

wild FOREST 4 !SledgeHammer G9 Female Gen
©MIKE1954 2023

Thank you for purchasing wild FOREST 4 SH_G9FemGen!
Look for more exciting sets coming soon to Renderotica.com!

Hair prop for !SledgeHammer G9 Female Gen that follows applied morphs.

Opacity maps can be edited in any picture editor - all shapes are possible.

The opacity Maps can be found here:

...\Runtime\Textures\MIKE1954\Genital Hair for SH_G9FemGen

Default Bottom Hair.png

Default Bottom no Anus Hair.png

Default Hair.png

Default no Anus Hair.png

Default Top Hair.png

Full Hair.png

Less Bottom Hair.png

Less Bottom no Anus Hair.png

Less Default Hair.png

Less Default no Anus Hair.png

Less Full Hair.png

Less Stripe Hair.png

Less Top Hair.png

Stripe Hair.png

The product contains 25 morphs:

Attract

Bend

Bigger

Bottom Shorter 1

Bottom Shorter 2

Clumps

Curl

Force Diagonal Down

Force Diagonal Up

Force X

Force -X

Force Y

Force -Y

Force Z

Force -Z

Longer

Noise

Open 1

Open 2

Random 1

Random 2

Smaller

Thicker

Turbulence

Wiggle

The predefined styles are:

Clumps

Default

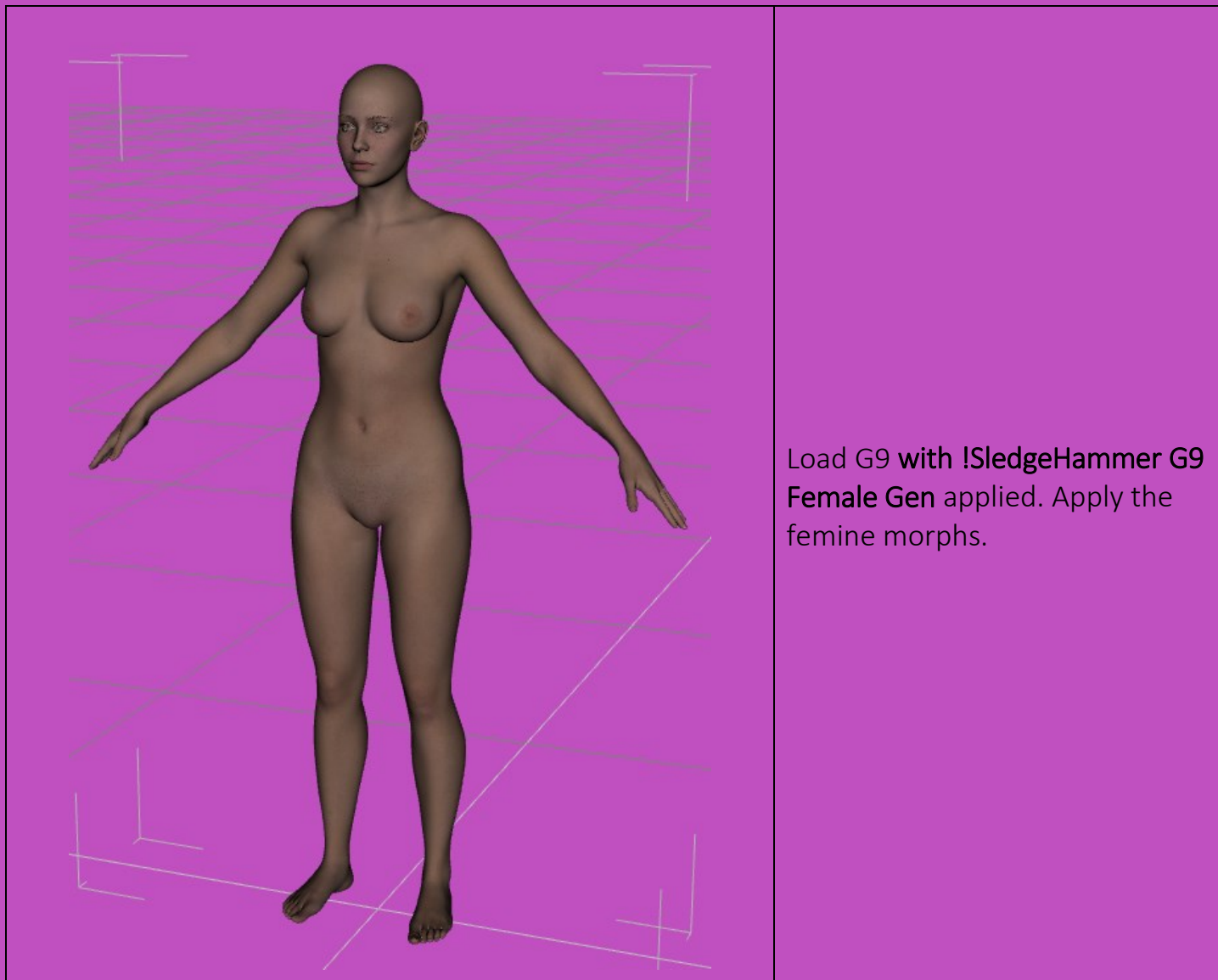
Near

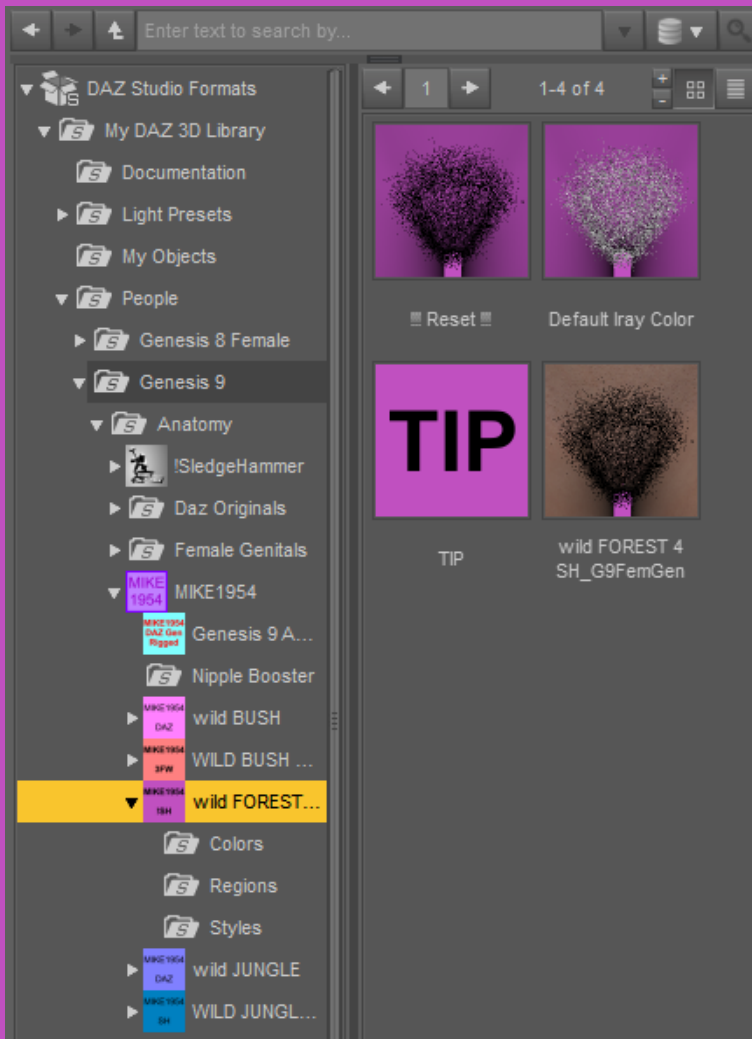
Short

Zero

Needed:

Daz Studio 4.21 +
Genesis9 Female +
!SledgeHammer G9 Female Gen

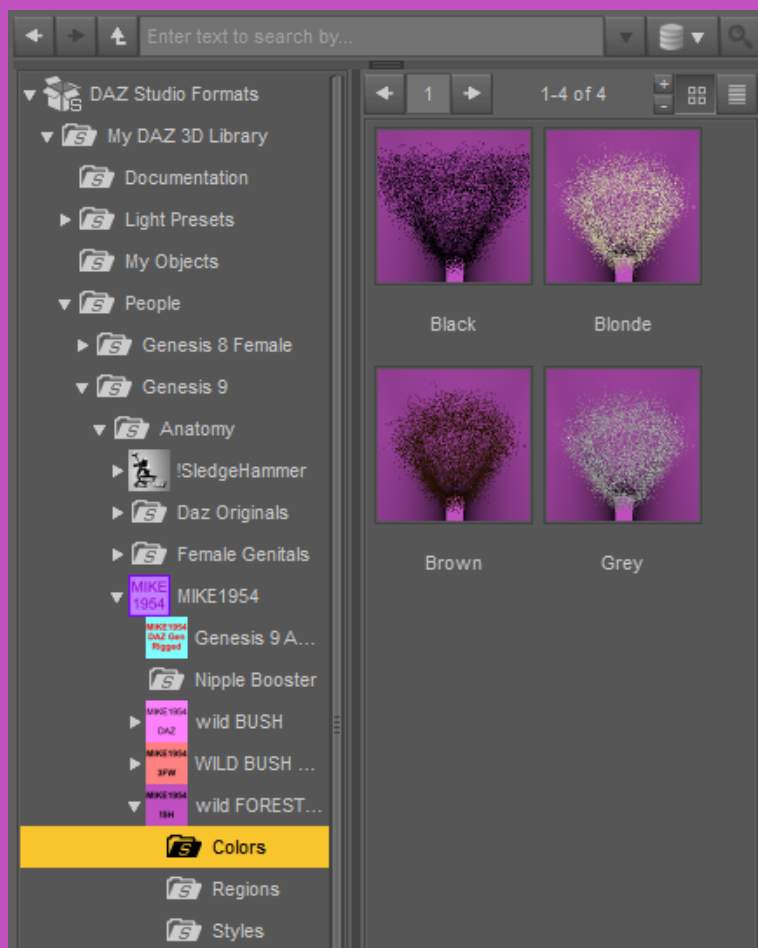




Select !SledgeHammer G9 Female Gen and load wild FOREST 4 SH_G9FemGen.



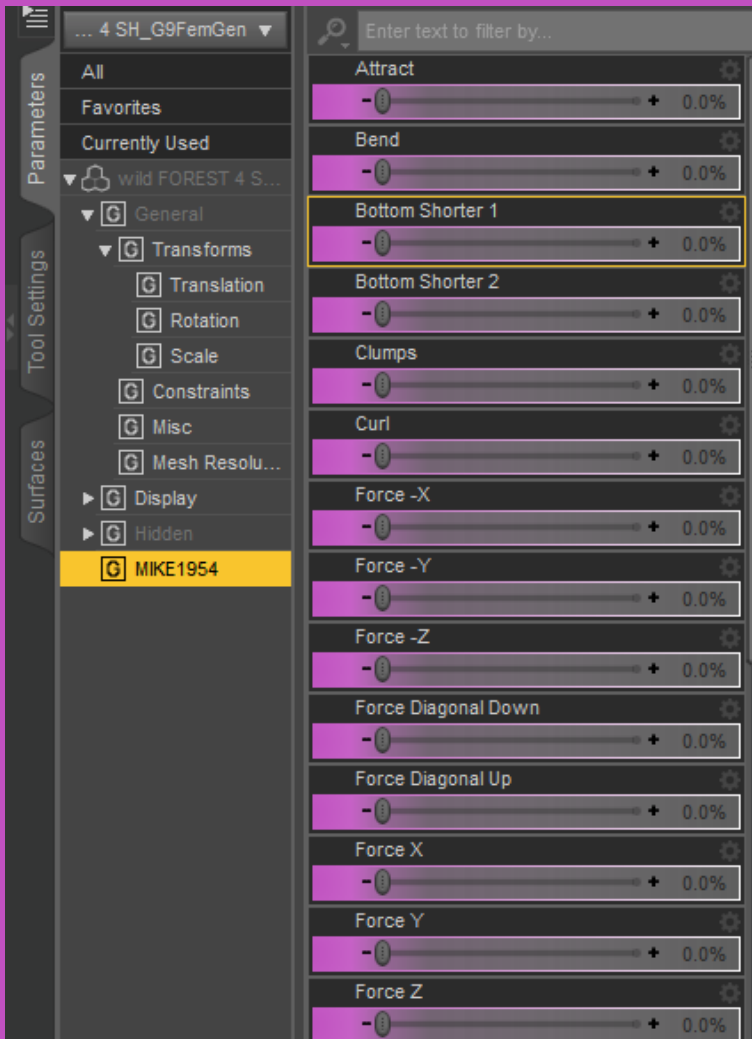
The hair fits automatically to wild FOREST 4 SH_G9FemGen.



Load a color-region-style combination



The color-region-style combination is applied.



Goto MIKE1954 (the morphs)
and change appearance.



The appearance changes...

Deformation of single hairs may be compensated in using

- Tool Settings: Geometry editor
- Select the affected hair
- Repeat Ctrl+ to select the whole hair
- Mouse Right Click
- Geometry Assignment
- Assign to Surface
- Choose Hidden
- Surface - Wild FOREST 4 SH_G9FemGen - Hidden
- Set opacity to zero
- Tools: Universal



Have fun.. ;-)