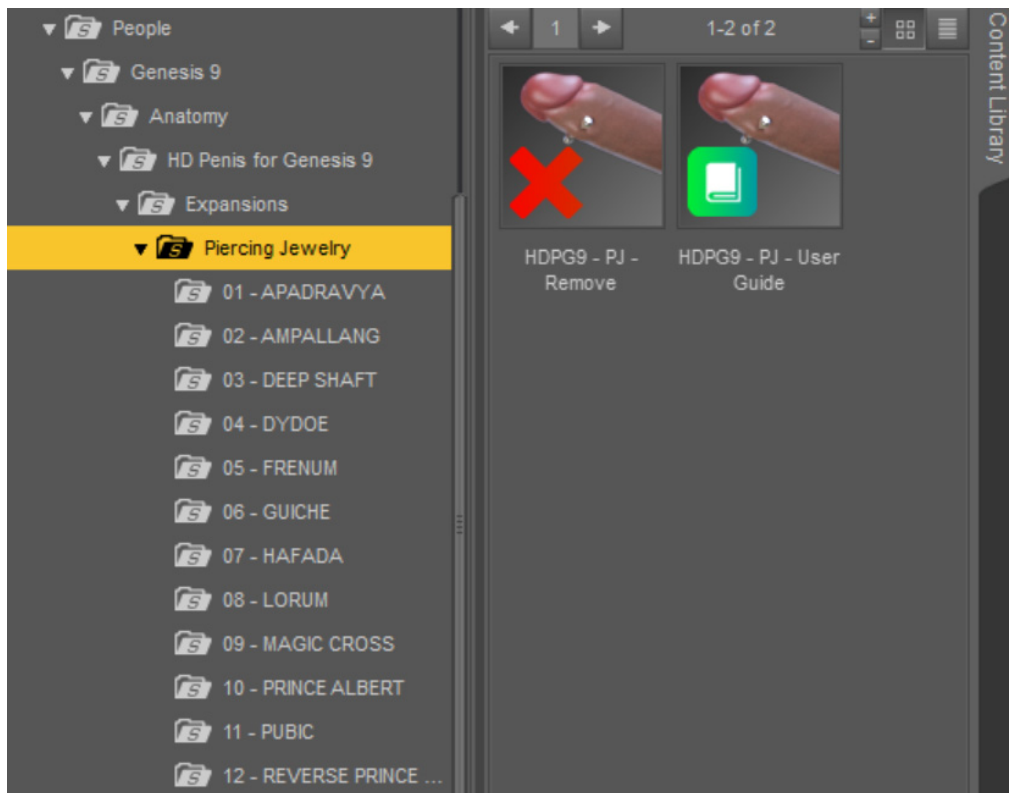
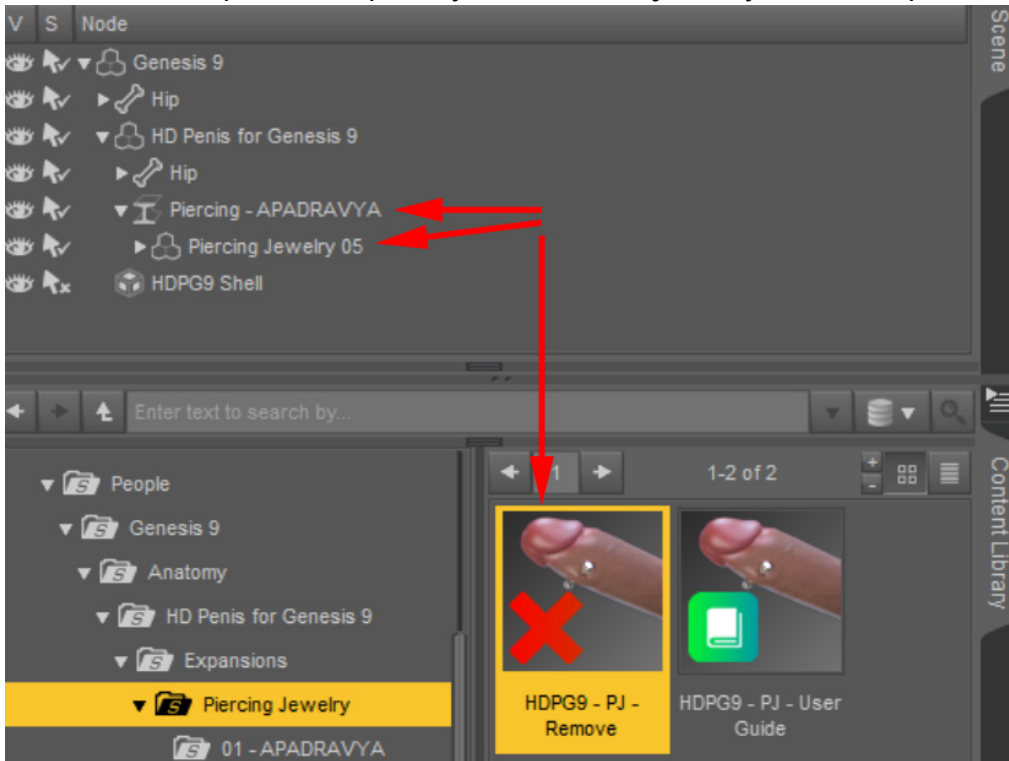


1. After installing Piercing Jewelry for HDPG9 into your daz library folder, back to DAZ Studio and go to the Content Library pane. You will see all the content for Piercing Jewelry for HDPG9 under 'People > Genesis 9 > Anatomy > HD Penis for Genesis 9 > Expansions > Piercing Jewelry'.



1.1 General Scripts

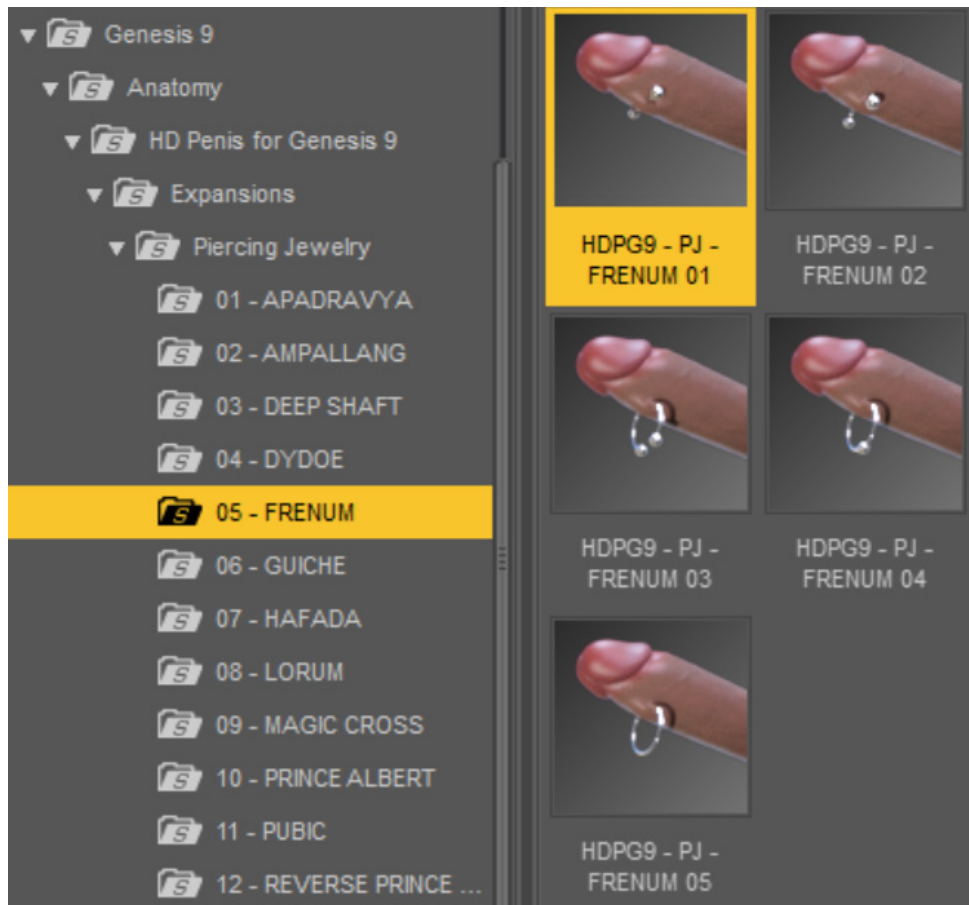
HDPG9 - PJ - Remove: Select a jewelry or the rigid follow node it is parented to in the Scene pane, and then double-click this script to completely remove the jewelry from the penis.



HDPG9 - PJ - User Guide: Double-click this script to open this user guide in DAZ Studio.

1.2 Piercings

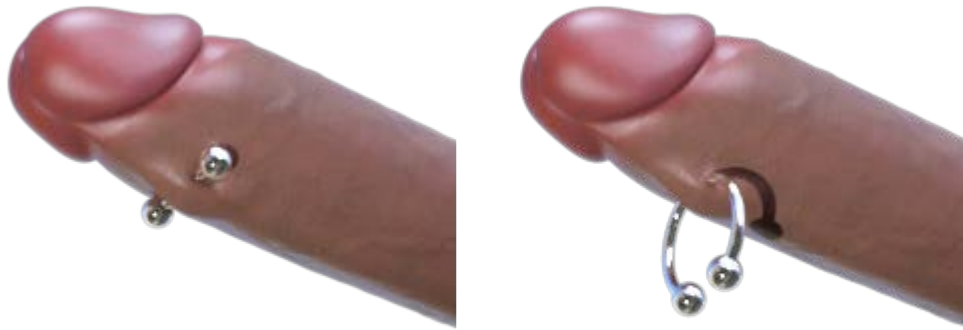
There are 12 subfolders under the 'Piercing Jewelry' folder. They store the piercings corresponding to different parts of the penis. Click on any of the subfolders and you will see one or more piercing icons. We can see from these icons where the piercing is and what the shape the jewelry is.



Select HDPG9 in the scene, then double-click a piercing icon to install the jewelry to the corresponding position of the penis. At the same time, the shape morph of the penis corresponding to this piercing will be automatically set to 1 to show the effect of the piercing on the shape of the penis.



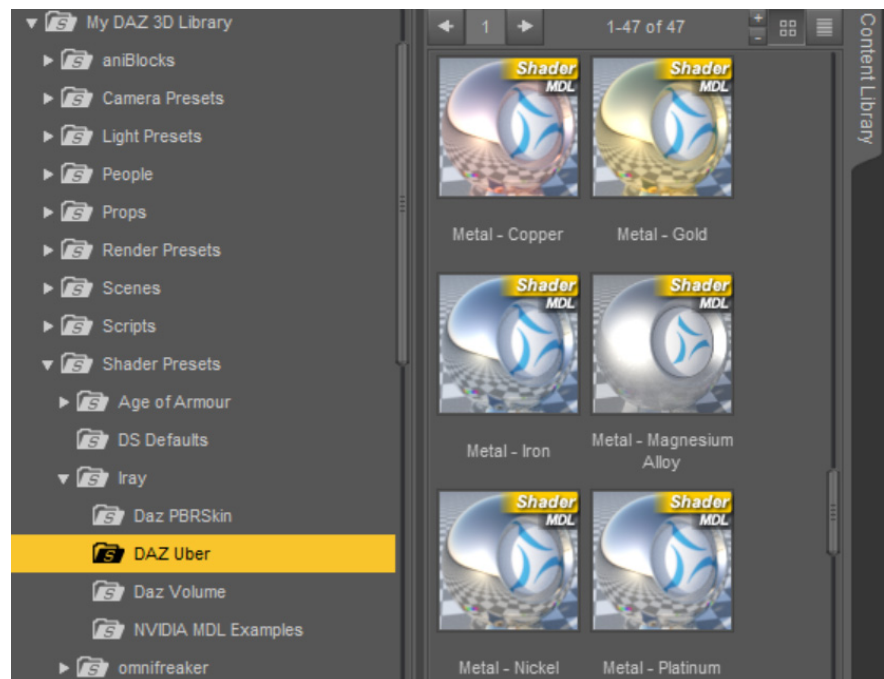
At this point, if you continue to double-click other piercing icons in the same subfolder, the jewelry that has been installed to this location of the penis will be replaced by jewelry of other shapes.



2. After installing a jewelry to the penis, select it in the Scene pane, then we can adjust its material, shape, size, rotation and position.



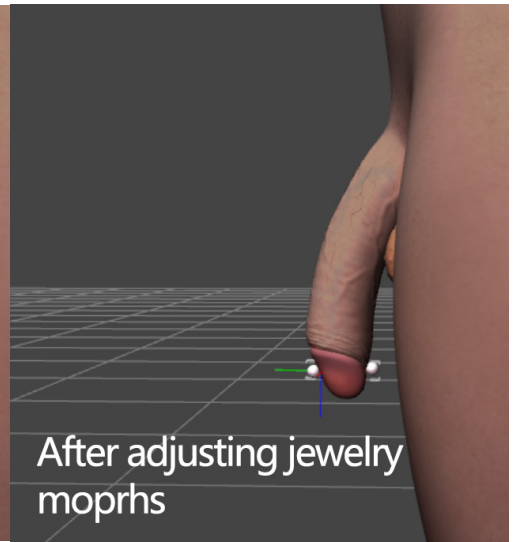
2.1 Change the material of jewelry
Piercing Jewelry for HDPG9 does not include material presets, because we can easily use the material presets that come with DAZ Studio. By default, you can go to the Content Library pane and find a large number of material presets in 'Shader Presets > Iray > DAZ Uber'. Just pick a material you like and assign it to the jewelry model.



2.2 Adjust the shape, size/length, rotation and position of jewelry

Each jewelry has its own morphs for adjusting. Select a jewelry in the Scene pane and then go to the Parameters pane. Click on 'Actor' and you can see the jewelry's morphs on the right side of the Parameters pane.

These morphs are divided into three types: shape, rotation, and offset. Shape morphs can be used to adjust the shape and size/length of the jewelry. Rotation morphs can be used to show the effect of gravity or other external forces on the jewelry. Offset morphs can adjust the position of the jewelry. Each time the shape or pose of the penis changes, we may need to use these morphs to get the jewelry back to the correct pose and position.



3. (Optional) We know that the skin with piercings is usually darker. To achieve this effect, Piercing Jewelry for HDPG9 provides mask images corresponding to the 12 piercings. These images are located in
"`\\Runtime\\Textures\\3feetwolf\\HDPenisforGenesis9\\Piercings`".



After you install a jewelry to the penis, run the Customize Color script of HDPG9. In the "HDPG9 - Customize Color" window, find "Pigmentation" and "Tattoo". Enable either of them if they are not already used. Choose a dark skin color for it and assign a mask image corresponding to the piercing. At last, click the "Accept" button to regenerate the penis color map.

HDPG9 - Customize Color

Shaft:	171	133	111
Glans 1:	193	98	92
☒ Glans 2:	180	108	109
Scrotum:	179	116	81
Anus:	132	99	81
Rectum:	180	108	109

☒ Shaft Veins:	64	114	128
Shaft Veins Mask:	wolf/HDPenisforGenesis9/Masks/HDPG9_Shaft_Veins_01_Mask.jpg ...		

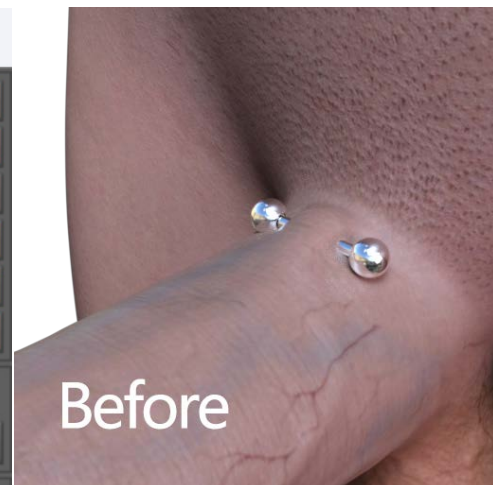
☐ Scrotum Veins:	128	128	128
Scrotum Veins Mask:			

☒ Capillaries:	96	0	0
Capillaries Mask:	tures/3feetwolf/HDPenisforGenesis9/Masks/HDPG9_Capillaries.jpg ...		

☒ Pigmentation:	99	59	55
Pigmentation Mask:	tures/3feetwolf/HDPenisforGenesis9/Piercings/PJ_PUBIC_Mask.jpg ...		

☐ Tattoo:	128	128	128
Tattoo Mask:			

Accept Exit



This step is optional and you can decide whether to do it according to the actual situation. For example, if the lighting in your scene is set up properly, you don't need to do this step at all.

In addition, if you want to add multiple piercing colors to the penis at the same time, it is also very simple. You only need to stitch the mask images corresponding to these piercings into a new mask image in Photoshop or other image editing tools, and then use it to generate a new penis color map according to the previous method.