

James for Christian 8



Product Name:	James for Christian 8
Product ID:	57673
Published Artist(s):	Daz Originals
Created By:	Hinkypunk
Release Date:	2019-01-05

Product Information

- Required Products: [Christian 8](#)

He's a lone wolf...
A mercenary...

A one-man army.

He may be aging, but this cigar smoking, cycle riding guy can still hold his ground. The only area this man lacks is people skills

James for Christian 8 comes with a unique beard, spattered with gray hairs and battle claws.

Like a 5 o'clock shadow look better? You can turn the beard into stubble instead!

Product Notes

Installation Packages

Below is a list of the installation package types provided by this product. The name of each package contains a [Package Qualifier \(WIP\)](#), which is used as a key to indicate something about the contents of that package.

- 1 Core ¹⁾

Not all installation packages provide files that are displayed to the user within the interface of an application. The packages listed below, do. The application(s), and the location(s) within each application, are shown below.

James for Christian 8 (Core)

- You can find new icons for loading this product in the following DAZ Studio Folders:
 - "People:Genesis 8 Male:Characters"
 - "People:Genesis 8 Male:Characters:James"
 - "People:Genesis 8 Male:Characters:James:Extras"
 - "People:Genesis 8 Male:Characters:James:Materials"
- You can find new icons for this product in the following DAZ Studio Categories:
 - "Accessories:Hands"
 - "Documents"
 - "Figures:People:Male:Real World"
 - "Hair:Face"
 - "Materials:Iray:Accessories"
 - "Materials:Iray:Eyes:Eye Colors"
 - "Materials:Iray:Hair:Hair Colors"
 - "Materials:Iray:Masculine:James for Christian 8:Eyelashes"
 - "Materials:Iray:Masculine:James for Christian 8:Eyes:Eye Colors"
 - "Materials:Iray:Masculine:James for Christian 8:Genitalia"
 - "Materials:Iray:Masculine:James for Christian 8:Skin"
 - "Materials:Iray:Skin"
 - "Materials:Masculine:James for Christian 8:Settings"
 - "Shaping:Apply:Body"
 - "Shaping:Apply:Head"
 - "Shaping:Apply:Partial Body"

- “Shaping:Remove:Partial Body”

Additional Details

Below is a list of files provided by the [James for Christian 8](#) product.

Core

James for Christian 8

• Content :

- /data/DAZ 3D/Genesis 8/Male/Morphs/Hinkypunk/James/CTRLJames.dsf
- /data/DAZ 3D/Genesis 8/Male/Morphs/Hinkypunk/James/CTRLJames.png
- /data/DAZ 3D/Genesis 8/Male/Morphs/Hinkypunk/James/FBMJames.dsf
- /data/DAZ 3D/Genesis 8/Male/Morphs/Hinkypunk/James/FBMJames.png
- /data/DAZ 3D/Genesis 8/Male/Morphs/Hinkypunk/James/FHMJames.dsf
- /data/DAZ 3D/Genesis 8/Male/Morphs/Hinkypunk/James/FHMJames.png
- /data/Hinkypunk/James/James Beard/James Facial Hair_647866.dsf
- /data/Hinkypunk/James/James Beard/UV Sets/Hinkypunk/Base/default.dsf
- /data/Hinkypunk/James/James Eyebrows/James Eyebrow_177468.dsf
- /data/Hinkypunk/James/James Eyebrows/UV Sets/Hinkypunk/Base/default.dsf
- /data/Hinkypunk/James/James Left Blade/james blades left hand.dsf
- /data/Hinkypunk/James/James Left Blade/UV Sets/Hinkypunk/Base/default.dsf
- /data/Hinkypunk/James/James Right Blade/James Blades Right Hand.dsf
- /data/Hinkypunk/James/James Right Blade/UV Sets/Hinkypunk/Base/default.dsf
- /People/Genesis 8 Male/Characters/James.duf
- /People/Genesis 8 Male/Characters/James.png
- /People/Genesis 8 Male/Characters/James.tip.png
- /People/Genesis 8 Male/Characters/James/Extras/James Beard 01.duf
- /People/Genesis 8 Male/Characters/James/Extras/James Beard 01.png
- /People/Genesis 8 Male/Characters/James/Extras/James Beard 01.tip.png
- /People/Genesis 8 Male/Characters/James/Extras/James Beard 02.duf
- /People/Genesis 8 Male/Characters/James/Extras/James Beard 02.png
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- /People/Genesis 8 Male/Characters/James/Extras/James Claws 04.duf

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- /People/Genesis 8 Male/Characters/James/Extras/James UV Shuffle Right Hand.duf
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- /Runtime/textures/Hinkypunk/Misc/HPMetal03.jpg
- /Runtime/textures/Hinkypunk/Misc/HPMetalFade.jpg

Resolved Issues

- *None*

Known Issues

- *None*

Support

Visit our site for [technical support](#) questions or concerns.

1)

The contents of this package are in DAZ Studio Native formats

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