

# HW3D Cub

by HW3D

HW3D Creations: Christopher Creek Art, CG Cubed, CWRW



Thank you for purchasing this product by HW3D! We hope you enjoy it.

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Required Products:

None

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Required Software: Poser or DAZ Studio

Minimum required version of Poser: 10 (11+ for Superfly material presets)

Minimum required version of DAZ Studio: 4.9

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Manual Installation Instructions:

Poser User: Unzip the zip-file directly into your Poser directory.

DS User: Unzip into your DS Library directory.

Mac: Extract to a temporary directory then copy the files over to your Poser installation, remote Poser Library, or DS Library directory.

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Where I can find this product in Poser:

INJ & REM for the Cub are in \Runtime\Libraries\Pose\HiveWireBigCat\INJ Morphs\  
Cub Morph will show up in body of the Big Cat in the Parameter & Posing tabs under Actor, once INJ.

New Eye Material is in \Runtime\Libraries\Materials\HiveWire 3D Animals\HiveWireBigCat\  
Poses are in \Runtime\Libraries\Pose\HiveWireBigCat\Cub\  
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Where I can find this product in DAZ Studio:

Cub Morph will show up in body of the Big Cat in the Parameter & Posing tabs under Actor, once the product is installed.

New Eye Material is in \Animals\HiveWireBigCat\Materials\  
Poses are in \Animals\HiveWireBigCat\Poses\Cub\  
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Important Notes:

This adorable Cub morph is the purrrrrfect addition to your Big Cat!

Come join the Cub Club! The pack includes a Cub morph with 69 JCMs and MCMS, a new Tawny eye color, 9 adorable poses for the little one and a cleaning pose for Mom (to match the included one for the Cub).

What's Included & Features

Cub Morphs (.pz2, .duf)

- 1 Base Morph
  - FBMCub
- 69 Corrective Morphs
  - 64 JCMs

Morphs

309 Morphs/Control Dials

166 Morphs/Controls

JCMBackToesTogetherRightCUB	JCMICollarBendFwdCUB	JCMBackToesTogetherLeftCUB
JCMFrontClawsOutLeftCUB	JCMICollarFrontSideOutCUB	JCMIFrontRingBendBckCUB
JCMFrontClawsOutRightCUB	JCMICollarFwdCUB	JCMIRearFootBendFwdCUB
JCMFrontToesTogetherLeftCUB	JCMIEarBendBackTwistFwdCUB	JCMIRearPawBendDwnCUB
JCMFrontToesTogetherRightCUB	JCMIEarBendBckCUB	JCMIRearPawBendUpCUB
JCMHeadBendDwnCUB	JCMIEarBendFwdCUB	JCMIShInBackCUB
JCMHeadBendUpCUB	JCMIForearmBendFwdCUB	JCMIShldrBackCUB
JCMJawBendDwnCUB	JCMIFrontFootBendBckCUB	JCMIShldrBendBckCUB
JCMIBackClawsOutCUB	JCMIFrontMidBendBckCUB	JCMIShldrBendFwdCUB
JCMICollarBackSideOutCUB	JCMIFrontPawBendBckCUB	JCMIShldrFwdCUB
JCMICollarBendBckCUB	JCMIFrontPinkyBendBckCUB	JCMIThighBckCUB.dsf

JCMlThighBckPelvisBckCUB  
JCMlThighFwdCUB  
JCMlThighSideOutCUB  
JCMNeck2BendUpCUB  
JCMNeck3BendDwnCUB  
JCMNeck3BendUpCUB  
JCMrBackClawsOutCUB  
JCMrCollarBackSideOutCUB  
JCMrCollarBendBckCUB  
JCMrCollarBendFwdCUB  
JCMrCollarFrontSideOutCUB

JCMrCollarFwdCUB  
JCMrEarBendBackTwistFwdCUB  
JCMrEarBendBckCUB  
JCMrEarBendFwdCUB  
JCMrForearmBendFwdCUB  
JCMrFrontFootBendBckCUB  
JCMrFrontMidBendBckCUB  
JCMrFrontPawBendBckCUB  
JCMrFrontPinkyBendBckCUB  
JCMrFrontRingBendBckCUB  
JCMrRearFootBendFwdCUB

JCMrRearPawBendDwnCUB  
JCMrRearPawBendUpCUB  
JCMrShinBackCUB  
JCMrShldrBackCUB  
JCMrShldrBendBckCUB  
JCMrShldrBendFwdCUB  
JCMrShldrFwdCUB  
JCMrThighBckCUB  
JCMrThighBckPelvisBckCUB  
JCMrThighFwdCUB  
JCMrThighSideOutCUB

#### 5 MCMs

MCMDewClawSmallCUB  
MCMEyeClosedLeftCUB  
MCMEyeClosedRightCUB  
MCM MouthGrowlCUB  
MCM MouthYawn2CUB

#### Materials

Eyes Tawny  
DAZ Studio  
3Delight  
Iray  
Poser  
Firefly  
Superfly (requires Poser 11+)

#### Textures

High Resolution Texture Maps  
Color Maps  
2048x2048 Eyes Tawny

#### 12 Poses

9 Cub Poses  
CUB Batting 01  
CUB Cleaning 01-Cub  
CUB Laying Down 01  
CUB Laying Down 02  
CUB Playing 01  
CUB Sitting 01  
CUB Sleeping 01  
CUB Standing 01  
CUB Walking 01  
1 HW3D BigCat Pose  
CUB Cleaning 01-Mom  
2 Zero Poses  
! Zero Body  
! Zero Face

All of the Cub's morphs are located in the body group so that you don't have to hunt and peck around trying to find the master control dials for any body part morph.

**Morphs:**

When using the Cub morph with other HW3D Big Cat morphs, we recommend you use these morphs at 25-30%.

The Following morphs are supported at 100%.

- DewClawSmall
- EyeClosedLeft
- EyeClosedRight
- MouthGrowl
- MouthYawn2

**Poses:**

The Base HW3D Big Cat Poses can be used on the Cub, but will require manual adjustment.

The CUB Cleaning 01-Mom pose should be applied to the Base HW3D Big Cat.

Special Thanks to CWRW, the HW3D Beta and QAV teams, and the loyal HW3D community, for their help in the development of this figure.

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**Files Included in the Product:**

**Poser Version:**

ReadMes\HW3D\  
HW3D Cub ReadMe.txt

\Runtime\Libraries\Materials\HiveWire 3D Animals\HiveWireBigCat\Firefly\  
Eyes Tawny FF.mc6  
Eyes Tawny FF.png

\Runtime\Libraries\Materials\HiveWire 3D Animals\HiveWireBigCat\Superfly\  
Eyes Tawny SF.mc6  
Eyes Tawny SF.png

**\Runtime\Libraries\Pose\HiveWireBigCat\Cub\**

- |                         |                         |                     |
|-------------------------|-------------------------|---------------------|
| ! Zero Body.png         | CUB Cleaning 01-Mom.png | CUB Sitting 01.png  |
| ! Zero Body.pz2         | CUB Cleaning 01-Mom.pz2 | CUB Sitting 01.pz2  |
| ! Zero Face.png         | CUB Laying Down 01.png  | CUB Sleeping 01.png |
| ! Zero Face.pz2         | CUB Laying Down 01.pz2  | CUB Sleeping 01.pz2 |
| CUB Batting 01.png      | CUB Laying Down 02.png  | CUB Standing 01.png |
| CUB Batting 01.pz2      | CUB Laying Down 02.pz2  | CUB Standing 01.pz2 |
| CUB Cleaning 01-Cub.png | CUB Playing 01.png      | CUB Walking 01.png  |
| CUB Cleaning 01-Cub.pz2 | CUB Playing 01.pz2      | CUB Walking 01.pz2  |

\Runtime\Libraries\Pose\HiveWireBigCat\INJ Morphs\  
HiveWireCub INJ.png  
HiveWireCub INJ.pz2  
HiveWireCub REM.png  
HiveWireCub REM.pz2  
HiveWireCub.pmd

\Runtime\Textures\CWRW\CWRW HWBigCat\  
CWRW\_HWBigCatEye3.jpg

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DS Version:

ReadMes\HW3D\  
HW3D CubReadMe.txt

\data\HiveWire 3D\HiveWireBigCat\Base\Morphs\HiveWire 3D\HiveWireCub\  
FBMCub.dsf  
JCMBackToesTogetherLeftCUB.dsf  
JCMBackToesTogetherRightCUB.dsf  
JCMFrontClawsOutLeftCUB.dsf  
JCMFrontClawsOutRightCUB.dsf  
JCMFrontToesTogetherLeftCUB.dsf  
JCMFrontToesTogetherRightCUB.dsf  
JCMHeadBendDwnCUB.dsf  
JCMHeadBendUpCUB.dsf  
JCMJawBendDwnCUB.dsf  
JCMIBackClawsOutCUB.dsf  
JCMICollarBackSideOutCUB.dsf  
JCMICollarBendBckCUB.dsf  
JCMICollarBendFwdCUB.dsf  
JCMICollarFrontSideOutCUB.dsf  
JCMICollarFwdCUB.dsf  
JCMIEarBendBackTwistFwdCUB.dsf  
JCMIEarBendBckCUB.dsf  
JCMIEarBendFwdCUB.dsf  
JCMIForearmBendFwdCUB.dsf  
JCMIFrontFootBendBckCUB.dsf  
JCMIFrontMidBendBckCUB.dsf  
JCMIFrontPawBendBckCUB.dsf  
JCMIFrontPinkyBendBckCUB.dsf  
JCMIFrontRingBendBckCUB.dsf  
JCMIRearClawsInCUB.dsf  
JCMIRearFootBendFwdCUB.dsf  
JCMIRearPawBendDwnCUB.dsf  
JCMIRearPawBendUpCUB.dsf  
JCMIShinBackCUB.dsf  
JCMIShldrBackCUB.dsf  
JCMIShldrBendBckCUB.dsf  
JCMIShldrBendFwdCUB.dsf  
JCMIShldrFwdCUB.dsf  
JCMRBackClawsOutCUB.dsf  
JCMRCollarBackSideOutCUB.dsf  
JCMRCollarBendBckCUB.dsf  
JCMRCollarBendFwdCUB.dsf  
JCMRCollarFrontSideOutCUB.dsf  
JCMRCollarFwdCUB.dsf  
JCMREarBendBackTwistFwdCUB.dsf  
JCMREarBendBckCUB.dsf  
JCMREarBendFwdCUB.dsf  
JCMRForearmBendFwdCUB.dsf  
JCMRFrontFootBendBckCUB.dsf  
JCMRFrontMidBendBckCUB.dsf  
JCMRFrontPawBendBckCUB.dsf  
JCMRFrontPinkyBendBckCUB.dsf  
JCMRFrontRingBendBckCUB.dsf  
JCMRearClawsInCUB.dsf  
JCMRearFootBendFwdCUB.dsf  
JCMRearPawBendDwnCUB.dsf  
JCMRearPawBendUpCUB.dsf  
JCMRShinBackCUB.dsf  
JCMRShldrBackCUB.dsf  
JCMRShldrBendBckCUB.dsf  
JCMRShldrBendFwdCUB.dsf  
JCMRShldrFwdCUB.dsf  
JCMRThighBckPelvisBckCUB.dsf  
JCMRThighFwdCUB.dsf

JCMrThighSideOutCUB.dsf  
MCMDeWClawSmallCUB.dsf  
MCMEyeClosedLeftCUB.dsf

MCMEyeClosedRightCUB.dsf  
MCM MouthGrowlCUB.dsf  
MCM MouthYawn2CUB.dsf

\Animals\HiveWireBigCat\Materials\3Delight\  
Eyes Tawny 3Delight.duf  
Eyes Tawny 3Delight.duf.png

\Animals\HiveWireBigCat\Materials\Iray\  
Eyes Tawny IR.duf  
Eyes Tawny IR.duf.png

\Animals\HiveWireBigCat\Poses\Cub\

! Zero Body.duf	CUB Cleaning 01-Mom.duf	CUB Sitting 01.duf
! Zero Body.png	CUB Cleaning 01-Mom.png	CUB Sitting 01.png
! Zero Face.duf	CUB Laying Down 01.duf	CUB Sleeping 01.duf
! Zero Face.png	CUB Laying Down 01.png	CUB Sleeping 01.png
CUB Batting 01.duf	CUB Laying Down 02.duf	CUB Standing 01.duf
CUB Batting 01.png	CUB Laying Down 02.png	CUB Standing 01.png
CUB Cleaning 01-Cub.duf	CUB Playing 01.duf	CUB Walking 01.duf
CUB Cleaning 01-Cub.png	CUB Playing 01.png	CUB Walking 01.png

\Runtime\Textures\CWRW\CWRW\_HWBigCat\  
CWRW\_HWBigCatEye3.jpg