Songbird ReMix Pose Pack II

Over 200 Full & Partial Poses

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POSE PACK 2

Contents

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Introduction

This volume starts where Songbird ReMix Pose Pack I left off and includes a slew of full poses for the Songbird base in addition to partial and full poses for most of the other Songbird Remix model bases (Gamebird, Parrot, Syndactyl, Zygodactyl and Waterfowl). The partial poses are especially handy if you're using a perched pose but want the bird standing on a flat surface. Just apply the "Both Feet Flat" pose and voila! The only part that changes is the feet from perched to a flat pose.

Not always the perfect pose…

While these poses will usually give you great results, sometimes they will need minor adjustments. The poses were created using the default bird model bases, so when species morphs are applied (such as bigger feet, smaller shins, bigger/smaller heads), the poses might be off a little.

The "Sssssh!" poses, for example, will require minor adjustments on most birds due to beak morphs and thigh/shin yScaling.

Bird Feet

Since Songbird ReMix throws around some biological terms for what bird gets what poses… here's a primer to help

## Anisodactyl Anisodactyl is the most common arrangement of digits in birds, with three toes forward and one back. This is common in songbirds and other perching birds.		
## Syndactyl Syndactyl, as it occurs in birds, is like anisodactyl, except that the third and fourth toes (the outer and middle forward-pointing toes), or three toes, are fused together, as in the Belted Kingfisher Ceryle alcyon. This is characteristic of Coraciiformes (Kingfishers, Bee-eaters, Rollers, and relatives).		
## Zygodactyl Zygodactyl is an arrangement of digits in birds, with two toes facing forward (digits 2 and 3) and two back (digits 1 and 4). This arrangement is most common in arboreal species, particularly those that climb tree trunks or clamber through foliage. Zygodactyl occurs in the parrots, woodpeckers (including flickers), cuckoos (including roadrunners), and some owls. Zygodactyl tracks have been found dating to 120-110 MYA (early Cretaceous), 50 million years before the first identified zygodactyl fossils.		

Heterodactyl		
Heterodactyl is like zygodactyl, except that digits 3 and 4 point forward and digits 1 and 2 point back. This is only found in trogons.		
Pamprodactyl		
Pamprodactyl is an arrangement in which all four toes point forward. It is a characteristic of swifts (Apodidae).	e	No Model
Raptorial		
The toes are deeply cleft, with large, strong, sharply curved nails (talons), as in hawks & owls		
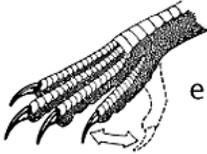
Semipalmate The anterior toes are joined part way by small webbing, as in the Semipalmated Plover. Also called "Semi-webbed".		
Totipalmate All four toes are united by ample webs, as in a cormorant, booby, pelican, tropicbird, gannet, shag. Also called "fully-webbed"		
Palmate The front toes are united as in ducks and gulls. Also called "webbed"		
Lobate A swimming foot with a series of lateral lobes on the toes, as in a grebe.		No Model

Create your own poses from a series of the included partial poses!
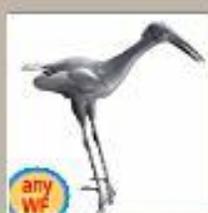
! Droop Wings **+** ! Eyes Part Closed **+** ! Head Turn Left **+**

! BothLegsDown **+** ! LegRUp **=**

...or add

1191 **+**

and get a take-off pose!
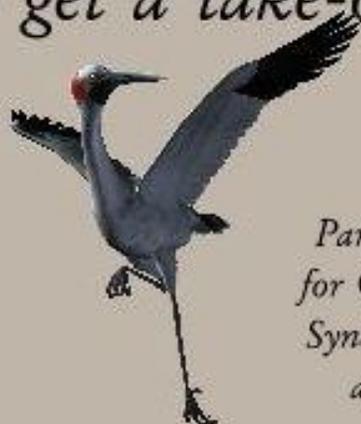
*Partial Sets included
for Gamebird, Parrot,
Syndactyl, Zygodactyl
and WaterFowl*

Songbird ReMix Pose & Animation Tips

The arsenal

- **Body**
  - o **Sleeker** – It is actually a *creation morph*, but can be handy in varying the look of two similar birds.
  - o **Wing Fold** – Its' uses are fairly obvious… sometimes I'll turn the settings to 0.9 and uses the Up/Down on the Shoulder parts to help droop the wings.
  - o **Wing Droop**—This fbm uses a combination of Wing Controller bends and twist to Droop the position of the folded wings to a more natural state. A setting of 1 to 1.2 is usually enough. This morph should not be used in unfolded wing (flight poses)
  - o **Scale** – As with *Sleeker,* this can be slightly adjusted to vary the look of two similar birds.
- **Hip**
  - o **The Fluffs (Unfluff, Flufffix, TuckFluff, UnevenFluff, NoFluffSides & RumpUnFluff)** Let's talk about the differences in these morphs.
    - ▪ *Unfluff* rolls up a very orderly set of feathers on the breast of the bird. In some cases it looks fantastic but more often it often looks patterned and fake. I find the best settings are in the 0.3 to 0.4 range, but if you have the bird sitting low, sometimes going to 0.0 looks great.
    - ▪ *FluffFix* controls the upper portion of the Fluff morph, either hiding or pulling out the top Fluff feathers. The Fluff morph usually shows feathers on the top of the breast first, so FluffFix can even out the coverage.
    - ▪ *TuckFluff* will tuck in the fluff feathers by the tummy and legs.
    - ▪ *UnevenFluff* helps to break up the orderly pattern to the Fluff morph.
    - ▪ *NoFluffsides* lessens or heighten the amount of Fluff feathers on the sides of the breast.
    - ▪ *RumpUnFluff* will hide the fluff feathers behind the legs in the rump region.
    - ▪
  - o **TushTuft** – This is a *creation morph,* but could be used to create/animate a bird doing its' business.
  - o **LargeRump** – Another *creation morph* that could be used for varying shape and size.
  - o **Tummy and Chest Puff** -- While *Tummy* is considered a Creation Morph, Tummy can be used to vary a species look. *Chest Puff* does what the morph says, puffs the bird's chest. This could also

be used in species variation, singing (showing breathing) and showing dominance.

- **Neck**
  - **The Fluffs (Unfluff, NoFth-Front, NoFth-Back, NoFeathers1)** – Again, a set of four morphs. *Unfluff* rolls up a very orderly set of feathers on the neck of the bird. In most cases, it looks great. I use the Neck Fluff morph a lot, usually in the 0.3 to 0.4 range. NoFth-Front and NoFth-Back lessen or eliminate the fluff feathers from the top or bottom of the Neck. NoFeathers1 is a negative version of Unfluff . It is a creation morph used with the Head's LongNeck morph to avoid the Unfluff feathers from poking out.
  - **Twist, Side-side and Bend** – With LongNeck or Pigeon/Dove Morphed birds these are the movement dials you'll want to do most of the Head/neck movements with. LongNeck or Pigeon/Dove Morphs distort the Head Movements dials.

- **Head**
  - **The Tongue (Tng-CurlUp, Tng-CurlDwn, Tng-TipUp, Tng-TipDwn, Tng-Up & Tng-Down)** – The dials here are obvious. Sometimes, the tongue will poke through the top or bottom of the beak, use Tng-Dwn or Tng-Up to correct this.
  - **Stretch** – The Pose morph version of the Head's LongNeck. I rarely use this morph and sparely when I do. It will distort the X, Y and Z movements of the Head. It shouldn't be used on birds that already have LongNeck or Pigeon/Dove morphs included. One good use is to use the minus side scrunching the head down, simulating bird sleeptime.
  - **The Beak (Bk-Close, Bk-RaiseUpper, Bk-RaiseUpperParrot, Bk-Close4HoneyCpr)** – These morphs are pretty explanatory…. *Bk-Close* lowers/raises the Lower Beak and is probably the most used Beak morph. *Bk-RaiseUpper* , as expected, raises the Upper Beak and could be used in making the mouth wide open for feeding and singing. *Bk-RaiseUpper* <u>may distort the beak</u> when used with other creation morphs. The *Bk-RaiseUpperParrot* is used only with the *Parrot* and *Parrot1* Creation morphs. *Bk-Close4HoneyCpr* is used with the *Bk-Honeycreeper* and *Bk-Honeycreeper2* morphs only and should be used in place of *Bk-Close* when either of those Honeycreeper morphs are active.

- **Eyes**
  - **BackForward & UpDown** – The dials here are obvious. While the centering on eyes will vary from bird to bird, BackForward = 20 and UpDown = -6 will get you close.
  - **Scale** – This is a *creation dial,* but could be used to make a more cartoon-like bird or a juvenile bird. The Eye Scaling is ERC controlled which means the other eye and all eyelids will be scaled accordingly.

- **Eyelids**
  - **OpenClose, Tilt & Twist** – These are probably the most overlooked dials in the Songbird ReMix set. By changing the Open/Closed where the lids start to show on the model, you can add a tremendous amount of realism to the face of the bird. Many people have said that real birds' eyes are more oval—why then is the Songbird ReMix bird's eye round? Because EyeLids aren't being used. Try: rUpperLid - Open/Close: -50, rLowerLid - Open/Close: 40, lUpperLid - Open/Close: 50 and lLowerLid - Open/Close: -40. Remember when a bird closes it's eye the Lower Lid comes up 2/3 the distance with the Upper Lid dropping 1/3.


  When singing, the Lower Lid will be more noticeable then the upper as with my Meadowlark image. You can also use the Tilt and Twist dials if you want a more even, cartoon-like eye.

- **Wings**
  - **Fold and associated morphs** – I usually don't use the Fold morphs on the Right and Left Wings—instead using the Full Body Morph found in the BODY section. The Up/Down, Forward/Back, Twist controls are okay for the starting of a wing flap pose and a cartoon one but using the Forearm, Hand and Feather controllers will yield much more real and believable results.
  - **TurnPls** – A great morph for realistic flight. It turns the outer primarily flight feathers.
  - **AlulaBrake** – Feathers on the alula or bastard wing are not generally considered to be flight feathers in the strict sense; though they are asymmetrical, they lack the length and stiffness of most true flight feathers. However, alula feathers are definitely

an aid to slow flight. These feathers—which are attached to the bird's "thumb" and normally lie flush against the anterior edge of the wing—function in the same way as the slats on an airplane wing, allowing the wing to achieve a higher than normal angle of attack – and thus lift – without resulting in a stall. By manipulating its thumb to create a gap between the alula and the rest of the wing, a bird can avoid stalling when flying at low speeds or landing.

- **Wing Controllers (Forearm, Hand, and Feather)**
    - These controllers are incredibly important in creating realistic flight as bird wings do not simply go up and down.
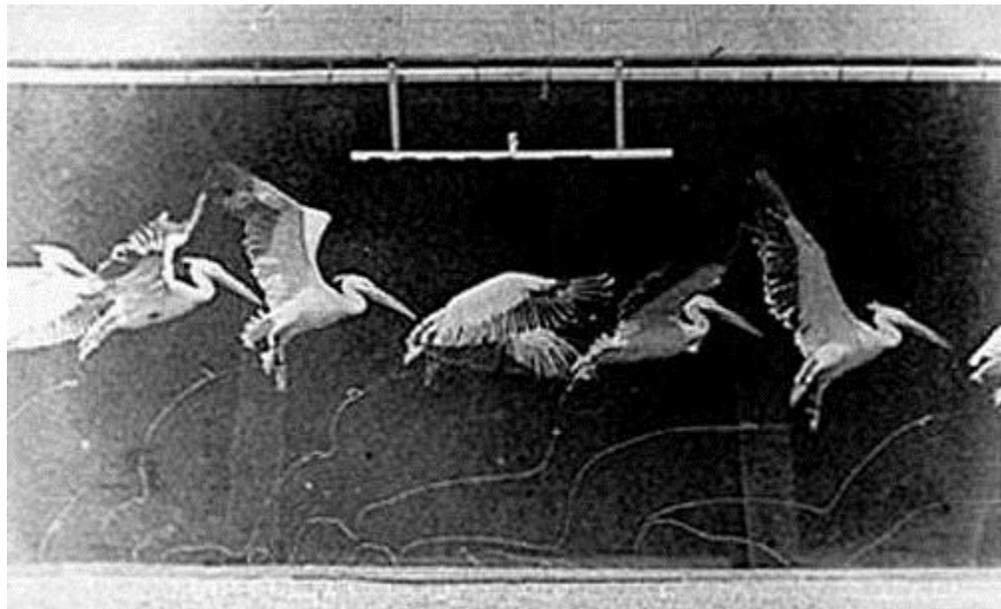
Wing Flaps are never simply up and down

    - One thing to consider when using wing controllers is that in certain programs, the undersides of the wings may expose back-facing polygons
    - **Resources:**
        - http://grail.cs.washington.edu/projects/flight/wu2003realistic.html
        - http://www.nhm.org/birds/guide/pg018.html
        - http://en.wikipedia.org/wiki/Bird_flight
- **Thighs**
    - **UnFluff**- I generally recommend leaving this untouched but in certain instances overdoing Unfluff by going into negative numbers can give a flufflier thigh—good for sleepy or "I'm cold" poses
    - **BigFluff & SuperFluff**- These morphs really push out the fluff feathers on the Thighs. In some cases, it will help to blend the thigh/hip area.
- **Feet**
    - **Grasp**- an easy way to get a perched pose but often needs some fine-tuning in the talons to make it perfect

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- o **Spread**- I use Spread a lot. The spread in the Parrot model will only control the two front talons. Parrots front talons are usually very close together.
  - o **Scale**- The Foot Scale also controls all the talons, scaling them accordingly. The auto-scaling does not work currently in DAZ Studio and has to be done manually.
- **Tail**
  - o **TushLen**-This is a Creation Morph that simply extends or shrinks the Tail Section
- **TailFeathers**
  - o **Spread**- This morph allows the spreading and closing of the tail feathers. How much of this morph you should use in opening and closing the tail depends entirely on the length of the tail and usually needs to be tuned species by species.
  - o **CurlUp & CurlDown**- These morphs are pretty obvious; from about the 50% point on the tailfeathers, these morphs will Curl them up and down.
  - o **CupTail**—This morph Cups the feathers

Kea (Alpine Parrot) from "Threatened, Endangered, Extinct 3"

Creating a fledgling

I've been meaning to write a tutorial on what dials to use for different effects. A baby sparrow is going to be tough, creating a fledgling would be much easier 😊

For babies, I suggest using the SLEEK morph found in the BODY section (turn it to 2).

Babies generally have huge eyes, so scale the Right or left eye to 150-170%. The eyes have propagating scale so the other eye and eyelids will automatically scale in Poser (FYI: for D|S, propagating scale doesn't currently work so you'll need to scale everything manually in D|S). You might try scaling the feet too.

For a longer or shorter neck you can use the LongNeck Morph in the HEAD section-- but adding more length to the neck will hamper the Bend, Twist, Side dials in the HEAD section. So if you use LongNeck, use the NECK for the majority of those movements and the HEAD sparingly. The Stretch morph basically does the same thing as the LongNeck morph does.

You can try increasing the Bk-Width in the HEAD section too, making a larger mouth.

With those you might be able to get something close to a baby. For a juvenile or fledgling, I'd drop the Body scale a little, make the eyes slightly larger and do some SLEEK on it. Also, use the female of the species texture if available. Most fledglings start off looking like their mothers first.