

kaluma's

Pubic Hair

for Genesis 9 Female Genitals

Documentation

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Requirements

DAZ Studio 4.21+ and Genesis 9 Starter Essentials

Recommended: [Kaluma's Female Genitals for Genesis 9](#)

Installation

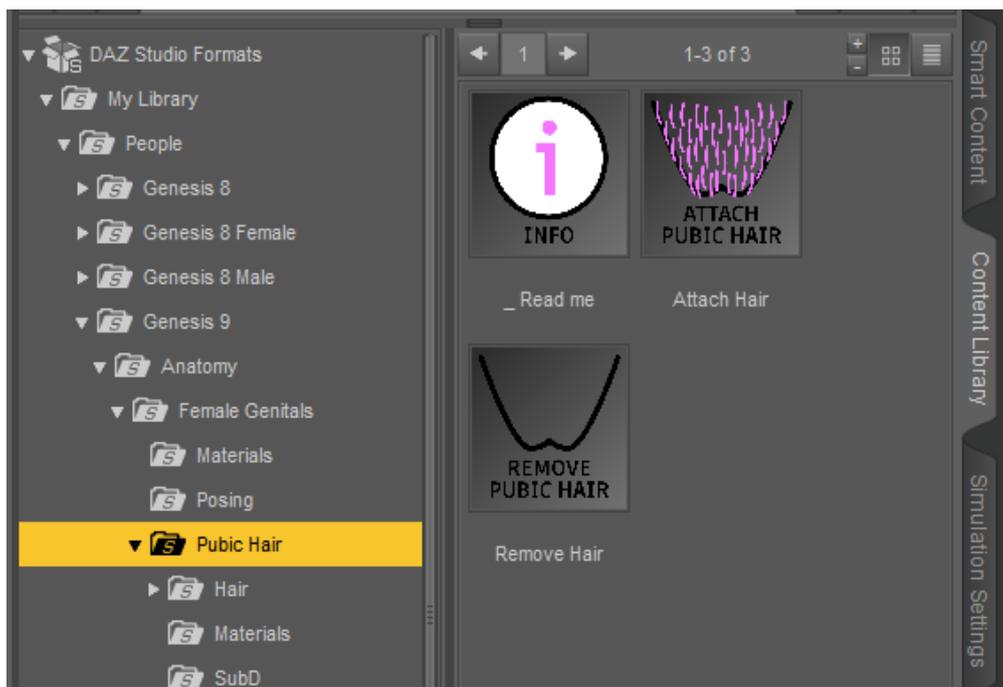
Unpack *KA00067430-01_kalumav01.zip* and copy the folders '**Runtime**', '**People**' and '**data**' into your DAZ library.

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

Alternatively you can drop *KA00067430 -01_kalumav01.zip* in the package archive directory of DAZ Install Manager, refresh the *Ready to install* tab and click on *Install*.

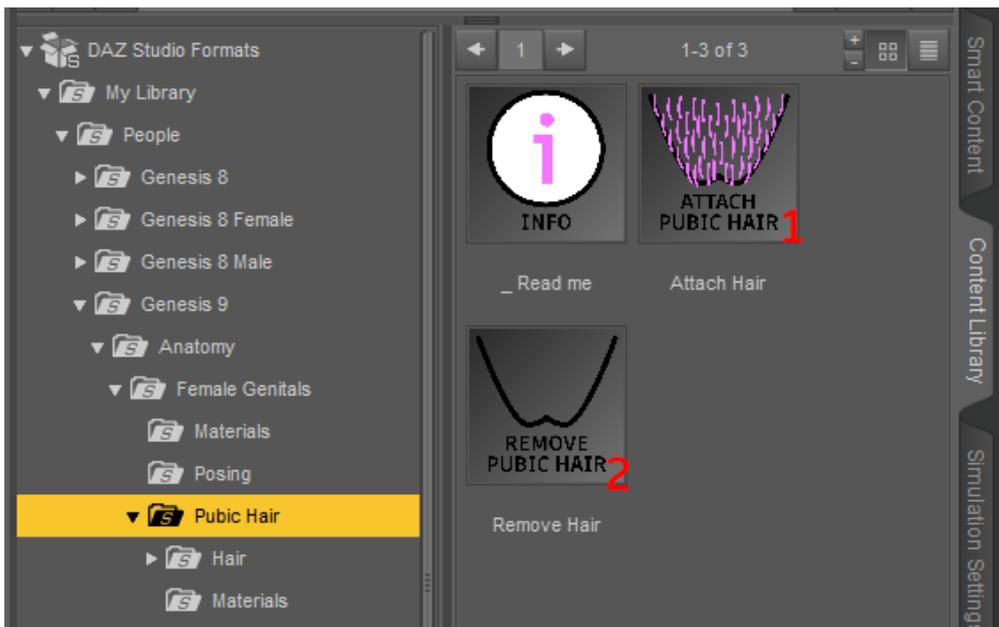
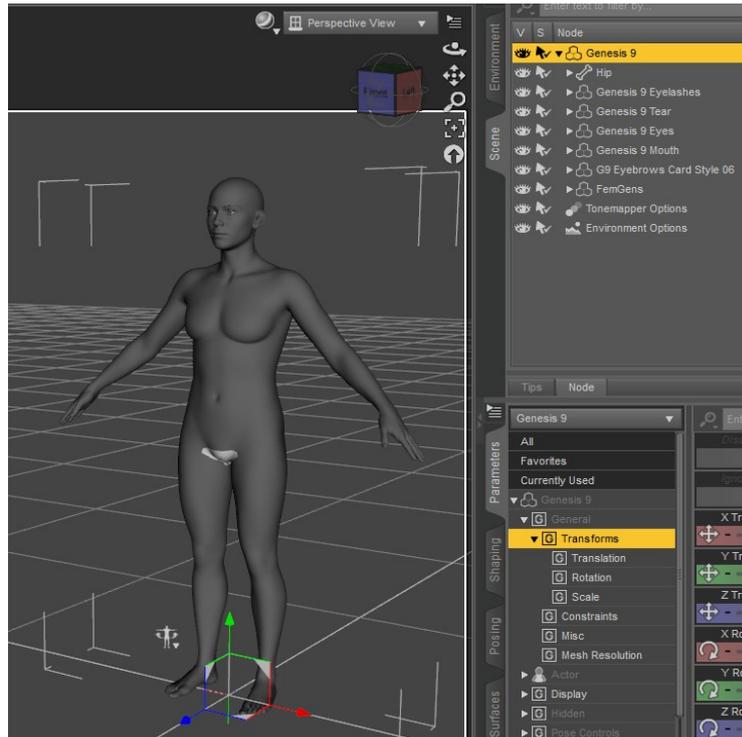
After restart/refresh you can find the content in DAZ Studio.

Content Library -> My Library -> People -> Genesis 9 -> Anatomy -> Female Genitals -> Pubic Hair



Apply Pubic Hair

Select a Genesis 9 figure with Female Genitals applied in the scene tab.

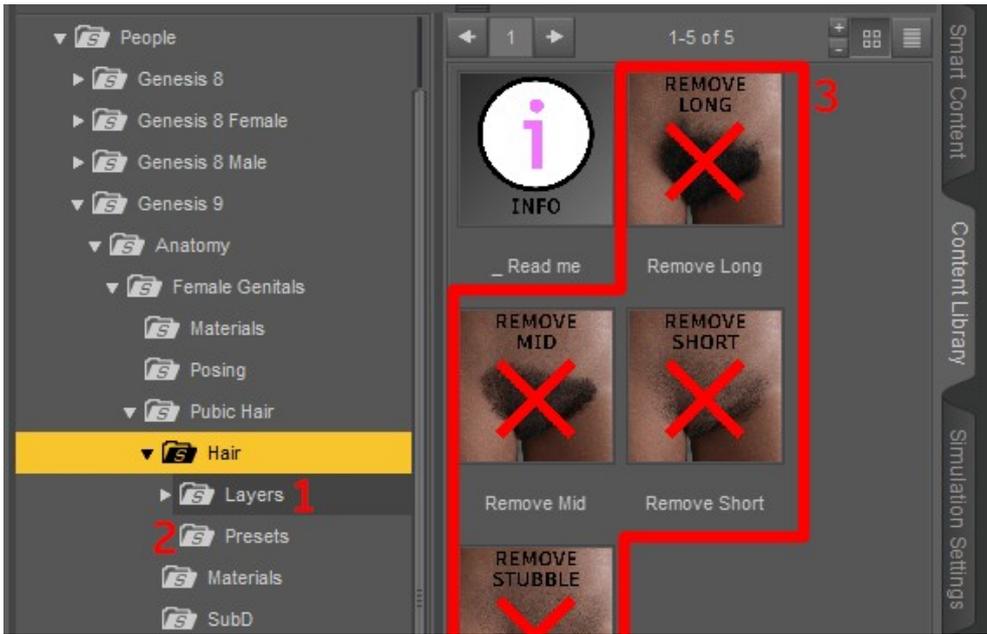


Afterwards double click **(1) Attach Hair**.

If you want to use **Pubic Hair without Female Genitals**, you have to accept all four auto-fit dialogues and apply the hair from *Hair -> Presets* or *Hair -> Layers* afterwards.

To remove the pubic hair, double click **(2) Remove Hair**.

Hair Styles



The **Pubic Hair** system is layer based. The layers are stubble, short, mid and long.

Inside the Hair folder, you can find two sub folders. Layers and Presets. In the **(1) Layers** folder you can combine different hair styles.

In the **(2) Presets**

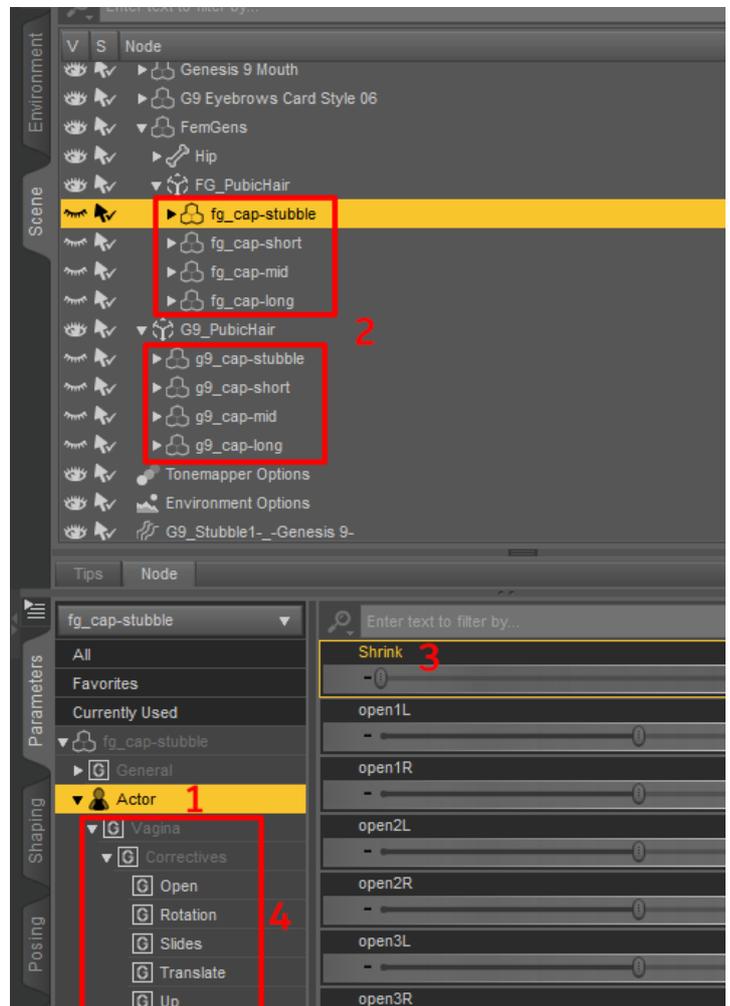
folder you can apply hair styles for all four layers at once. You can overwrite the individual layers with styles from the **(1) Layers** folder. You also can remove a layer with **(3) Remove <layer name>** in the *Hair* folder.

Cap morphs

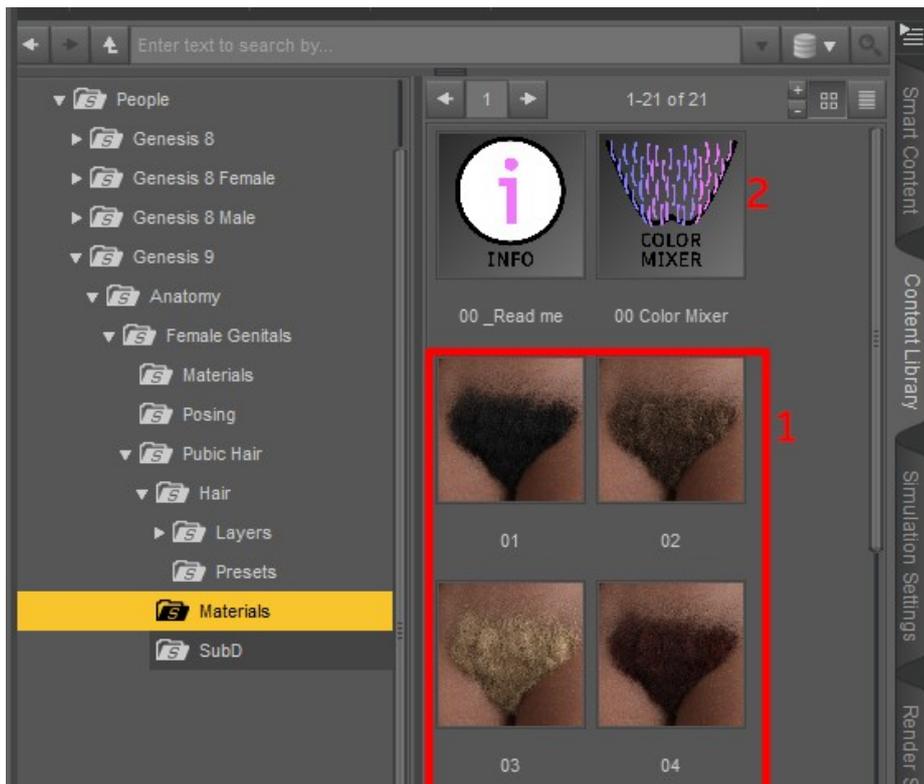
You can find morphs under

(1) Parameters -> Actor in the different layer caps. Both, the **(2) G9 and FG caps**, have a morph named **"Shrink"** **(3)**. You can use it per layer if the hair is above the surface or to shorten the hair.

The FG caps also have different morphs to adjust the hair around the labia minora area. **(4) Parameters -> Actor -> Vagina -> Correctives**



Materials



Choose from different **(1) hair colors** in the Materials folder.

You can also combine two different color maps and adjust the hair color with **(2) 00 Color Mixer**.

Color Mixer

Choose a **(1) Base Texture** and an **(2) Overlay Texture**. You can change the blend mode with

(3) Overlay Mode and the strength with **(4) Overlay Strength**. You can also choose an **alpha mask (5)**.

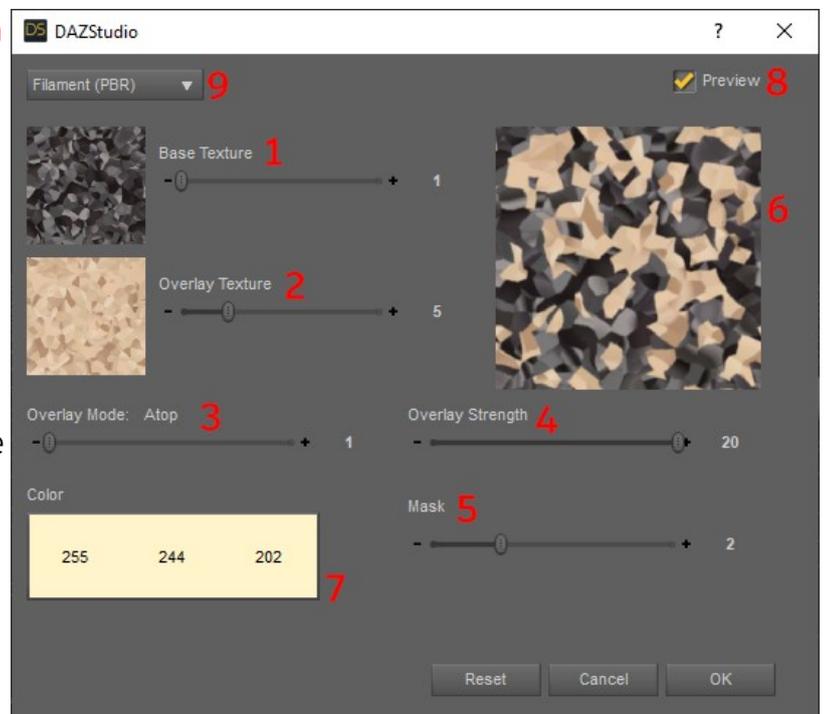
These settings will be visible in the **(6) 2D preview**.

To colorize the maps you can use the **(7) Color Widget**. This will only be visible in the **(8) 3D Preview**. You can also choose the **draw mode (9)** in the top left dropdown.

Changes in 3D view will be visible in

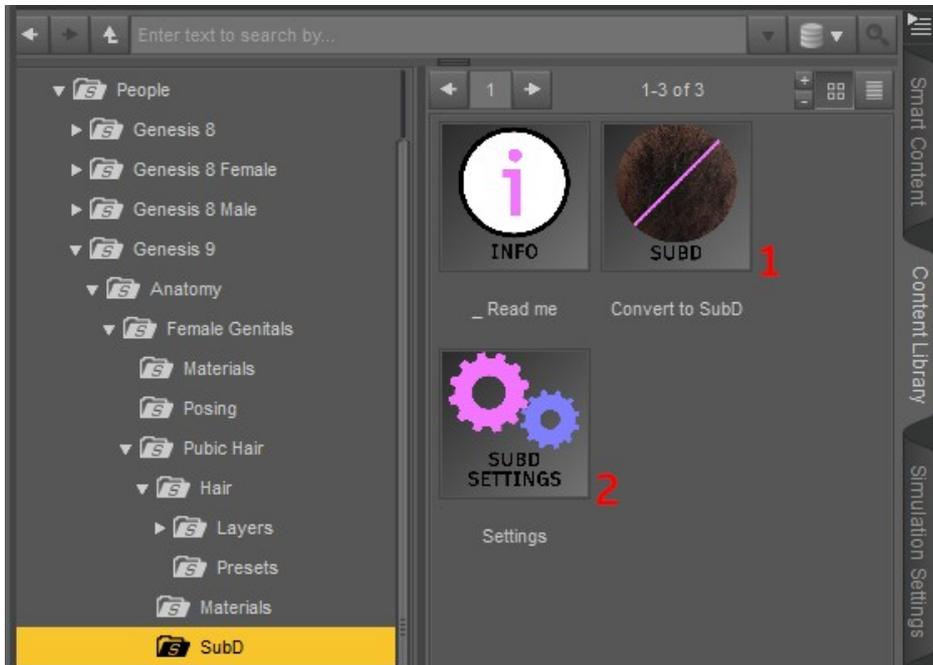
Filament (PBR) and *Nvidia Iray* draw mode and if **(8) Preview** is checked.

The color mixer will load with your current map settings, as long as you use materials from this product.



SubD

You can convert the SBH nodes to subD with the **(1) Convert to SubD** script. This will make the hair less edged and it decreases the density. You can choose which layers should be converted to subd with **(2) Settings**.

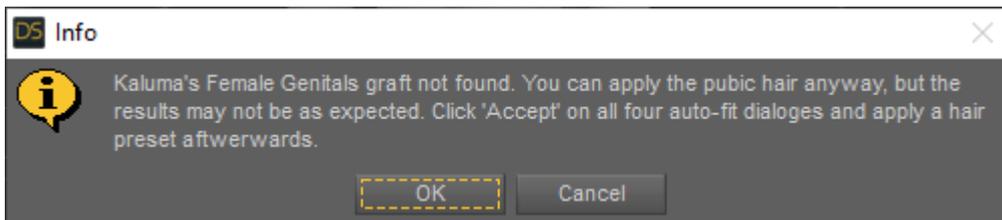


Attention! DAZ Studio does not save the resolution level of strand based hair with the scene. So if you reload the scene, the hair will be base resolution again. If you want subD hair in your renders, it's recommended to run the script directly before you hit the render button.

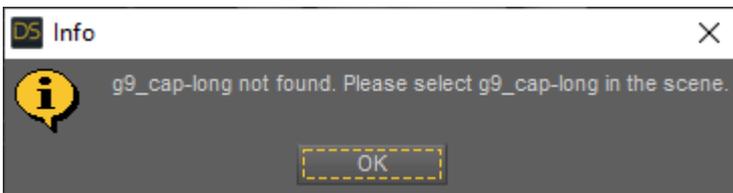
Errors, Troubleshooting and Contact



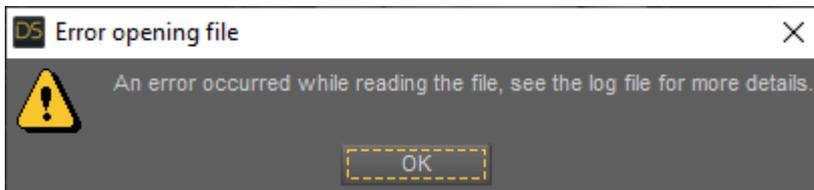
Make sure a **Genesis 9** figure is selected.



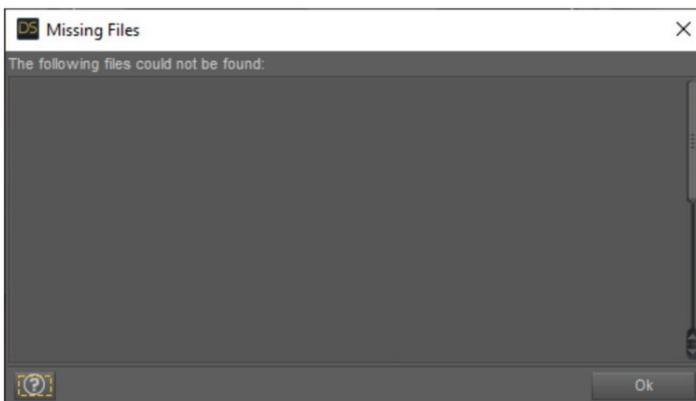
Warning that **Female Genitals is not applied** on the figure. You can cancel or apply to use Pubic Hair without Female Genitals.



Hair caps are not on the figure. Double click "Attach Hair" again.



Please write a mail to kalamanko@gmx.net with the log files (*Help->Troubleshooting->View Log File...*) for support.



Files are missing. Please download and install again.

Please feel free to contact me for support, wishes or suggestions:

kalamanko@gmx.net

Thank you!