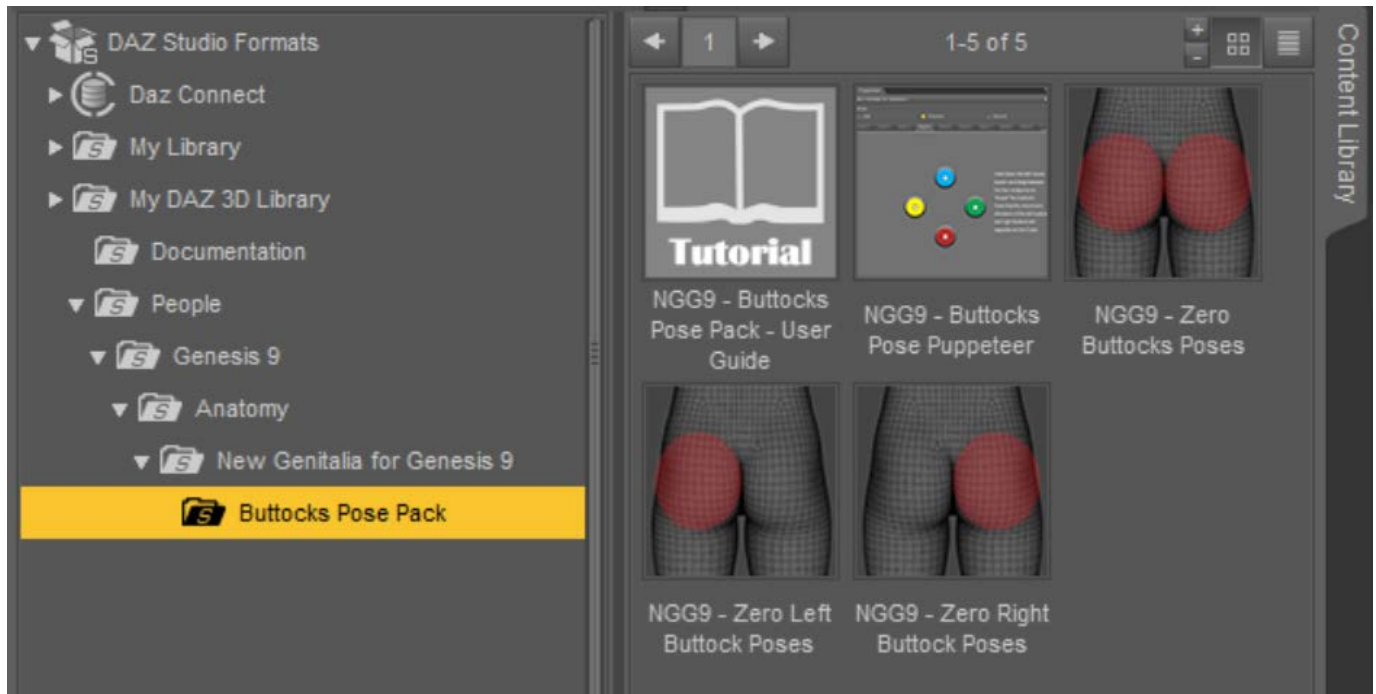
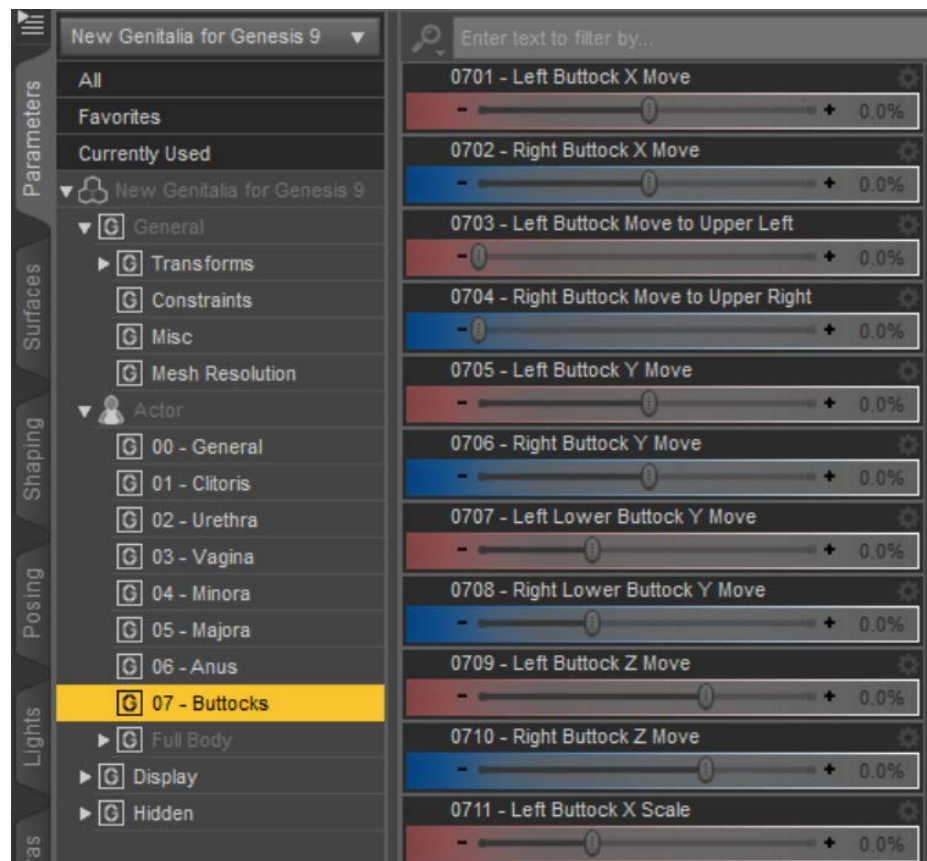


1. After installing the Buttocks Pose Pack for NGG9, return to DAZ Studio and go to the Conte Library pane. Under 'People > Genesis 9 > Anatomy > New Genitalia for Genesis 9 > Buttocks Pose Pack' you will find the Buttocks Pose Pack for NGG9 user guide, puppeteer and tool scripts.



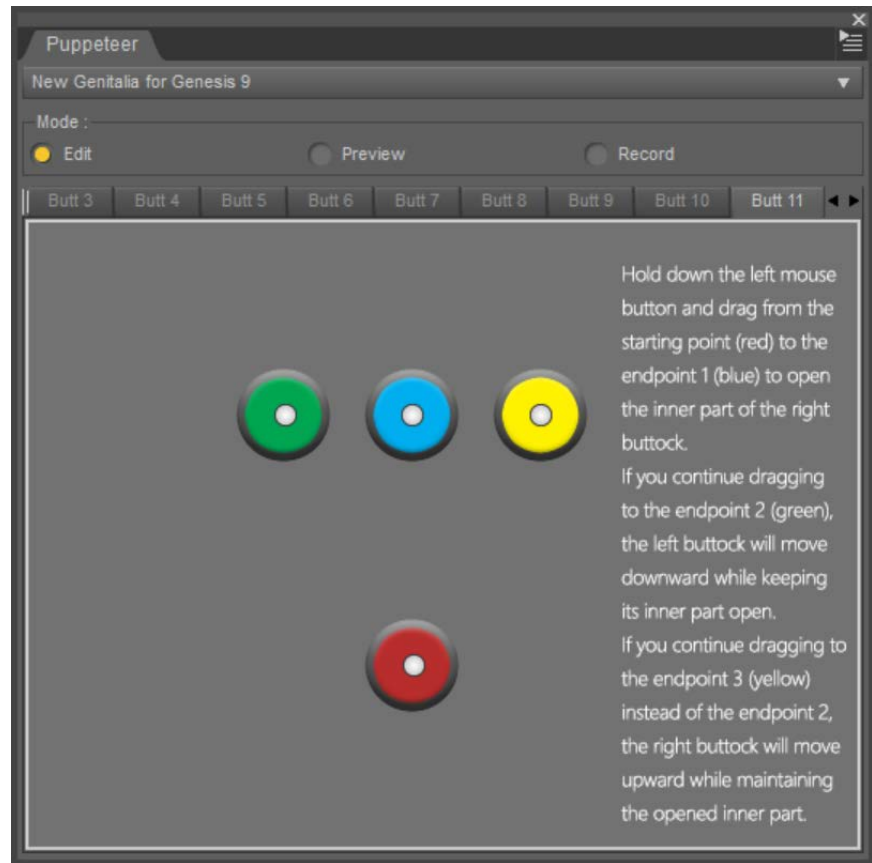
Buttocks Pose Pack - User Guide: Double-click its icon to open this user guide in DAZ Studio.
Buttocks Pose Puppeteer: Select NGG9 and double-click its icon to load it into the Puppeteer pane.
Zero Buttocks Poses: Double-click its icon to reset all buttocks pose morphs to 0.
Zero Left Buttock Poses: Double-click its icon to reset all left hip pose morphs to 0.
Zero Left Buttock Poses: Double-click its icon to reset all right hip pose morphs to 0.

2. Select NGG9 and go to the Parameters pane. Click 'New Genitalia for Genesis 9 > Actor > 07 - Buttocks' and you will see all the buttocks pose morphs in the morph list on the right.



3. Buttocks Pose Puppeteer allows NGG9's buttocks to show more poses by combining different buttocks pose morphs.

First, in the DAZ Studio main menu, click 'Window > Panes (Tabs) > Puppeteer' to open the Puppeteer pane. Then select NGG9 and double-click the Buttocks Pose Puppeteer icon to load it into the Puppeteer pane.



Buttocks Pose Puppeteer provides 11 combinations to help users quickly get the pose of the buttocks when it is squeezed or kneaded. In the Puppeteer pane, first change its Mode to 'Preview'. Then click different tabs to switch to different combinations.

In the tab, we can see some colored endpoints and text prompts. Hold down the left mouse button and drag between these endpoints as prompted, and you'll see the pose of the buttocks change accordingly. Note that when using Buttocks Pose Puppeteer to modify the buttocks pose, we can always double-click 'Zero Buttocks Poses', 'Zero Left Buttock Poses' or 'Zero Right Buttock Poses' to reset the pose morphs.

