

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.

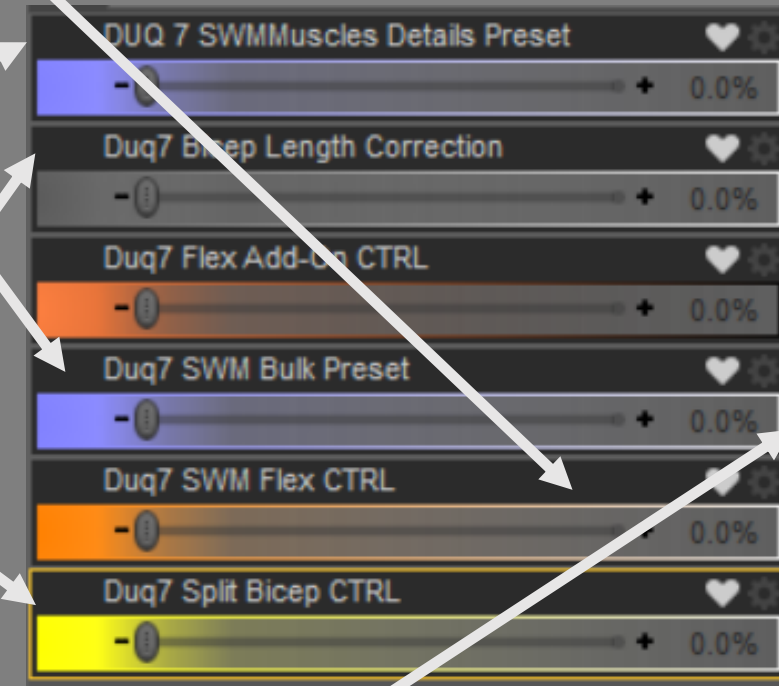
-Duq7 SWMMuscles Details Preset- A –SWMMuscles Morph that links to the Body SWMMuscles and Definition controls. Adds definition without Bulk. My rule of thumb, add the Flex Ctrl+Bulk Preset+Flex Add-On, then set this so the totals remain below 100% to not exceed the SWM muscle parameters.

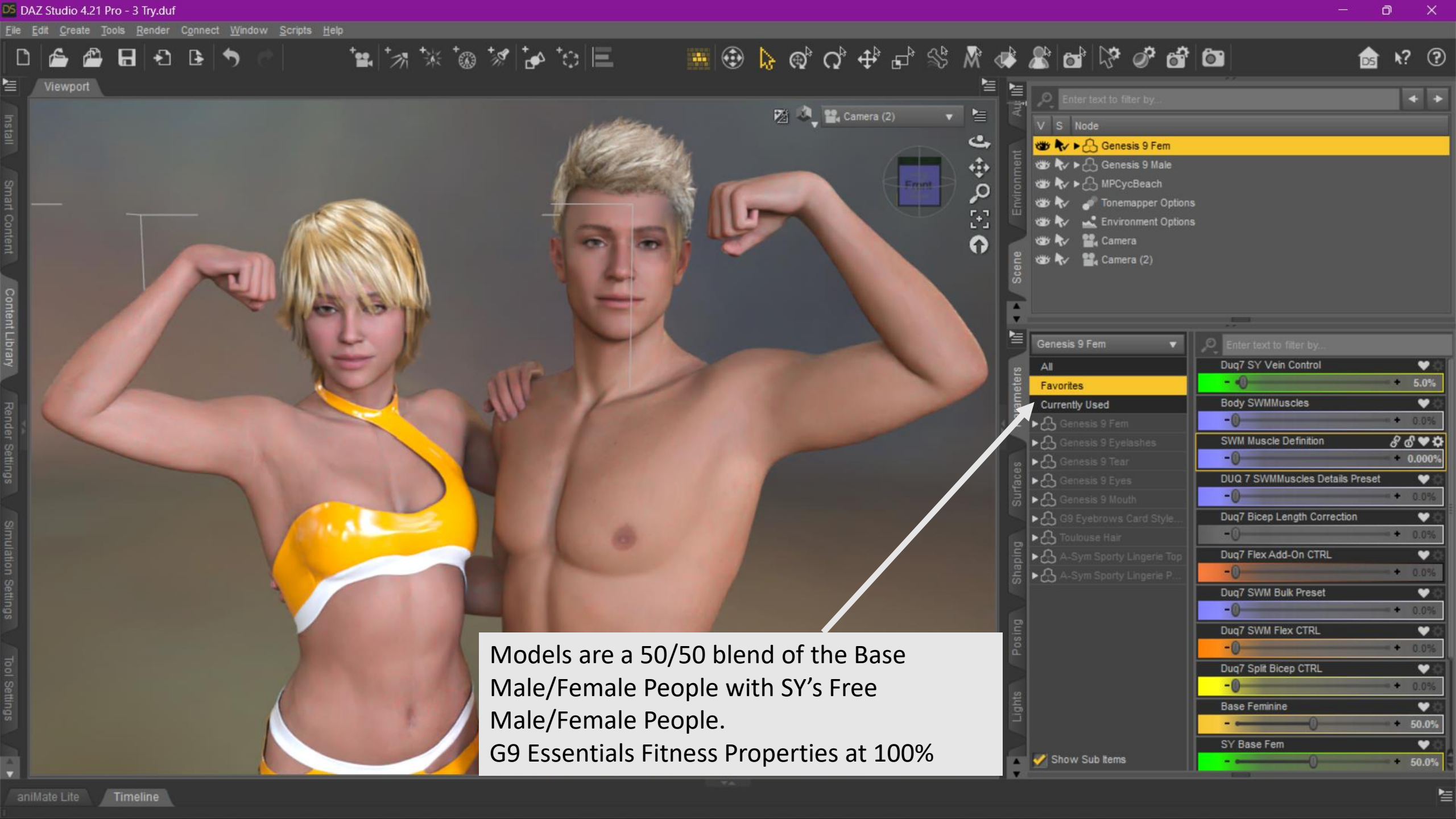
-Duq7 Split Bicep CTRL- Links arm joints/controls to the split bicep morphs I created. Tune as desired, won't activate until arm joints are posed to activate. 20-60% Typically.

-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%



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

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

Genesis 9 Male

All

Favorites

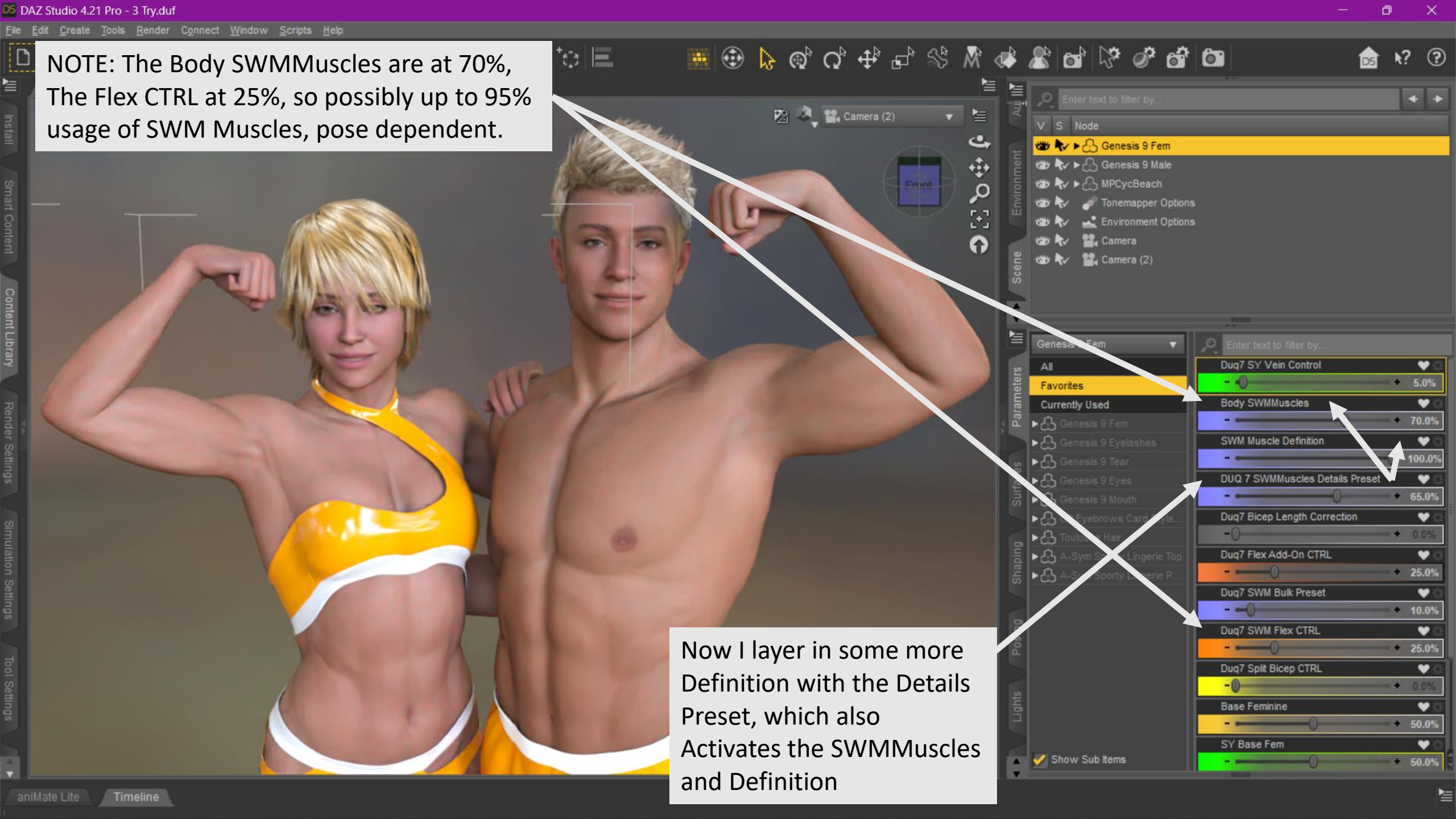
Currently Used

- 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 + 7.5%
- Body SWMMuscles + 5.0%
- SWM Muscle Definition + 10.0%
- DUQ 7 SWMMuscles Details Prese + 0.0%
- Duq7 Bicep Length Correctio + 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 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)

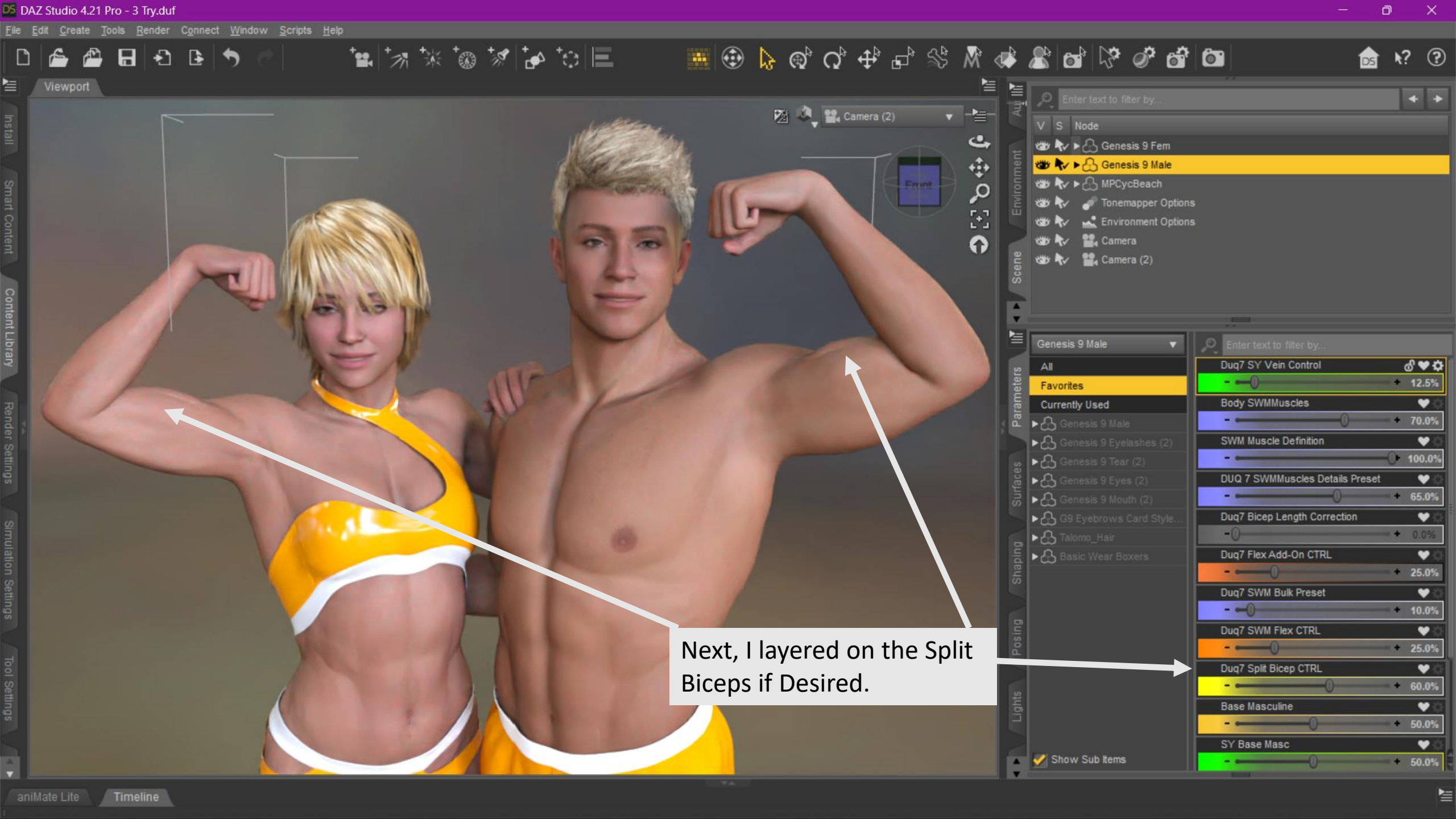
Genesis 9 Fem

- 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 S... Lingerie Top
- A-S... 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



Next, I layered on the Split Biceps if Desired.

Parameter	Value
Duo7 SY Vein Control	12.5%
Body SWMMuscles	70.0%
SWM Muscle Definition	100.0%
DUQ 7 SWMMuscles Details Preset	65.0%
Duo7 Bicep Length Correction	0.0%
Duo7 Flex Add-On CTRL	25.0%
Duo7 SWM Bulk Preset	10.0%
Duo7 SWM Flex CTRL	25.0%
Duo7 Split Bicep CTRL	60.0%
Base Masculine	50.0%
SY Base Masc	50.0%

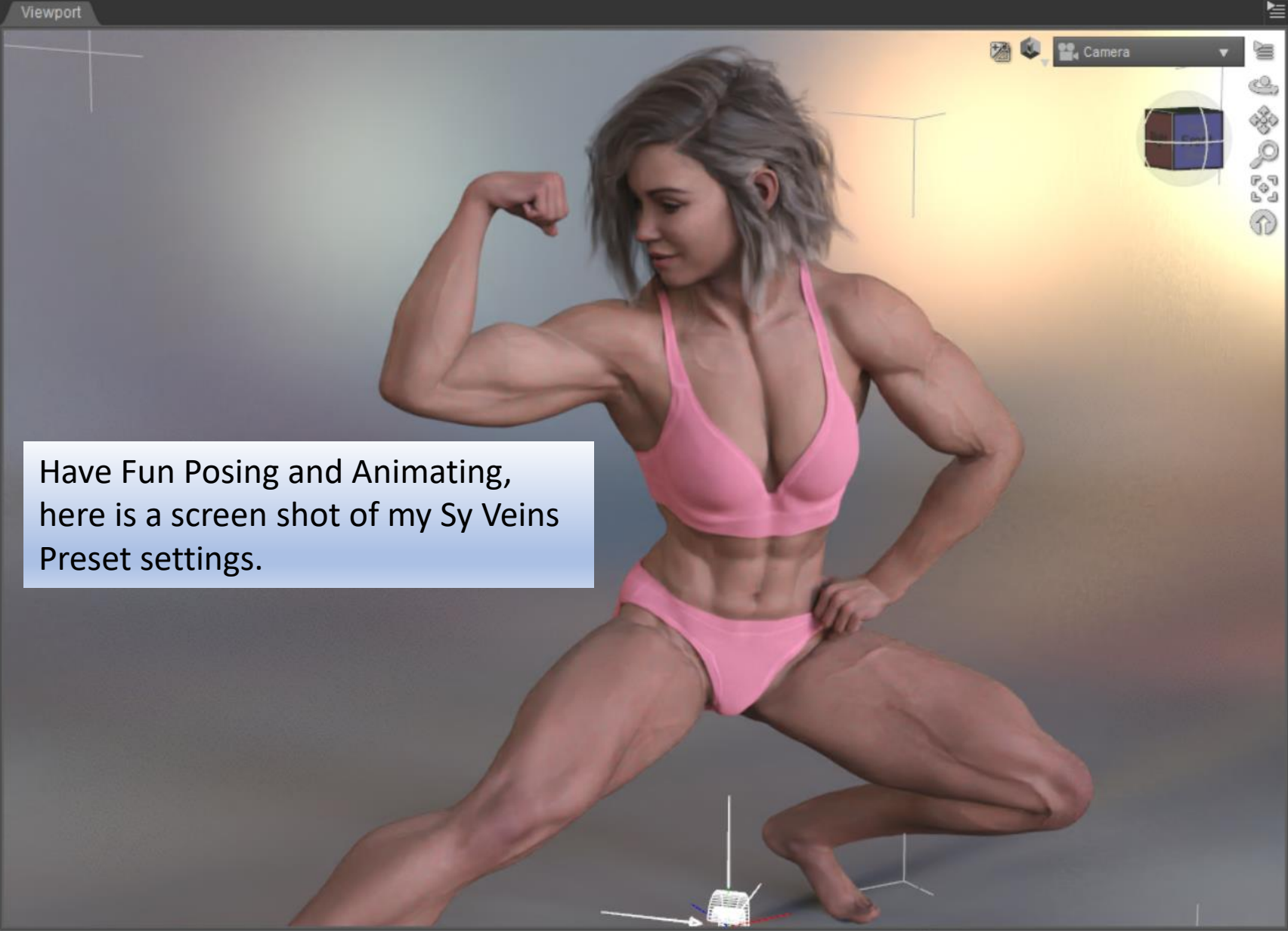


Zeroed the Hand Bends,
and added the Bicep
Length Correction





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.

Enter text to filter by...

V S Node

- P3D Rowan Teen
- Tonemapper Options
- Environment Options
- MPCycBeach
- Camera
- UberEnvironment2 1

P3D Rowan Teen

All

Favorites

Currently Used

- P3D Rowan Teen
- Genesis 9 Eyelashes
- Genesis 9 Tear
- Genesis 9 Eyes
- Genesis 9 Mouth
- G9 Base Bra
- G9 Base Bikini
- Voss Hair Genesis 9

Enter text to filter by...

- 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%

Show Sub Items