

Required Product:

[Muscularity Morphs for Genesis 9 | Daz 3D](#)

Recommended:

[Genesis 9 Starter Essentials | Daz 3D](#) and [SY Hero Bodies for Genesis 9 | Daz 3D](#)

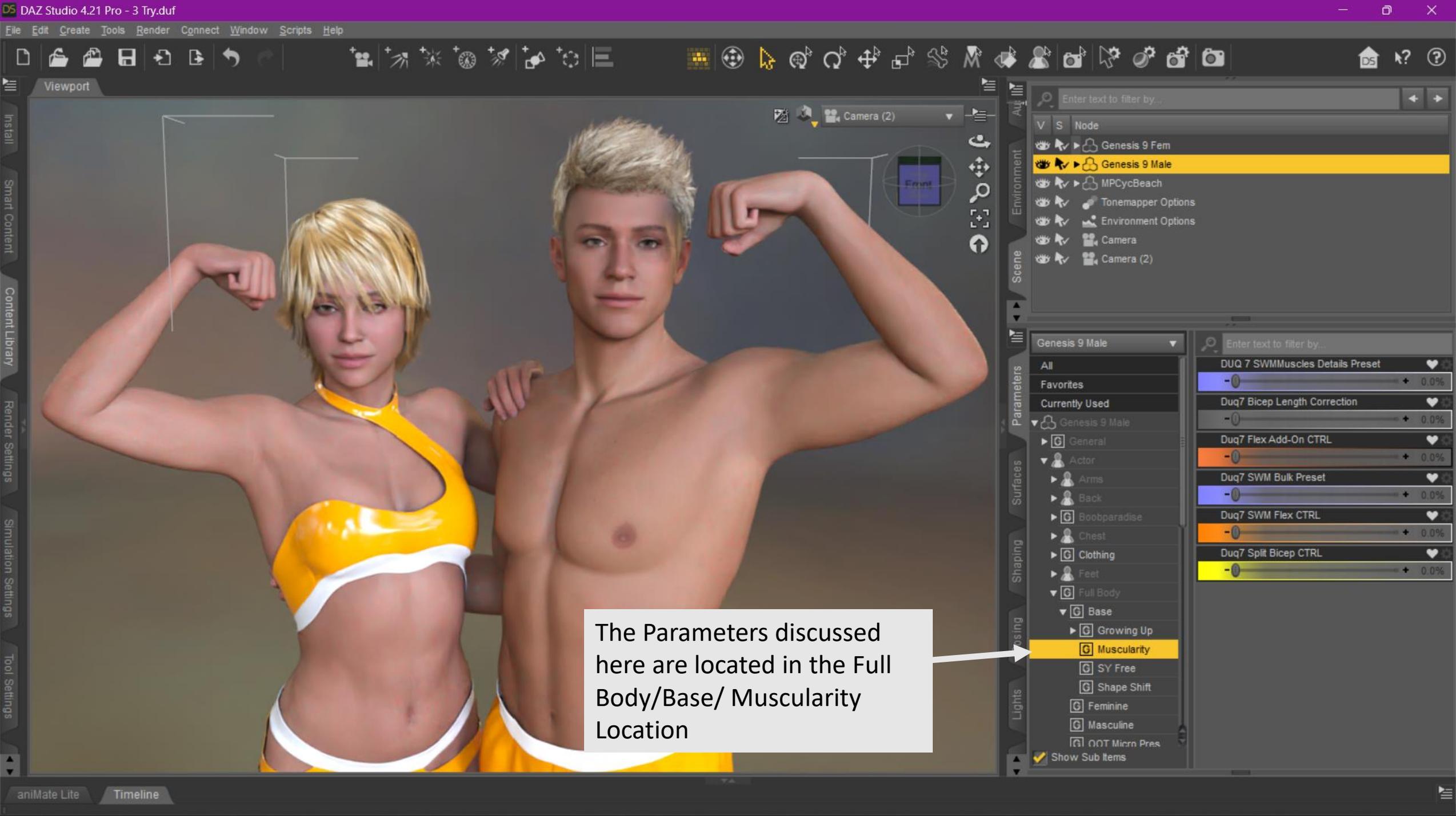
This is a short presentation on how I implemented my SWM product add-ons. Each major joint and associated movement is hooked (ERC Freezed) to multiple SWM individual muscles.

This enhances both Static Posing and Animations by activating the SWM Muscle morphs to create a more realistic and pleasing presentation.

The Presets are morphs of the SWM full body applied muscles also hooked to the SWM base parameters to either add bulk and definition, or just definition.

The following slides explain in more depth.

Hope these add-ons enhance and improve the overall G9 experience. TD



The Parameters discussed here are located in the Full Body/Base/ Muscularity Location

**-Duq7 SWM Flex CTRL-** This is the PRIMARY Flexion Driver for all the enhanced movements, typical values from 20-35%

**-Duq7 SWM Bulk Preset-** A +SWMMuscles Morph that links to the BodySWMMuscles and G9 BodyBuilder Presets also, use as required, fine tune afterward. Adds bulk and definition.

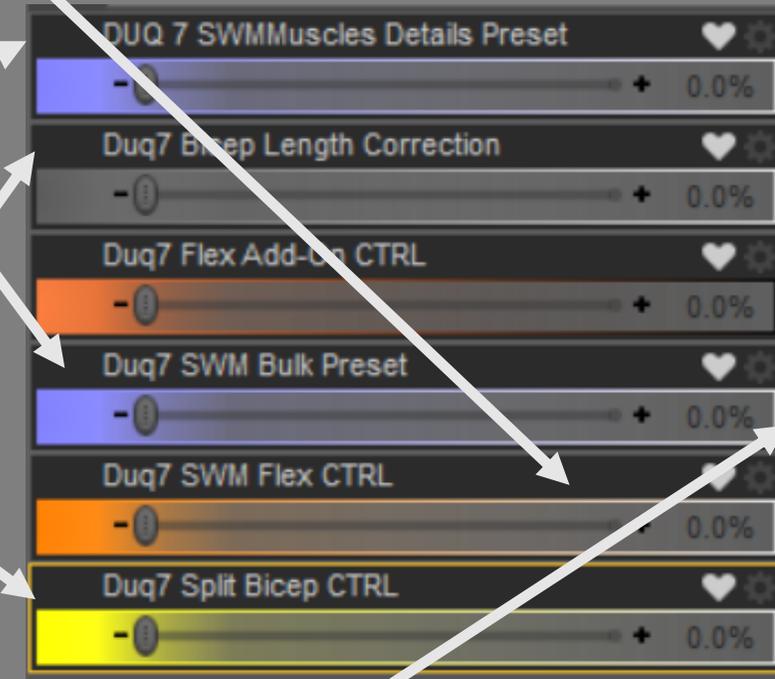
**-Duq7 SWMMuscles Details Preset-** A –SWMMuscles Morph that links to the Body SWMMuscles and Definition controls. Adds definition without Bulk. My rule of thumb, add the Flex Ctrl+Bulk Preset+Flex Add-On, then set this so the totals remain below 100% to not exceed the SWM muscle parameters.

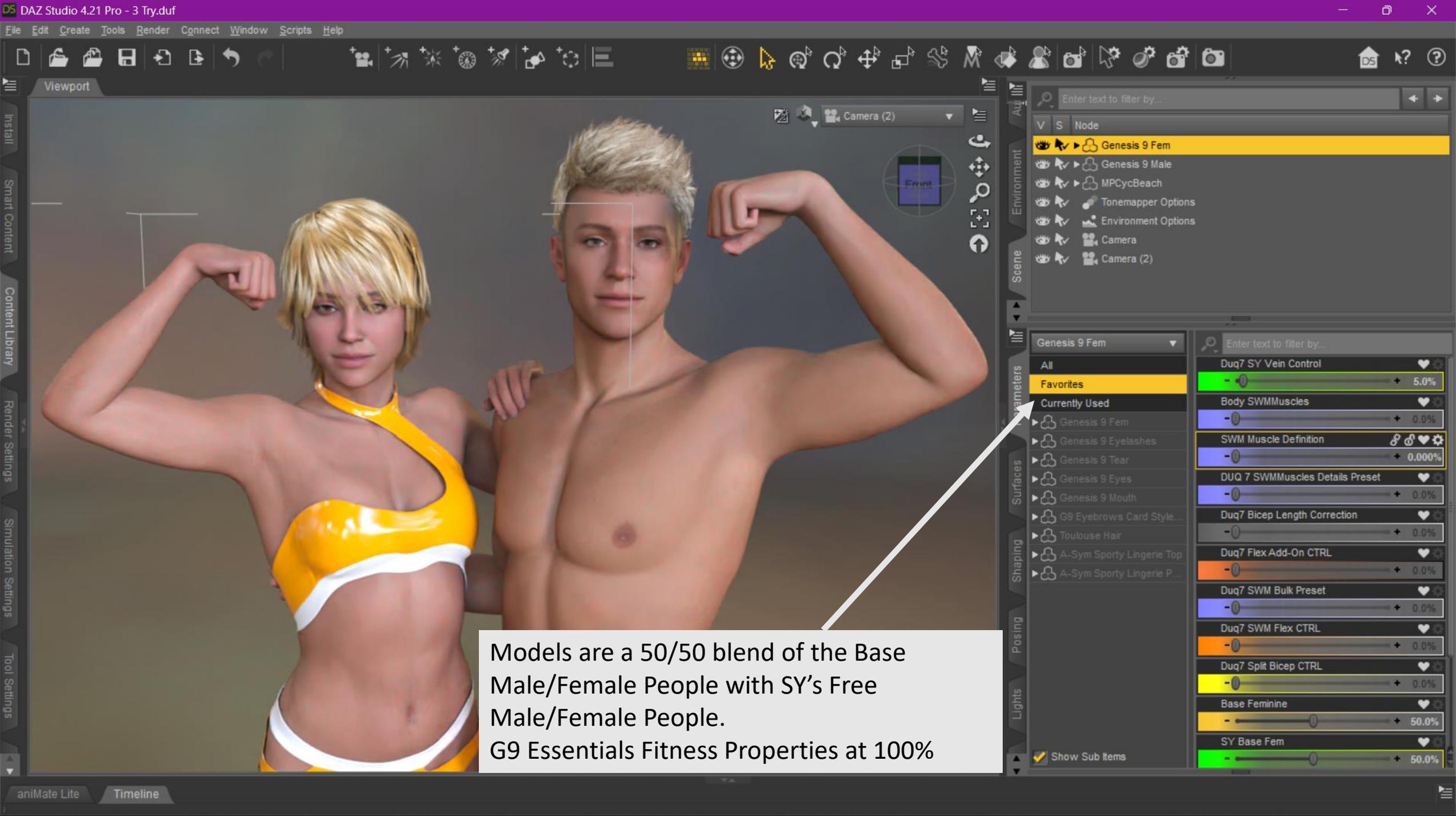
**-Duq7 Split Bicep CTRL-** Links arm joints/controls to the split bicep morphs I created. Tune as desired, won't activate until arm joints are posed to activate. 20-60% Typically.

**-Duq7 Bicep Length Correction-** A morph that shortens the biceps, use or don't use as required.

**-Duq7 Flex Add-On CTRL-** SECONDARY Flexion Driver for Biceps, Triceps and Calves. Baseline controlled by the PRIMARY driver, but can be adjusted individually also, typical values of +5-15% above PRIMARY. Useful for larger characters, or body builder posing.

**-These are in the order that I use to layer on to the character.**





Models are a 50/50 blend of the Base Male/Female People with SY's Free Male/Female People.  
G9 Essentials Fitness Properties at 100%

Enter text to filter by...

V	S	Node
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Genesis 9 Fem
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Genesis 9 Male
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	MPCycBeach
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Tonemapper Options
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Environment Options
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Camera
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Camera (2)

Genesis 9 Fem

All

**Favorites**

Currently Used

- Genesis 9 Fem
- Genesis 9 Eyelashes
- Genesis 9 Tear
- Genesis 9 Eyes
- Genesis 9 Mouth
- G9 Eyebrows Card Style...
- Toulouse Hair
- A-Sym Sporty Lingerie Top
- A-Sym Sporty Lingerie P...

Enter text to filter by...

- Dug7 SY Vein Control  + 50.0%
- Body SWMMuscles  + 0.0%
- SWM Muscle Definition  + 0.000%
- DUQ 7 SWMMuscles Details Preset  + 0.0%
- Dug7 Bicep Length Correction  + 0.0%
- Dug7 Flex Add-On CTRL  + 0.0%
- Dug7 SWM Bulk Preset  + 0.0%
- Dug7 SWM Flex CTRL  + 0.0%
- Dug7 Split Bicep CTRL  + 0.0%
- Base Feminine  + 50.0%
- SY Base Fem  + 50.0%

Show Sub Items



First is setting the Flex CTRL which also activates the Flex Add-On, A pose like this is recommended, to ensure Add-On Muscle activation.

NOTE: I blended out most of the Bulk increase on the Female Model, which maintained the Definition



Next, I blended in some Bulk, which Activates the Body SWMMuscles and Definition controls in their Base Location

Enter text to filter by...

V	S	Node
<input type="checkbox"/>	<input type="checkbox"/>	Genesis 9 Fem
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Genesis 9 Male
<input type="checkbox"/>	<input type="checkbox"/>	MPCycBeach
<input type="checkbox"/>	<input type="checkbox"/>	Tonemapper Options
<input type="checkbox"/>	<input type="checkbox"/>	Environment Options
<input type="checkbox"/>	<input type="checkbox"/>	Camera
<input type="checkbox"/>	<input type="checkbox"/>	Camera (2)

Genesis 9 Male

All	Slider	Value
<b>Favorites</b>	Duq7 SY Vein Control	+ 7.5%
<b>Currently Used</b>	Body SWMMuscles	+ 5.0%
▶ Genesis 9 Male	SWM Muscle Definition	+ 10.0%
▶ Genesis 9 Eyelashes (2)	DUQ 7 SWMMuscles Details Preset	+ 0.0%
▶ Genesis 9 Tear (2)	Duq7 Bicep Length Correction	+ 0.0%
▶ Genesis 9 Eyes (2)	Duq7 Flex Add-On CTRL	+ 25.0%
▶ Genesis 9 Mouth (2)	Duq7 SWM Bulk Preset	+ 10.0%
▶ G9 Eyebrows Card Style...	Duq7 SWM Flex CTRL	+ 25.0%
▶ Talomo_Hair	Duq7 Split Bicep CTRL	+ 0.0%
▶ Basic Wear Boxers	Base Masculine	+ 50.0%
	SY Base Masc	+ 50.0%

Show Sub Items



NOTE: The Body SWMMuscles are at 70%,  
The Flex CTRL at 25%, so possibly up to 95%  
usage of SWM Muscles, pose dependent.

Now I layer in some more  
Definition with the Details  
Preset, which also  
Activates the SWMMuscles  
and Definition

Enter text to filter by...

V S Node

- Genesis 9 Fem
- Genesis 9 Male
- MPCycBeach
- Tonemapper Options
- Environment Options
- Camera
- Camera (2)

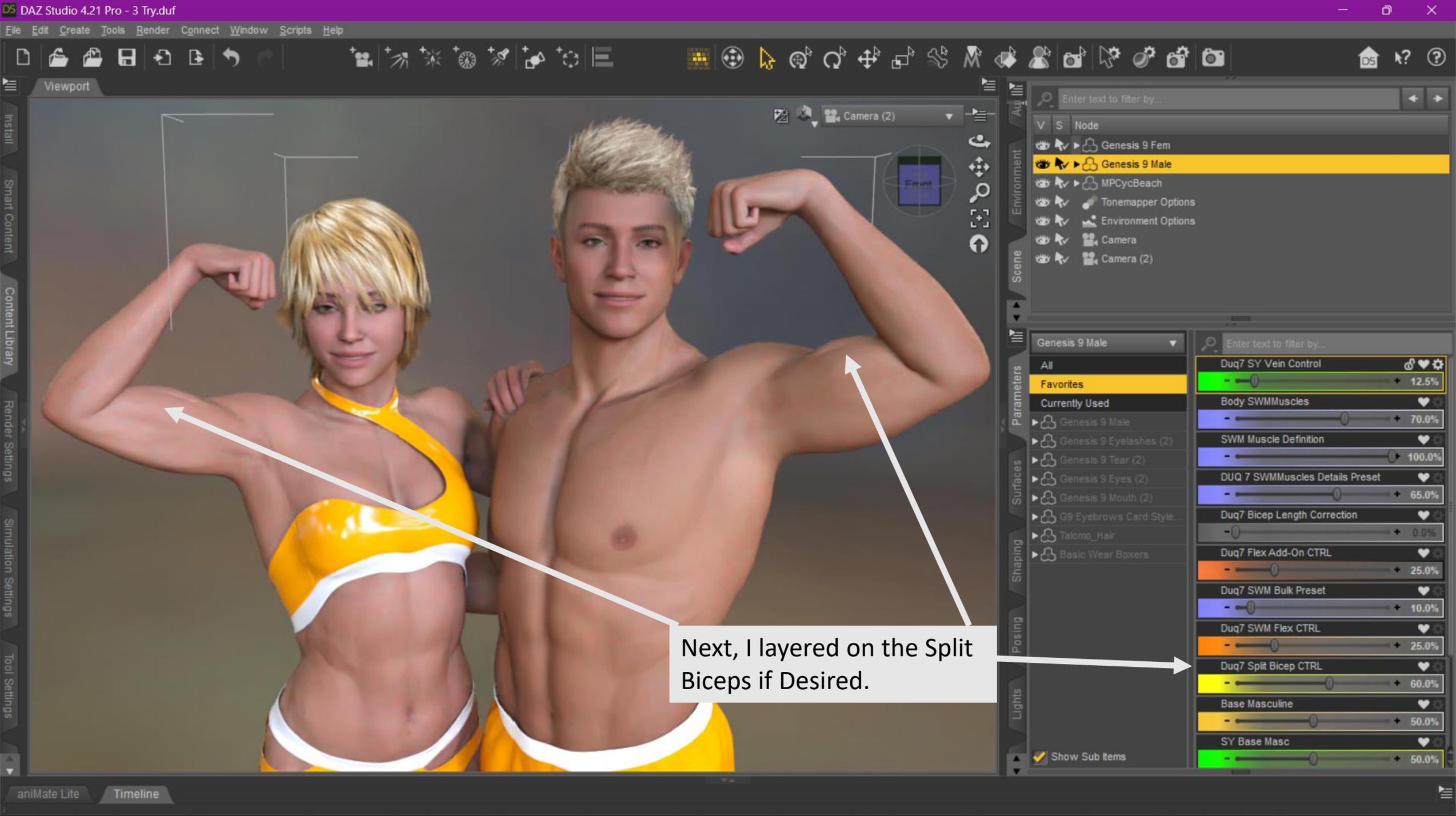
Genesis 9 Fem

- All
- Favorites
- Currently Used
- Genesis 9 Fem
- Genesis 9 Eyelashes
- Genesis 9 Tear
- Genesis 9 Eyes
- Genesis 9 Mouth
- Genesis 9 Eyebrows Card Style...
- Toulo Hair
- A-Sym Sporty Lingerie Top
- A-Sym Sporty Lingerie P...

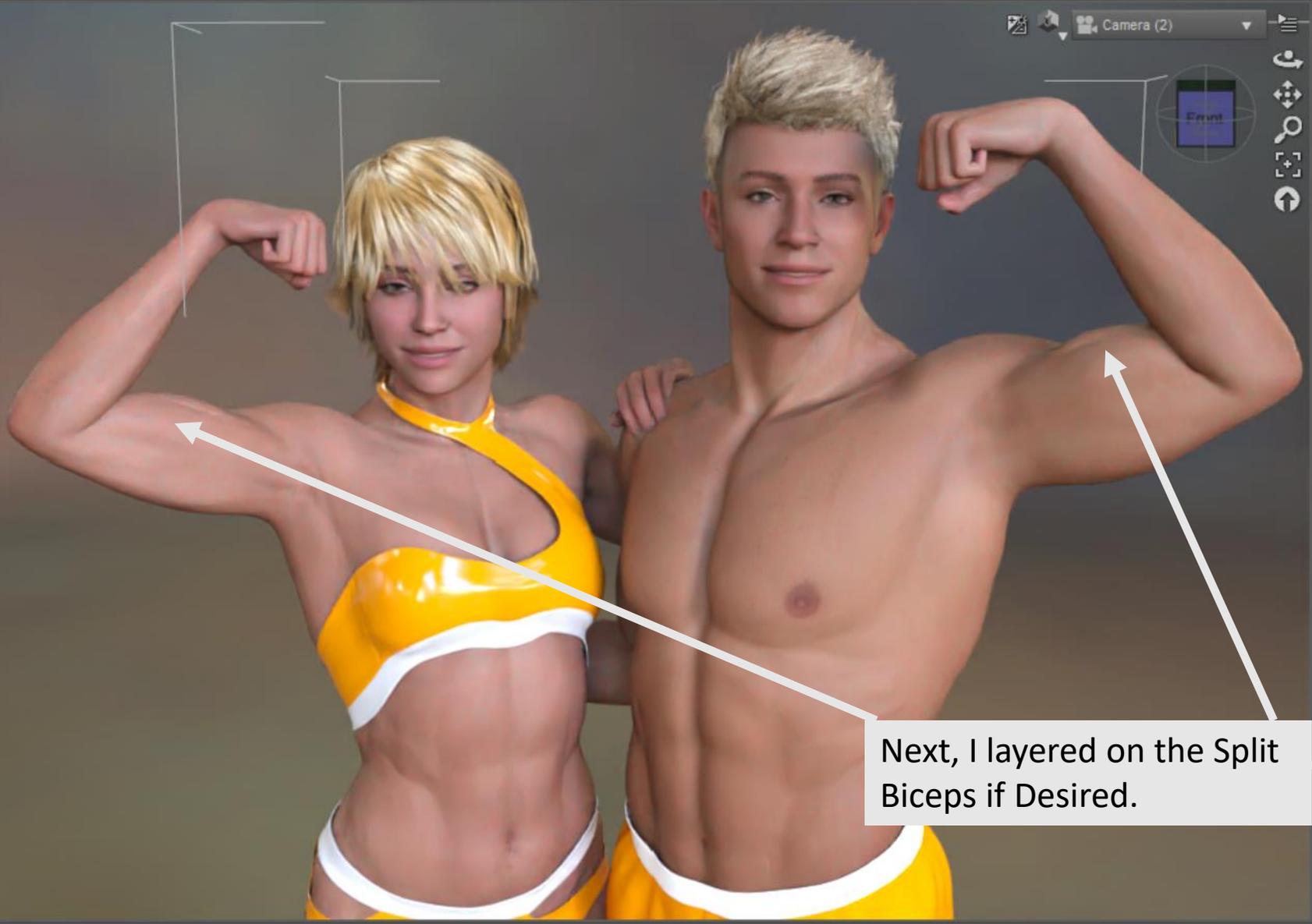
Enter text to filter by...

- Duq7 SY Vein Control + 5.0%
- Body SWMMuscles + 70.0%
- SWM Muscle Definition + 100.0%
- DUQ 7 SWMMuscles Details Preset + 65.0%
- Duq7 Bicep Length Correction + 0.0%
- Duq7 Flex Add-On CTRL + 25.0%
- Duq7 SWM Bulk Preset + 10.0%
- Duq7 SWM Flex CTRL + 25.0%
- Duq7 Split Bicep CTRL + 0.0%
- Base Feminine + 50.0%
- SY Base Fem + 50.0%

Show Sub Items



Viewport



Next, I layered on the Split Biceps if Desired.

Enter text to filter by...

V S Node

- Genesis 9 Fem
- Genesis 9 Male**
- MPCycBeach
- Tonemapper Options
- Environment Options
- Camera
- Camera (2)

Genesis 9 Male

All

**Favorites**

Currently Used

- Genesis 9 Male
- Genesis 9 Eyelashes (2)
- Genesis 9 Tear (2)
- Genesis 9 Eyes (2)
- Genesis 9 Mouth (2)
- G9 Eyebrows Card Style...
- Talomo\_Hair
- Basic Wear Boxers

Enter text to filter by...

- Duq7 SY Vein Control  + 12.5%
- Body SWMMuscles  + 70.0%
- SWM Muscle Definition  + 100.0%
- DUQ 7 SWMMuscles Details Preset  + 65.0%
- Duq7 Bicep Length Correction  + 0.0%
- Duq7 Flex Add-On CTRL  + 25.0%
- Duq7 SWM Bulk Preset  + 10.0%
- Duq7 SWM Flex CTRL  + 25.0%
- Duq7 Split Bicep CTRL**  + 60.0%
- Base Masculine  + 50.0%
- SY Base Masc  + 50.0%

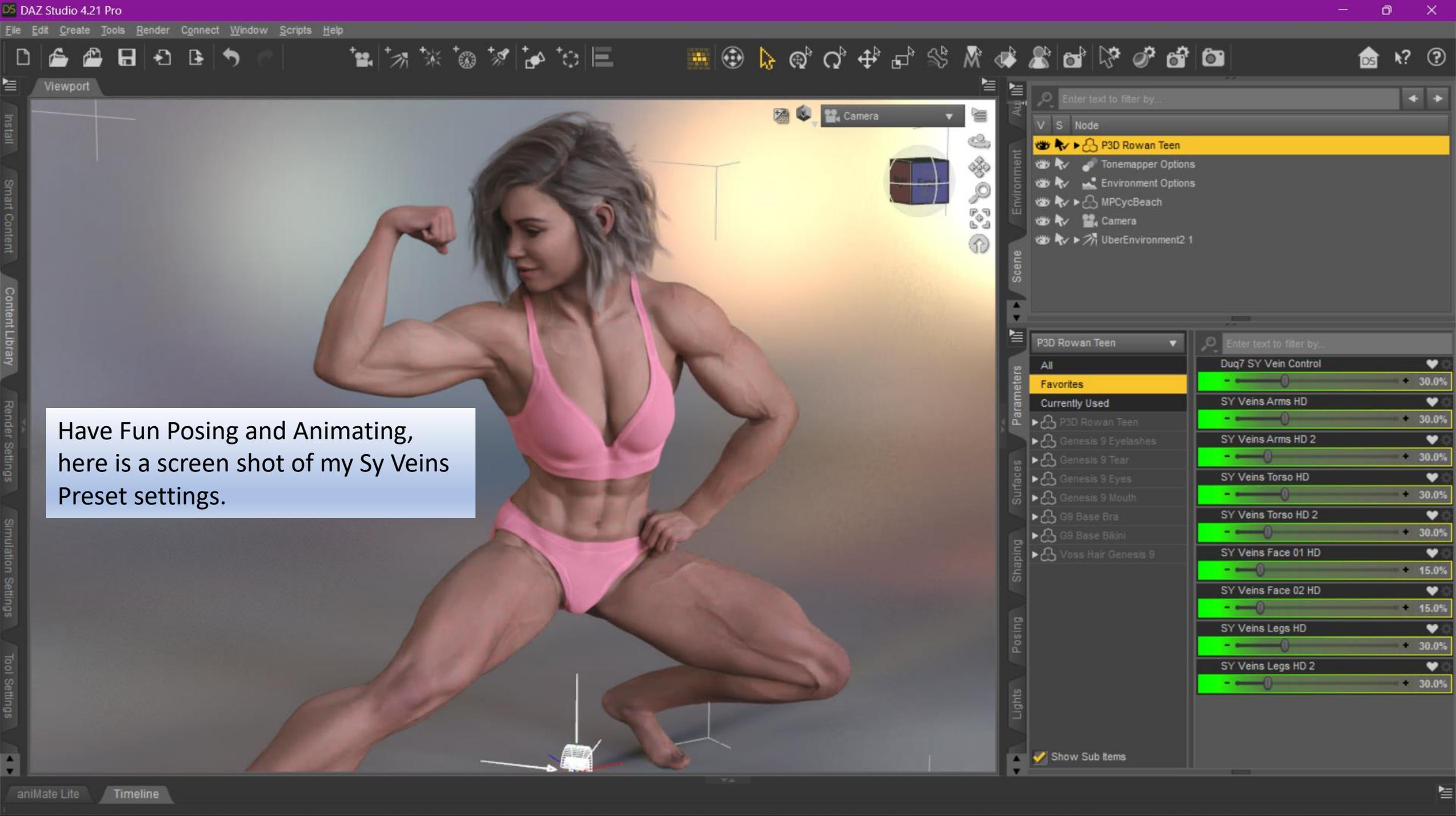
Show Sub Items



Zeroed the Hand Bends,  
and added the Bicep  
Length Correction



Added 10% more Flex Add-On and restored the Hand Bends for Dramatic Effect!



Have Fun Posing and Animating,  
here is a screen shot of my Sy Veins  
Preset settings.

Item	Value
Dug7 SY Vein Control	30.0%
SY Veins Arms HD	30.0%
SY Veins Arms HD 2	30.0%
SY Veins Torso HD	30.0%
SY Veins Torso HD 2	30.0%
SY Veins Face 01 HD	15.0%
SY Veins Face 02 HD	15.0%
SY Veins Legs HD	30.0%
SY Veins Legs HD 2	30.0%