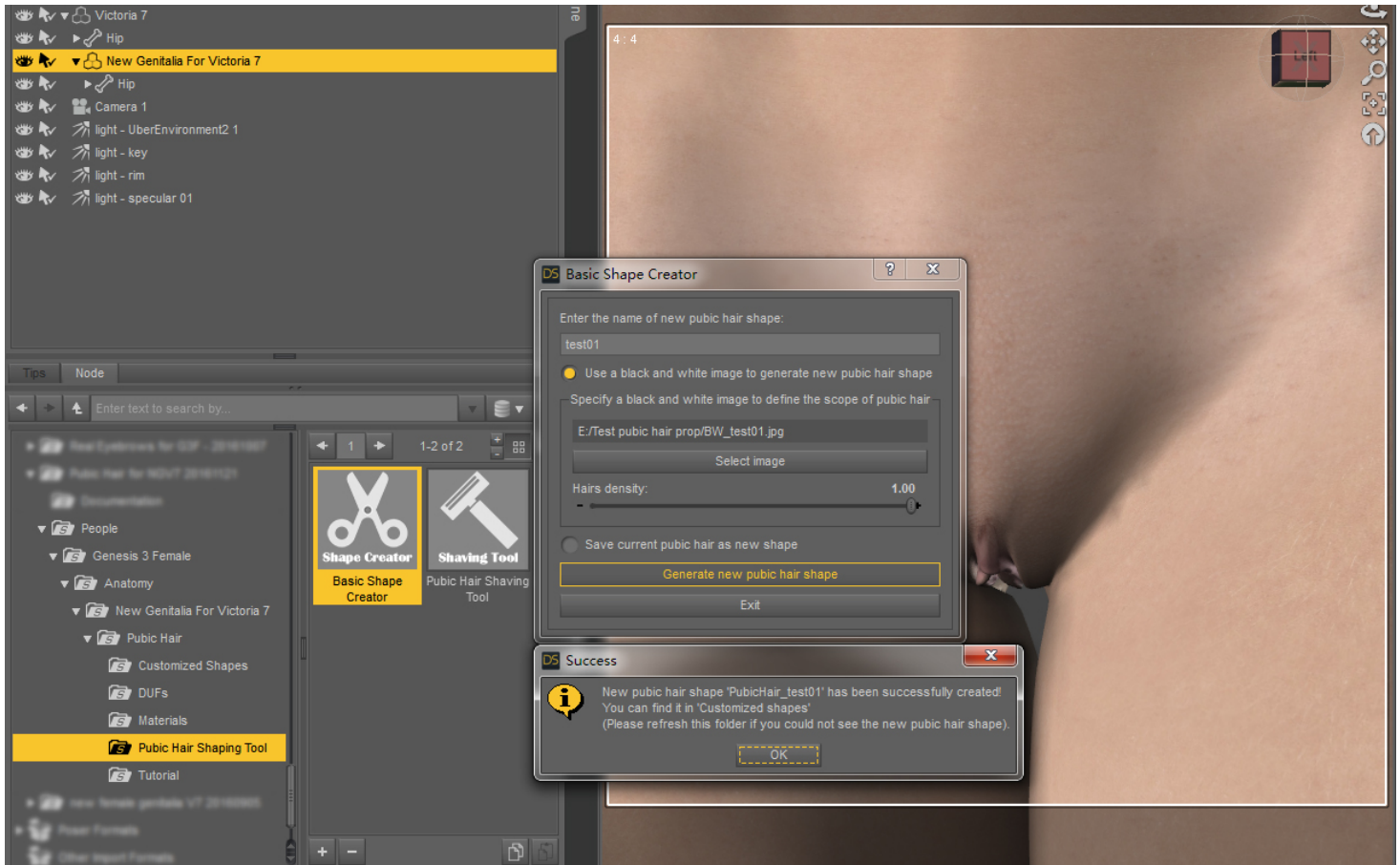
g. Now do a "Save As..." and save it as a .jpg file. Quality/compression is up to you. Remember to save it in an appropriate folder that you will remember. I highly recommend the proper management of these images you have created, as they will not only be used to generate pubic hair, but will also be used when creating the stubble.

5.1.2 Using the Basic Shape Creator to create the new pubic hair

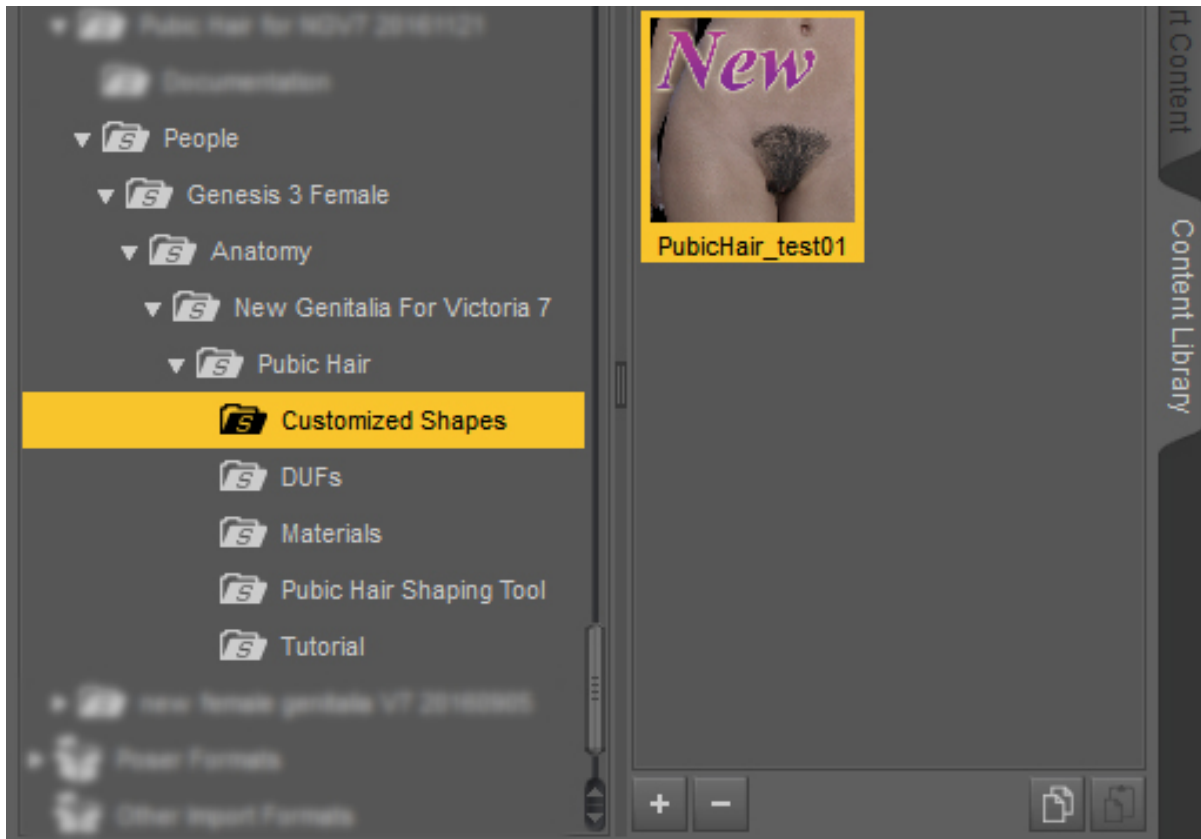
a. Select the NGV7 in the Scene pane, at this point you don't need to add any pubic hair to it. Double-click on the icon of the Basic Shape Creator. It's in the Pubic Hair Shaping Tool folder.



- b. Enter the name of the new pubic hair. You can enter the same name as the existing pubic hair, so that when you save the new pubic hair, it will overwrite the old one. If you do not want to do this, just enter a different name.
- c. Now select "Use a black and white image to generate new pubic hair shape". Click the "Select image" button, select the black white image you saved in section 5.1.1. Drag the slider to adjust the density of hairs if needed.
- d. After you are satisfied, click the "Generate new pubic hair shape" button to start generating the new pubic hair.

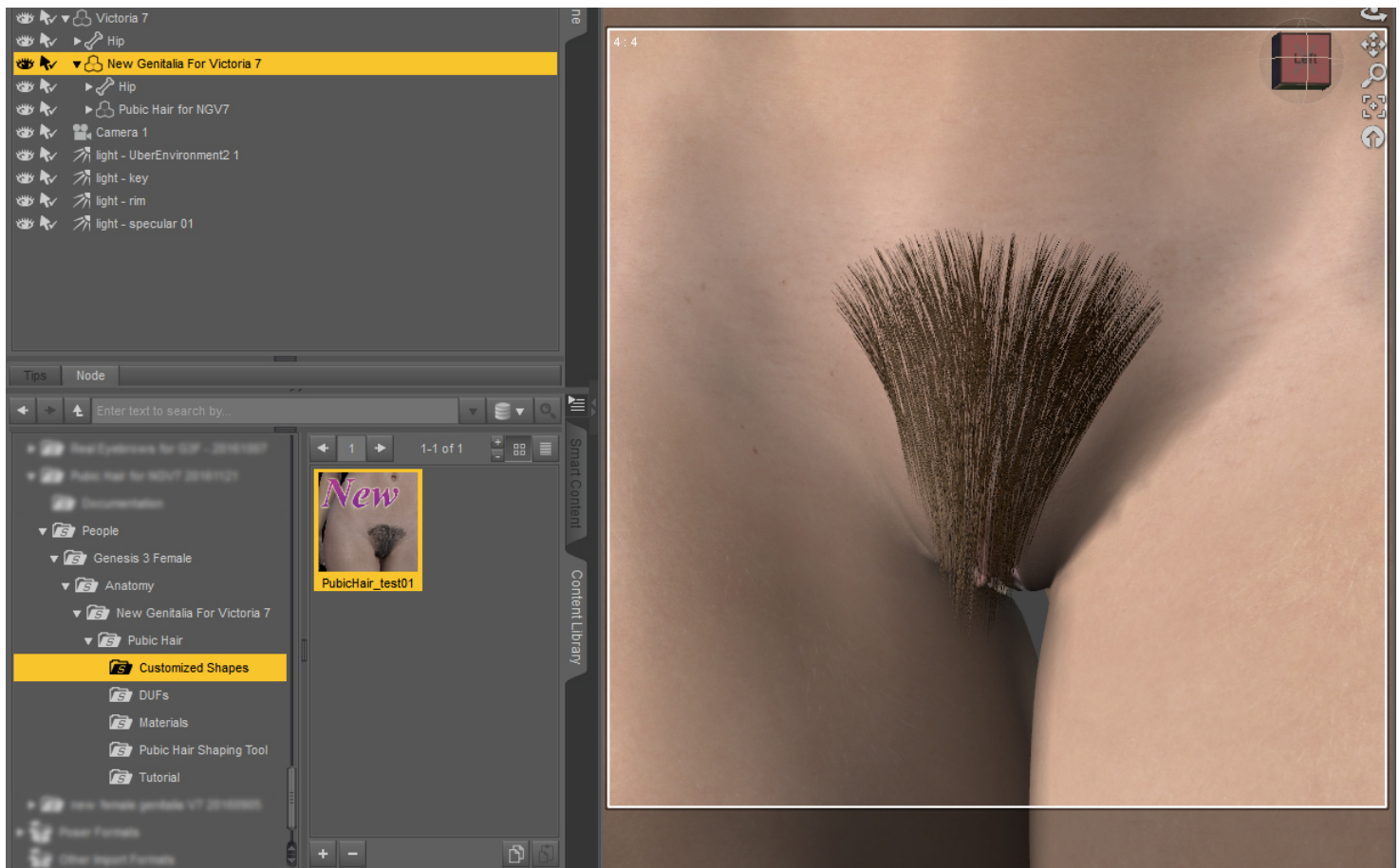


e. After clicking on the "OK" button, the new custom pubic hair will be in the "Customized Shapes" folder.



Note1: You may have noticed that there is another option "Save current pubic hair as new shape" in the Basic Shape Creator window. If you have loaded and modified an existing pubic hair, you can open the Basic Shape Creator, enter a name and choose this option. Then click the "Generate new pubic hair shape" button to save it as a new pubic hair or to overwrite an existing pubic hair.

Note2: If you add the new pubic hair that you have just created with the black and white image to NGV7, I guess you might be disappointed because it looks a little unnatural. This is normal, because you have only specified its scope. In the next section, we will set more details for this new pubic hair to get satisfactory result.



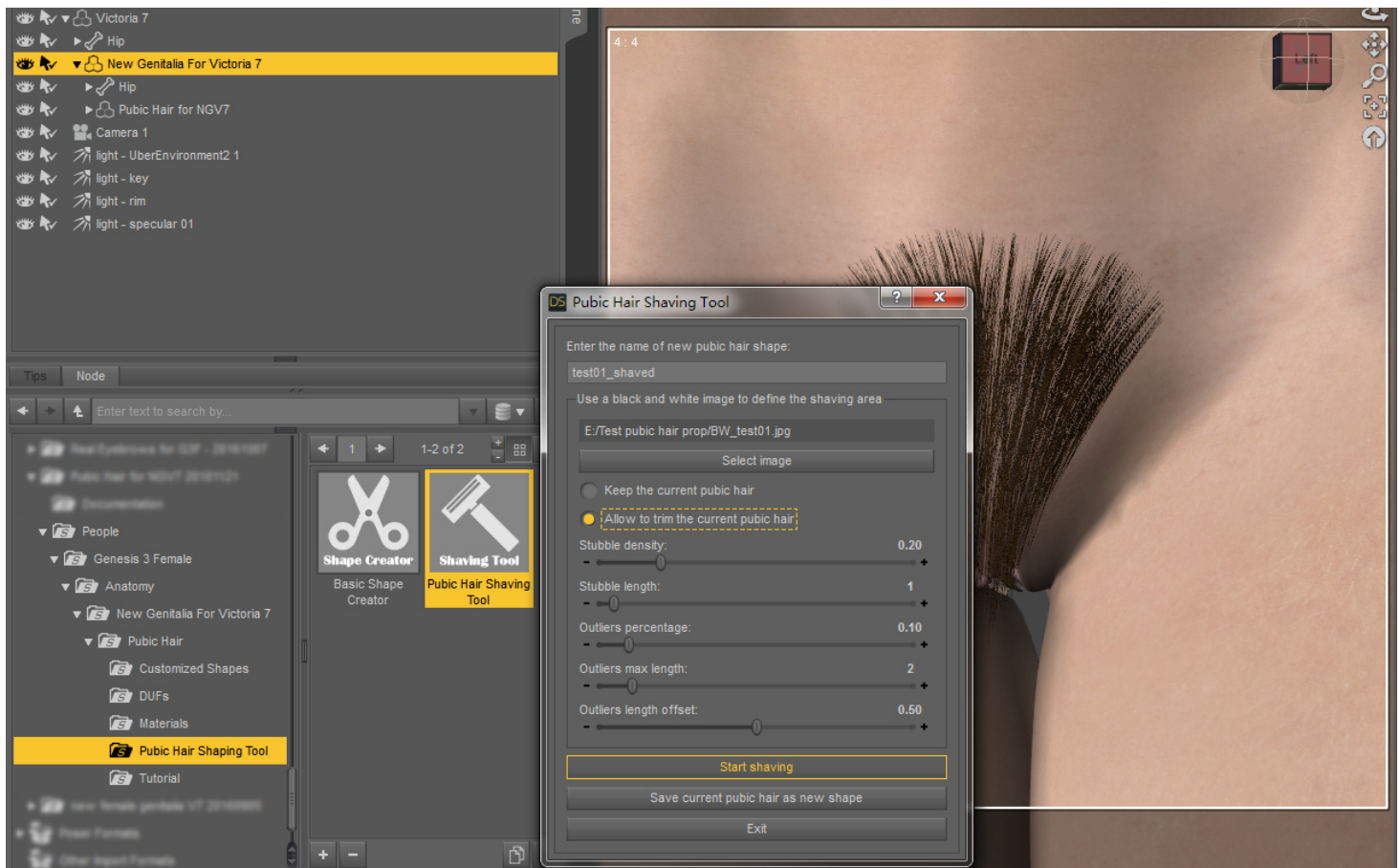
5.2 Modifying the current pubic hair

The pubic hair currently applied to NGV7 can either be a pubic hair preset I provided or a custom pubic hair you created. You can adjust the shaping morphs to change the shape of the current pubic hair, and then use the Basic Shape Creator to save it as a new pubic hair. Or, you can shave the current pubic hair with the Pubic Hair Shaving Tool, such as adding some stubble or shaving off the hairs on some places and then save it as a new pubic hair. These two methods can also be mixed. For example, after you use the Pubic Hair Shaving Tool to shave the current pubic hair, you can exit directly without saving. And then continue to adjust the shaping morphs until you are satisfied. At last, use the Basic Shape Creator to save the modified pubic hair.

- a. Select the NGV7 in the Scene pane, and then add a pubic hair (Here I chose the new pubic hair we just created) to it.
- b. Go to the Content Library pane, browse to "People > Genesis 3 Female > New Genitalia For Victoria 7 > Pubic Hair > Pubic Hair Shaping Tool", double-click on the icon of Pubic Hair Shaving Tool.

c. Enter a name for the new pubic hair. You can enter the same name as the existing pubic hair, so that when you save the new pubic hair, it will overwrite the old one. If you do not want to do this, just enter a different name.

d. Similar to Basic Shape Creator, you need to provide a black and white image to specify the range of shaving. Please refer to section 5.1.1 for how to make a black and white picture. Here, we will use the black and white image that was used to create the current pubic hair in section 5.1.2. This means that we will shave all of its hairs.



e. Let us look at the parameters associated with stubble.

Keep the current pubic hair: The current pubic hair remains unchanged while shaving. If you just want to add some stubble around the current pubic hair, be sure to check this option. If you want to change the current pubic hair, select the option below, "Allow to trim the current pubic hair".

Allow to trim the current pubic hair: When this option is checked, if the current pubic hair or part of it is in the range of shaving you specified, then the length of these hairs will be changed. While the hairs outside the shaving range will be completely removed.

Stubble density: Control of the stubble density.

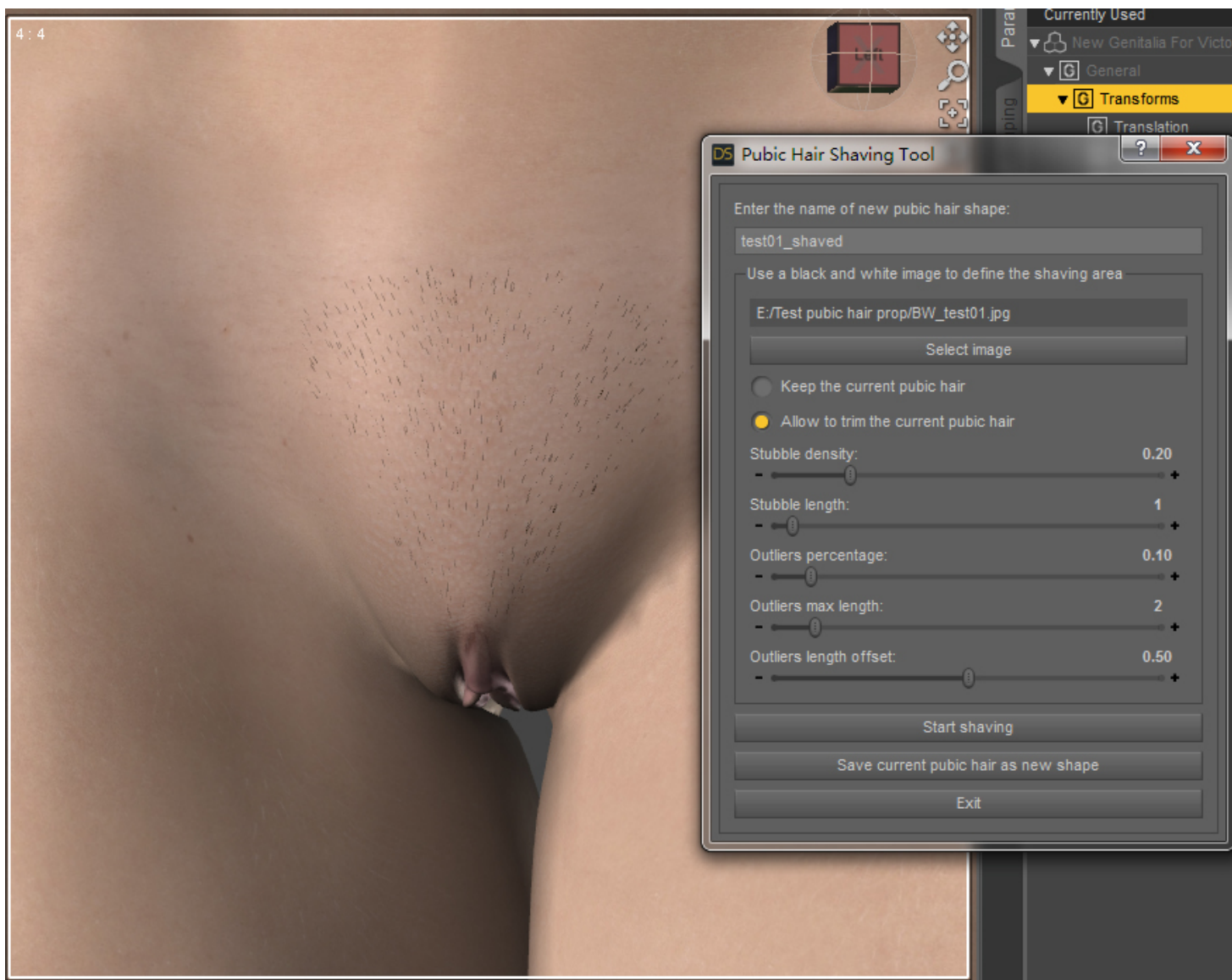
Stubble length: Control of the stubble length.

Outliers percentage: Percentage of the outliers. The length of these stubble will not be controlled by "Stubble length".

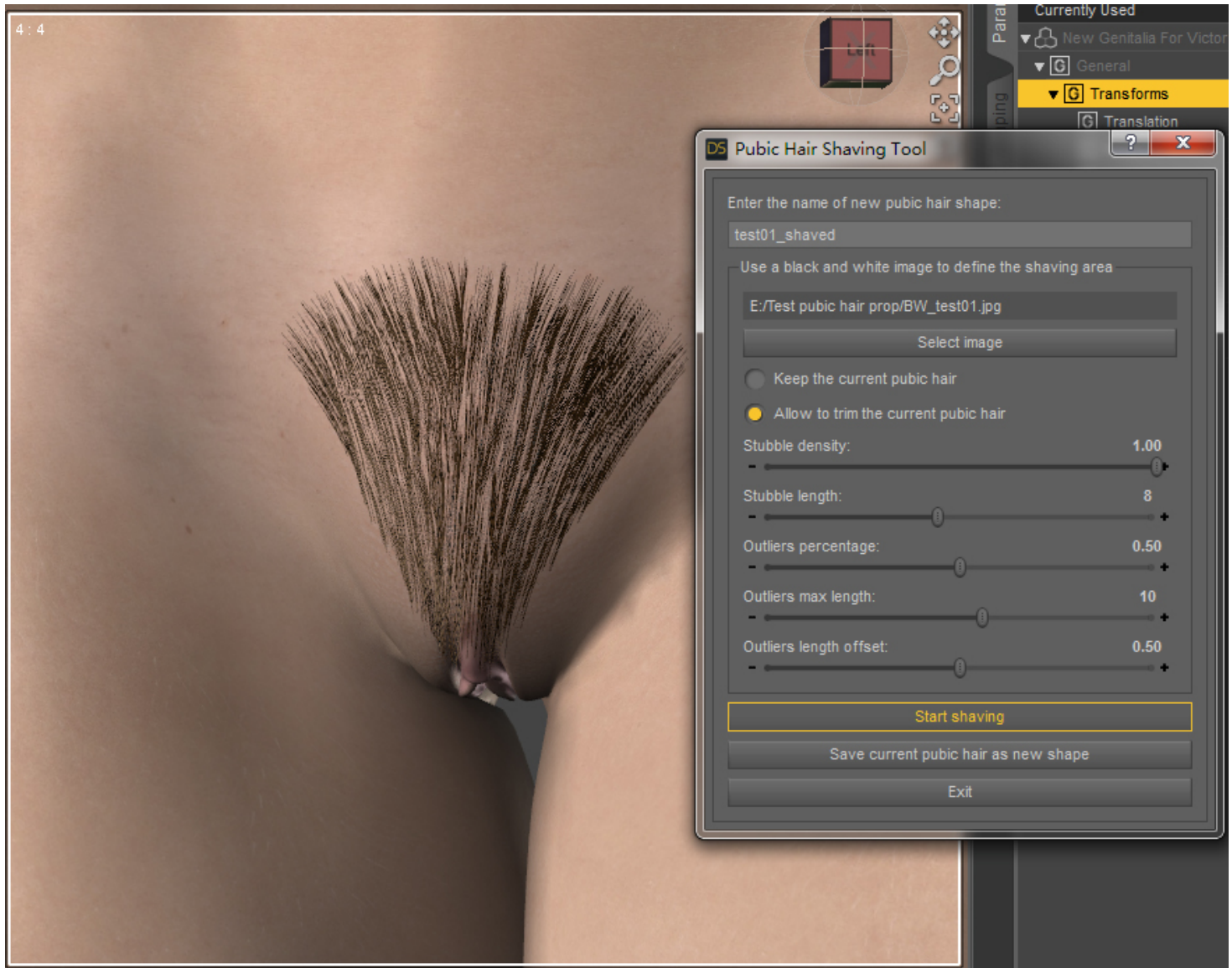
Outliers max length: The max length of the outliers.

Outliers length offset: The larger this parameter, the closer the length of each outlier to the maximum length.

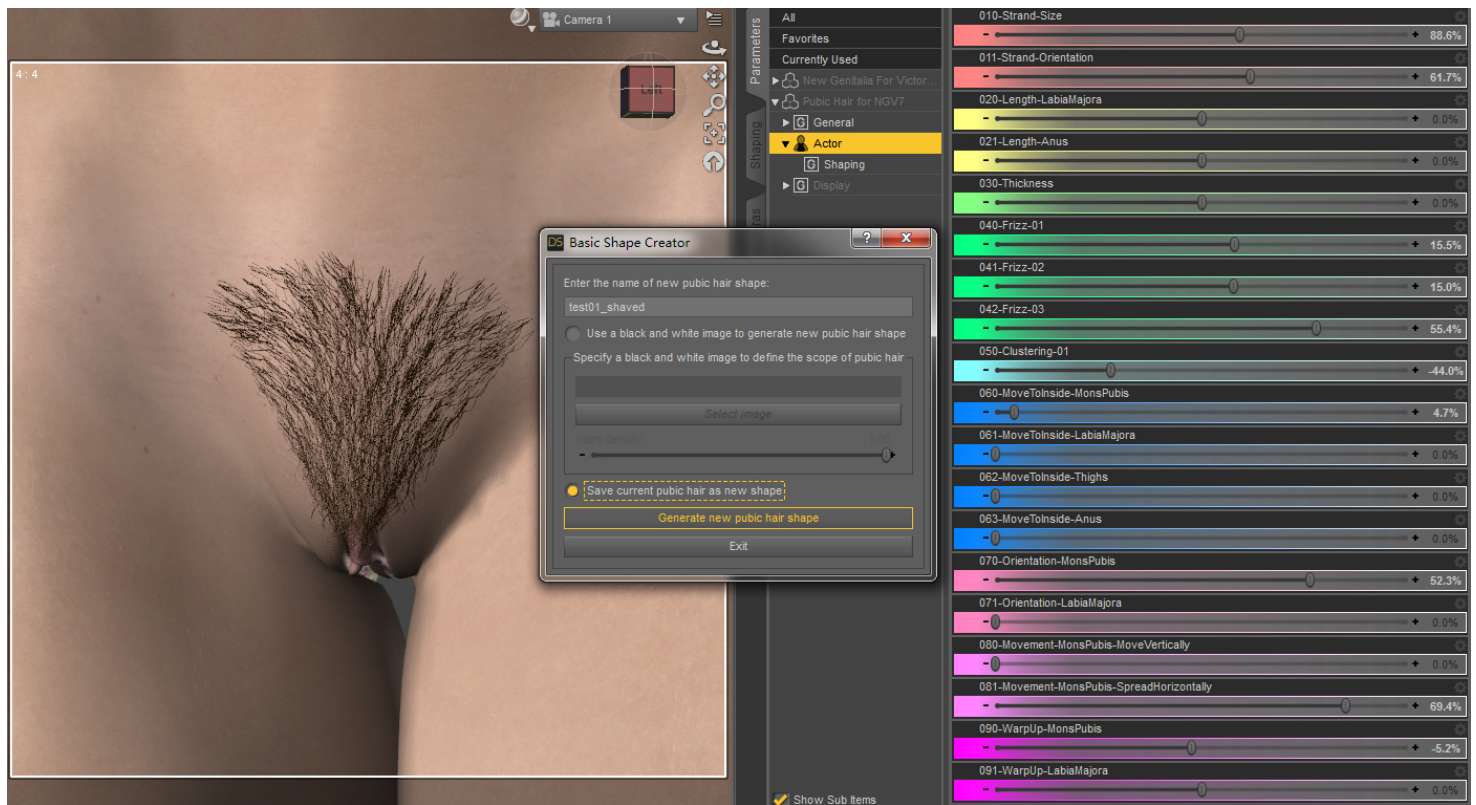
f. After setting the parameters (be sure not to choose "Keep current pubic hair"), click the "Start shaving" button to start shaving the current pubic hair.



Tips: If you don't like the result, you can adjust the above parameters, and then click the "Start shaving" button again. You can "shave" the current pubic hair repeatedly until you are satisfied.



g. At this point, you can save the shaved pubic hair by clicking on the "Save current pubic hair as new shape" button. Or you can exit the Pubic Hair Shaving Tool without saving. Then use shaping morphs to further adjust the shape of the pubic hair (Please refer to Section 3, "Using the shaping morphs"). At last, use the Basic Shape Creator to save it.

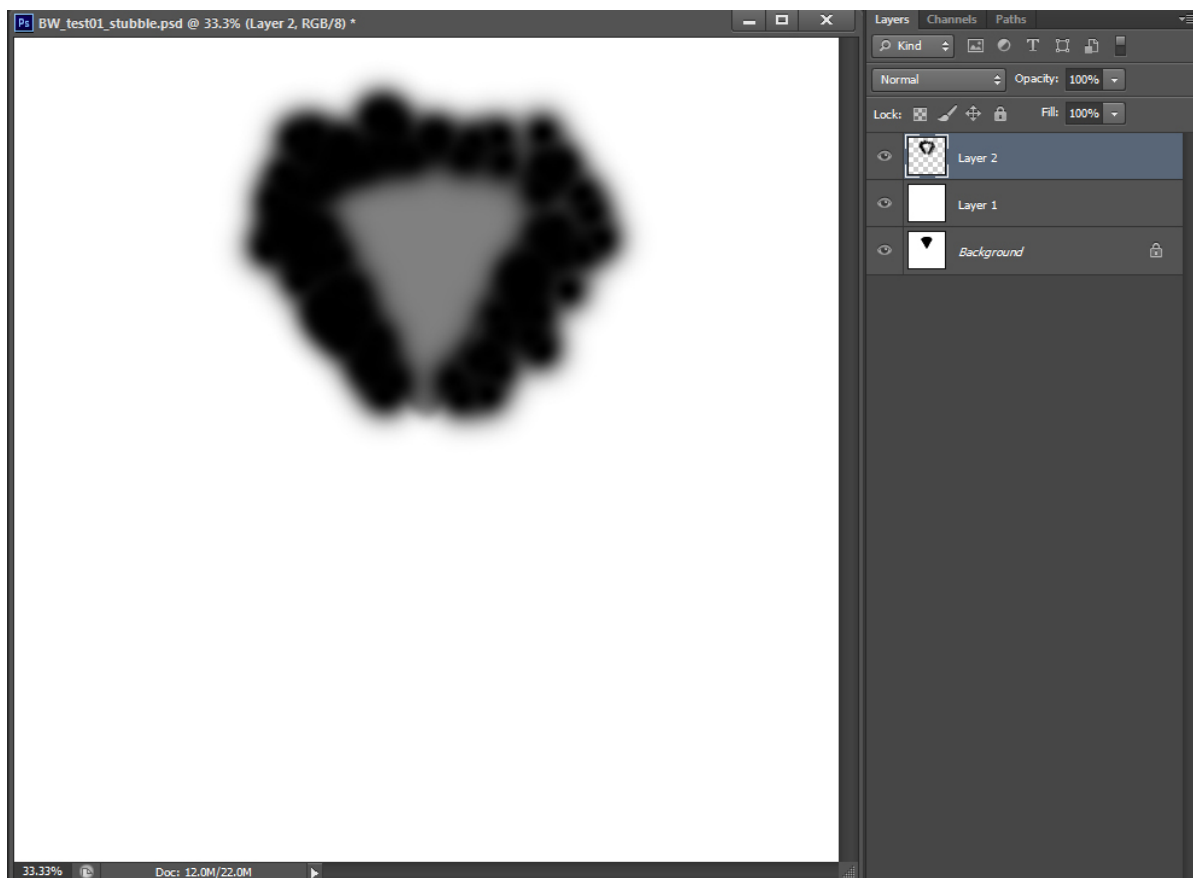


5.3 Adding the stubble around the current pubic hair

In section 5.2, we shaved all the hairs of the new pubic hair. In this section, we will try to add some stubble around it. The key to this work is to use a different black and white image.

5.3.1 Making a black and white image to specify the scope of the stubble

- a. Open the black and white image we used to create the new pubic hair in section 5.1.2 with Photoshop, GIMP or any other image editor.
- b. Create a new layer, "Layer 1". Fill this new layer with white. Change its Opacity to 50%.
- c. Create another new layer, "Layer 2".
- d. Select the Brush Tool and choose an appropriate brush. Set the foreground color to black and the background color to white.
- e. Draw the scope of the stubble in the "Layer 2". The scope of stubble can be any shape and you can paint freely. You can look at my "graffiti" around the underlying pubic hair. Note that the pubic hair is not entirely inside the stubble scope, if we do not choose "Keep current pubic hair", the hairs outside the stubble scope will be completely removed.



f.Change the Opacity of "Layer 1" back to 100%.

g.Save the current document as a .jpg file. Quality / compression is up to you. Remember to save it in an appropriate folder that you will remember.

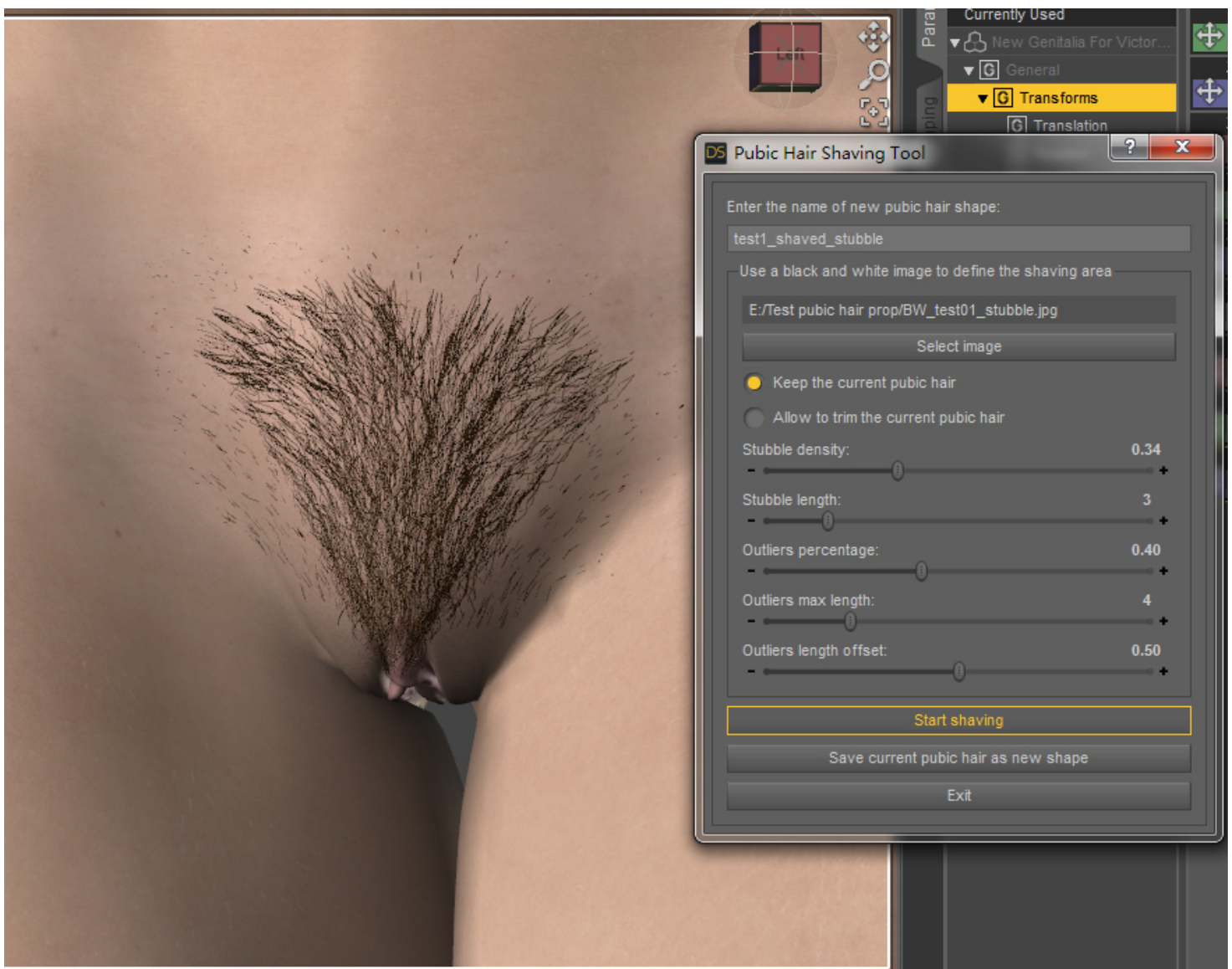
5.3.2 Using the Pubic Hair Shaving Tool to add stubble for the new pubic hair

a.Select the NGV7 in the Scene pane, apply the pubic hair we saved in section 5.2 to it. And then open the Pubic Hair Shaving Tool.

b.Enter a name for the new pubic hair. You can enter the same name as the existing pubic hair, so that when you save the new pubic hair, it will overwrite the old one. If you do not want to do this, just enter a different name.

c.Now you can use the .jpg file you saved in section 5.3.1. Click the "Select image" button, select the black white image you saved in section 5.3.1.

d.After setting the parameters("Keep current pubic hair" must be chosen), click the "Start shaving" button to start generating the stubble.



Tips: If you don't like the result, you can adjust the stubble parameters and then click the "Start shaving" button again. You can repeat this process until you are satisfied.



5.4 Another way to "trim" the hair

In addition to the Pubic Hair Shaving Tool, we can also use the Geometry Editor of DAZ Studio to "trim" the current pubic hair. This method allows you to precisely trim one or more hairs, so that the details of the pubic hair can be more perfect.

a.You need to open the Tool Settings pane. Go to the top Menu listing in DAZ Studio. Click on "Windows" and select "Panels(Tabs)" and find the "Tool Settings". Select it and it should open a new "Panel" called "Tool Settings".

b.In the Tool Settings Panel, select "Geometry Editor" from the tool list. The Geometry Editor allows you to select individual polygons. In this case, you will be selecting polygons of hairs on the current pubic hair.

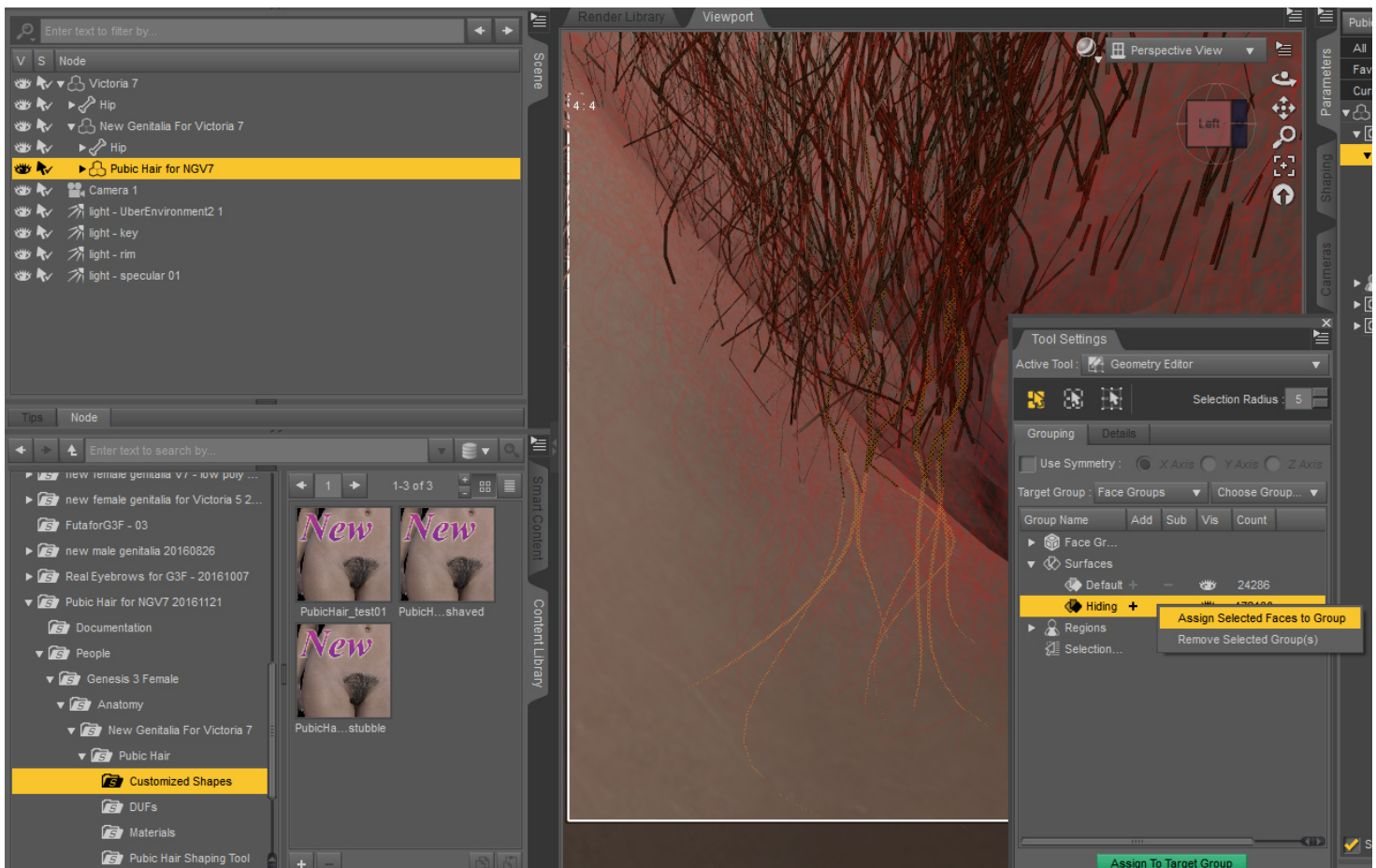
c.Each hair of the Pubic Hair for NGV7 has 18 faces(polygons). Try to zoom in on the hair you want to trim or remove. You do not need to zoom in on the individual hair, just close enough to select one of it's faces/polygons.

d.Now before you select a hair, notice the Tool Settings Tab. Make sure you have "Pubic Hair for NGV7" selected in the Scene Tab. You should see three triangles that hold "Face Groups", "Surfaces" and "Regions". Leave "Face Groups" and "Regions" alone but go ahead and open the triangles for "Surfaces". "Surfaces" means what you think. It helps in selecting surfaces. Under it are two groups. One is "Default" and the other is "Hiding".

e.Now click on top of one of the hairs you don't want. If you can't tell if you selected a face/polygon, look in the Tool Tab and check to see if the "Default" group's plus and minus symbols turned gray. If they did, you selected a face/polygon. Most important is that you don't select any part of any hair you want to keep. If you think you have selected a face/polygon on more than the hair you want to "pluck" go to the Tool Tab and click on the minus signs of the "Default" group. After you hit the minus sign, click in a blank area of the Tool Tab to clear any selections.

f.After you know you have selected a face/polygon from the hair you want to "pluck", you need to select all of the hair's faces/polygons. Don't worry, it is easy. Let go of your mouse. Hold the Ctrl key down and hit your "+" key on the numeric keypad of your keyboard. You just need to hit the "+" key one time and then hit the "=" key. Now you should have all the face/polygons of the unwanted hair selected.

g.Now use your mouse again and left click on "Hiding". Once it is highlighted, right click on it and choose "Assign Selected Faces to Group". Click on the minus signs of the "Hiding" group and then click in a blank area of the Tool Tab to clear any selections. The selected hair you wanted "plucked" is now in the "Hiding" group and has disappeared.



h.Repeat until all unwanted hairs are "plucked" meaning, they are assigned to the "Hiding" group under Surfaces in the Tool Settings Tab.

6. Deleting the custom custom pubic hairs

If you want to delete a custom pubic hair, just go to your DAZ library directory and browse to "/People/Genesis 3 Female/Anatomy/New Genitalia For Victoria 7/ Pubic Hair/Customized Shapes/".

In this directory you will see scripts (.dsa) and icons (.png) of custom pubic hairs you have saved.

Delete the files of the pubic hair names with the corresponding .dsa and .png. (For example: PubicHair_bad.dsa and PubicHair_bad.png)

Then go to "/data/3feetwolf/Pubic Hair for NGV7/User/".

Find the data (.DAT) file of this pubic hair you want to delete.

Throw that file in to the waste bin/trash. (For example: PubicHair_bad.dat).

If you had DAZ Studio open, just refresh the folder view for Customized Shapes.

If you didn't have DAZ Studio open, the "PubicHair_bad" will be gone the next time you launch DAZ Studio.