

# OSTRICH SULKY

## Introduction

Ostrich racing is a part of modern South African culture.

Within the United States, a tourist attraction in Jacksonville, Florida called 'The Ostrich Farm' opened up in 1892; it and its races became one of the most famous early attractions in the history of Florida. Also, Chandler, Arizona hosts the annual 'Ostrich Festival' which features ostrich races. Racing has also occurred at many other locations such as Virginia City in Nevada, Canterbury Park in Minnesota, Prairie Meadows in Iowa, and Ellis Park in Kentucky

## Overview and Use

Select **Figures** in the Runtime Folder and go to the **Ostrich Sulky** folder. Here you'll find the Primary Parts for the Ostrich Sulky. Additional "Smart Props" are found in the **Props** section of the Runtime Folder.

- **Character based Models**
  - **Ostrich Sulky Cart**
    - All the morphs are located in the BODY section.
      - **Motion Controls...** Three morph controls are included; TurnWheels which turns all four wheels for animation, SteerSulky which turns the front wheel section 25 degrees right or left and SeatBounce which creates some shock absorber-like effects.
      - **Tack Controls...** The morphs in this section allow motion on the Collar and Hip-strap parts and allow other animals, apart from Ostriches, to be used.
  - **Ostrich Sulky Reins**
    - All major morph controls are found in the BODY section. These reins are specifically for the Ostrich and are not designed to work with other animals. The easiest way to understand the rein controls is to imagine the reins broken down into 3 parts; ostrich head to Collar, Collar to hip strap and hip strap to driver's hands.
      - **Reins Morphs...** Three morph controls are included; FrontReinsBulge pulls the Head to Collar section outward to avoid ostrich neck collisions, LiftMidReins pulls the Collar to Hip Strap reins upward to avoid Ostrich hip collisions (it doesn't change the positioning of the reins in the Hip strap eyelets) and finally

BendMidReins controls the Bend position of the MidReins part to help line it up with the Hip strap eyelets.

- **Front Reins IK Lock...** these are X-Y-Z trans controls to be used in conjunction with “Front Reins Lock” IK being turned on in Poser 9 and 2012. This allows the head to Collar area of the reins to be lined up with the Collar eyelets.
- **Easy Pose Reins...** The EZ pose controls center from the hip strap eyelets, allowing relatively easy positioning in the driver’s hands (usually the best choices for the Left and the Right Reins are: SideSideAll, BendAll and Length).
- **Prop based Models**
  - **Sulky Racing Numbers.** This model is a **smart prop**, meaning it will automatically attach to the Sulky provided the Sulky is loaded first and selected. If the Sulky wasn’t selected or your program does not support smart prop technology, **Parent** this item to the **FrWheelHousing** part of the Sulky. There also are 2 motion morphs included, Ripple 1 and Ripple2.
  - **Sulky Sideboards.** This model is a **smart prop**, meaning it will automatically attach to the Sulky provided the Sulky is loaded first and selected. If the Sulky wasn’t selected or your program does not support smart prop technology, **Parent** this item to the **Chassis** part of the Sulky.
- **Pose Sets**
  - **Human Character Poses.** Both male and female driver poses are included. **Parent** the character to the **Chassis** part of the Sulky.
  - **Ostrich Poses.** After loading the Ostrich and applying the species morphs, you will need to rescale the Ostrich for the Sulky. The species morphs allow the Ostrich to be between 80% to 124% in size. For the Sulky, a standard size Ostrich of 100% seemed best. Resize the Ostrich either manually (BODY section Scale=100%) or apply the “! Resize Ostrich for Sulky” Pose. Also included is a 30 frame Ostrich Trot animated pose for the Sulky.
- **Material Sets**
  - **Variant Materials for Sulky Cart.** Several different color options are available for the Cart Chassis, Splashboard, Chrome parts and Seat. Most of these materials are in Shader format and can easily be altered with Material settings to allow a broader color choice.
  - **Variant Materials for Racing Numbers.** Racing Numbers 1 through 9 are included. These materials are texture based.
  - **Variant Materials for Sideboards.** Two variants are included for the sideboards. These materials are texture based.

## Render settings

- “Use Displacement Maps” **should be turned on**
- “Smooth Polygons” **should be turned off**

# Configuring the Sulky in older Versions of Poser & DAZ Studio

1. Load the “Ostrich Sulky Cart” and “Ostrich Sulky Reins” from the Runtime Figures “Ostrich Sulky” folder. (**With the DAZ Studio version**, you will need to also **apply the DAZ Studio materials** found in “My Library/Vehicles/Land/Transport/Ostrich Sulky Materials”)

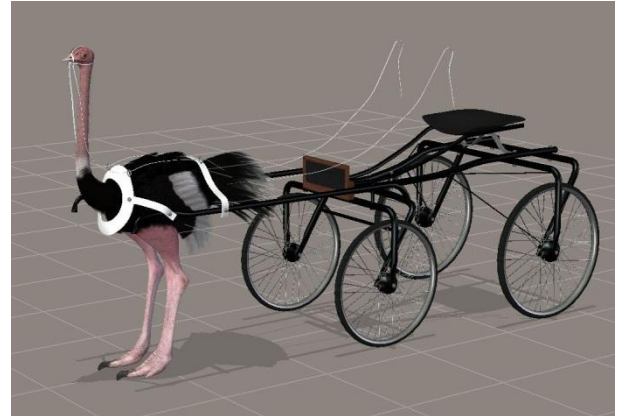


Figure 1: Ostrich, Reins and Sulky loaded in default positions

2. Load the “Ostrich” from the Runtime Figures “Songbird ReMix” folder.

3. Apply the Material and Morph settings (.pz2 or .dsa) to the Ostrich.

4. Pose the Ostrich with a walk or run pose. First, if you haven’t, make sure the Ostrich model IK is off otherwise you may end up with “stretchy legs” (Figure 2). If you have this problem—turn off IK on both legs and reapply the pose.



Figure 2: Stretchy legs is no way to trot so turn off IK

5. Resize the Ostrich either manually (BODY section Scale=100) or apply the “! Resize Ostrich for Sulky” found in the Pose “Ostrich Sulky” folder.
6. “Conform” (Poser) or “Fit to” (DAZ Studio) the “Ostrich Sulky Reins” to the Ostrich.

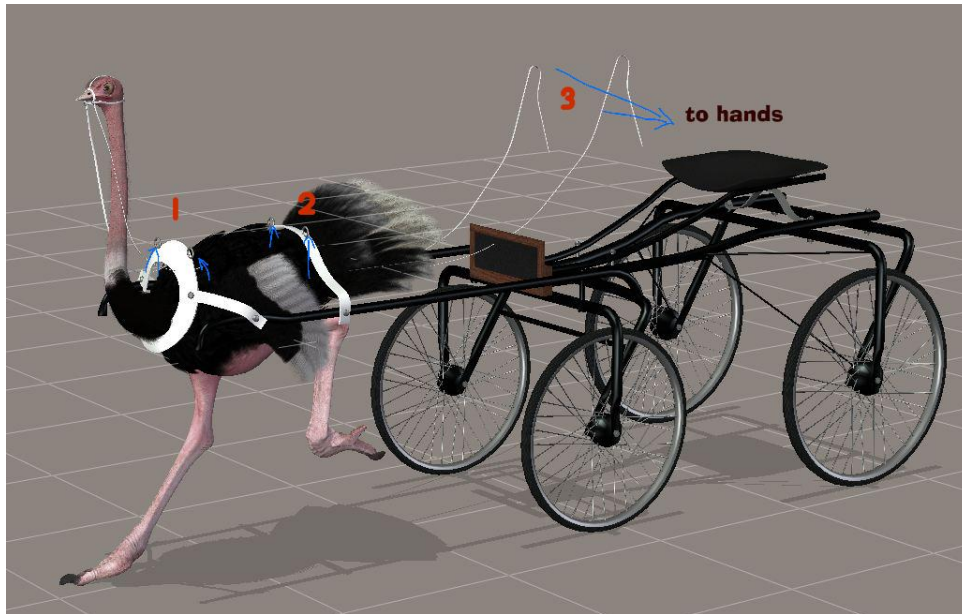
7. Parent the Ostrich to the “FrWheelHousing” part of the “Ostrich Sulky Cart”.



Load a driver (M4,V4,Genesis, etc) and pose the figure in a driving pose. The supplied driving pose places the figure on the Sulky seat. Now parent the figure to the “Chassis” part of the “Ostrich Sulky Cart”.



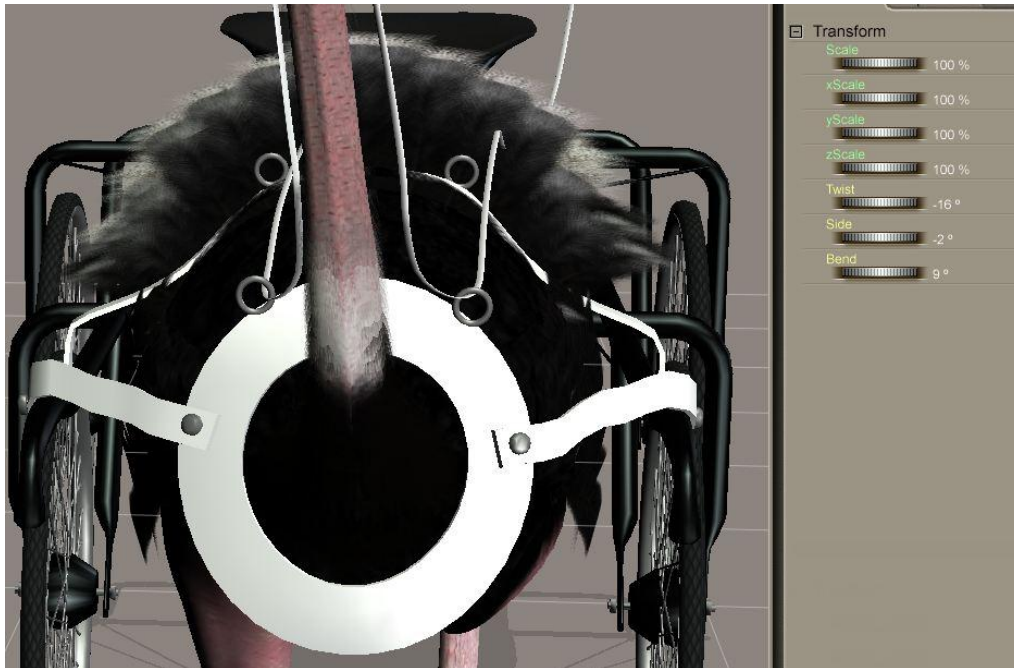
# Reining in Problems



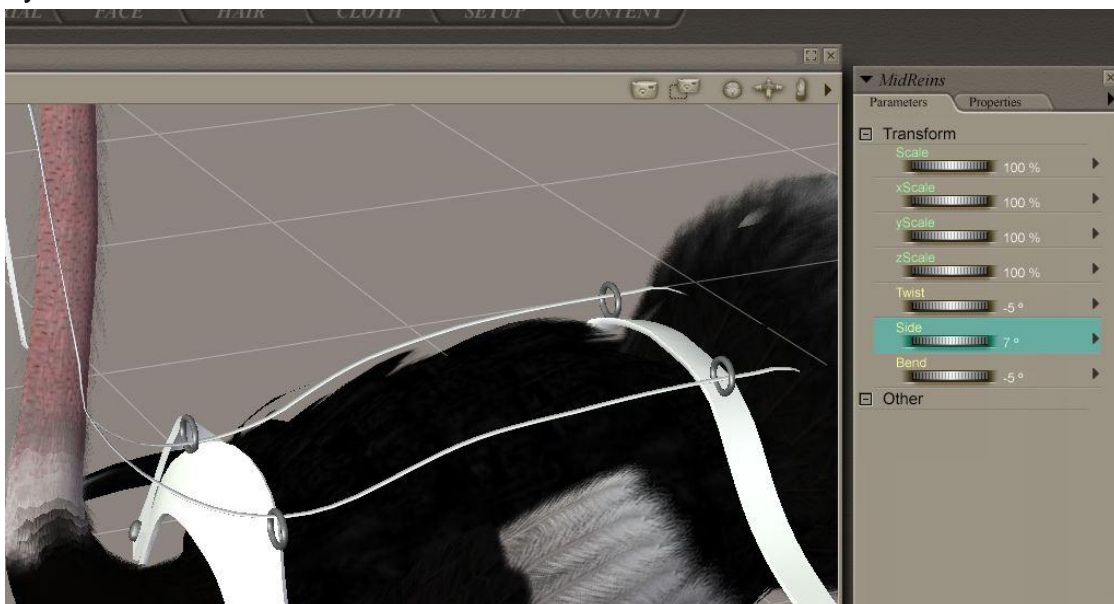
8. Okay, we have 3 specific issues in regards to posing the reins.
  - a. Getting the reins through the #1 Collar eyelets (front Reins parts)
  - b. Getting the reins through the #2 Hip Strap eyelets (Mid Reins parts)
  - c. Getting the reins in the hands of the Driver (EZ pose Reins parts)
9. So first, we'll need to get the Reins through the Collar eyelets without IK help (if you're using Poser 9 and 2012 look at the instructions on page 10). Use the Tack Controls (found in the BODY section of the Sulky) to position the Collar so that it lines up properly with the neck of the Ostrich.



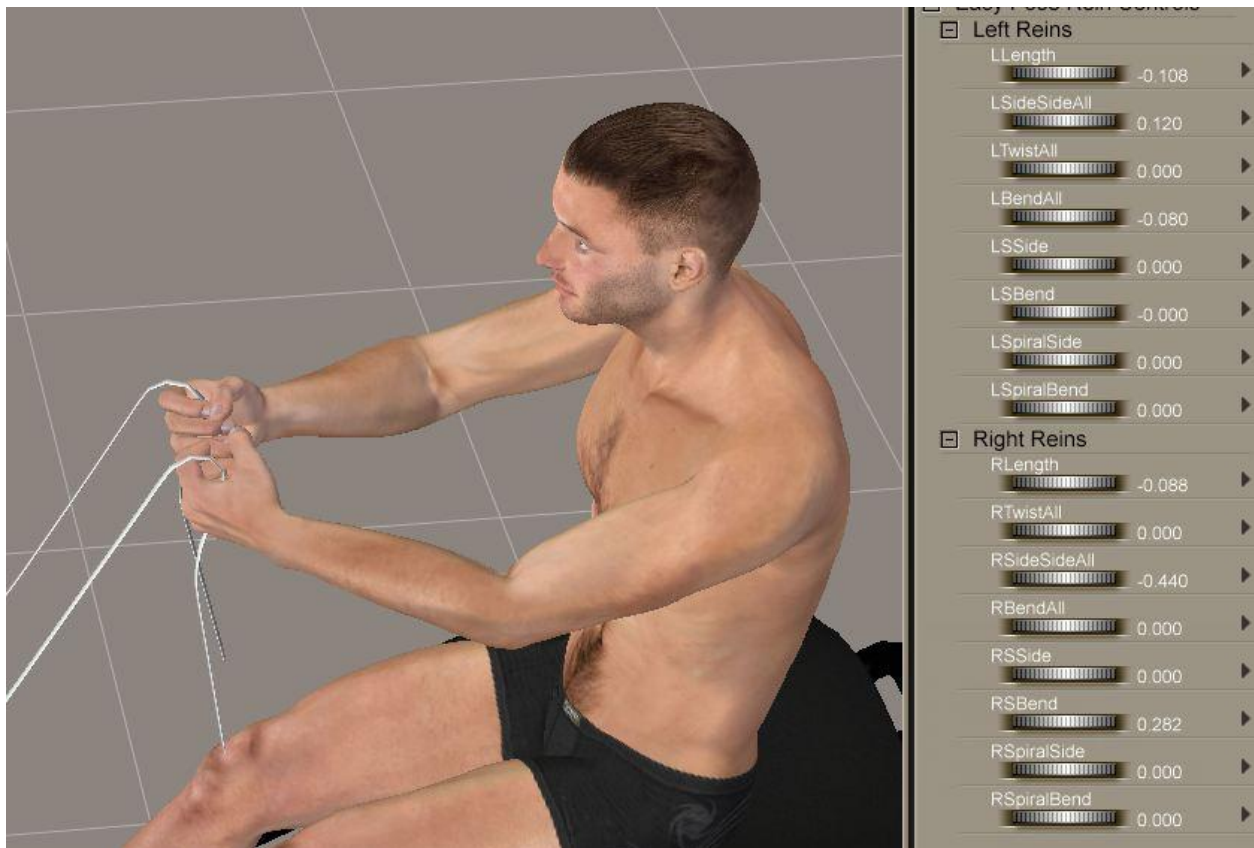
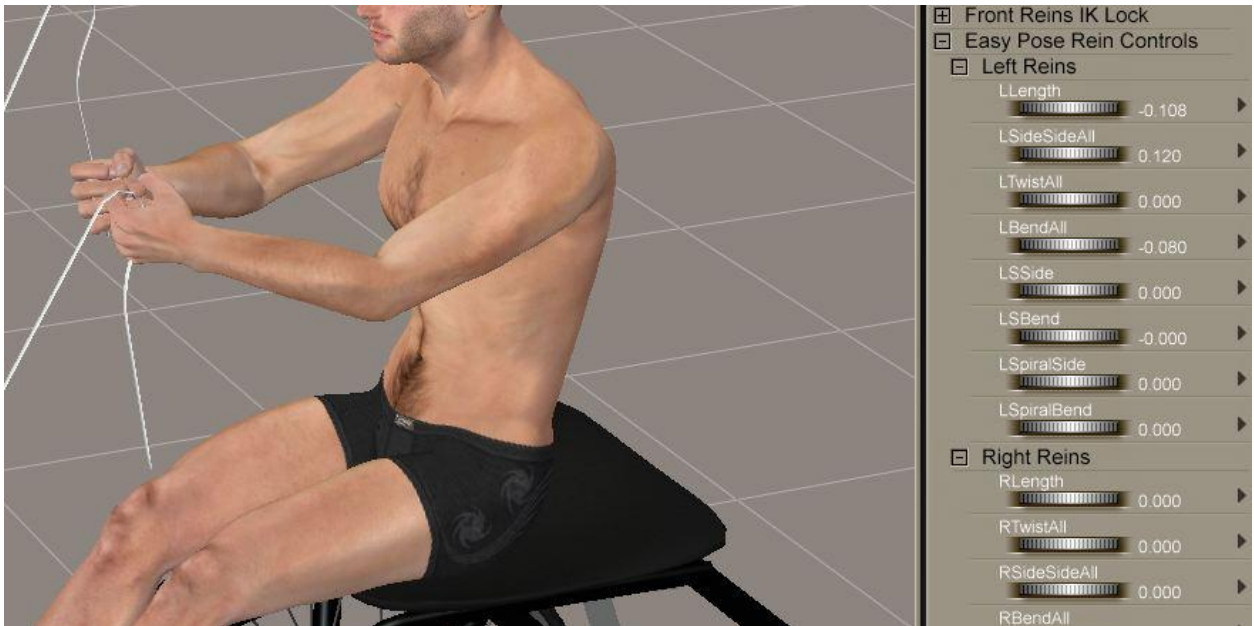
10. Now select one of the Front Reins (FrtReins10 for instance) and we'll need to use the Twist, Side and Bend Controls to position the reins through the Yoke eyelets.



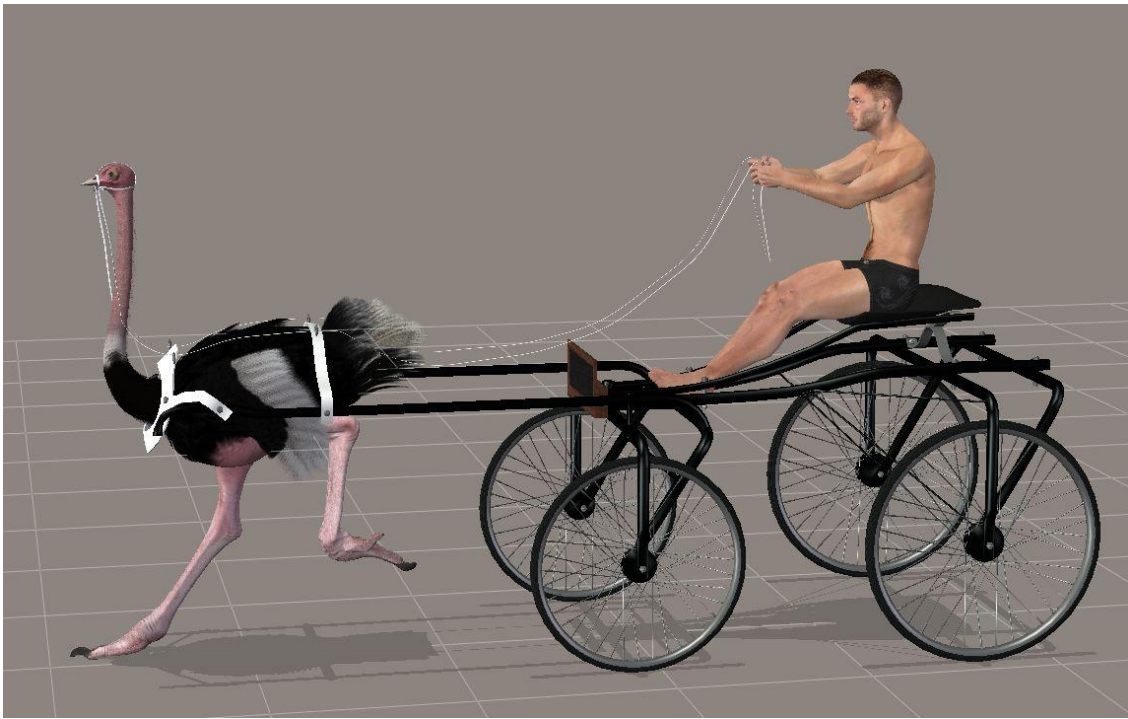
11. Next, we'll need to position the Mid Reins through the Hip eyelets. First: If the Hip eyelets are not visible, because of the Ostrich pose you used, select the Body of the Ostrich Sulky and use the HipStrapExpand and/or HipStapLift in the Tack Controls to adjust this Strap. Second: Select the MidReins of the Sulky Reins and use the Twist, Side, and Bend Controls to position the Mid Reins through the Hip eyelets.



12. Now, the final part. Go to the Reins BODY section and use the EZ Pose Left and Right Controls to move the Reins into the Driver's hands. The length, Bend and Side controls give the best results.







13. That's pretty much it. If the Ostrich is poking through the reins in the mid-section, you can use the Reins BODY control (LiftMidReins) and if the Ostrich neck gets in the way the Reins BODY control (FrontReinsBulge).

14. To position or rotate the ensemble, use the Sulky cart BODY section (since everything else is parented to it).



# Configuring the Sulky in Poser 9/2012

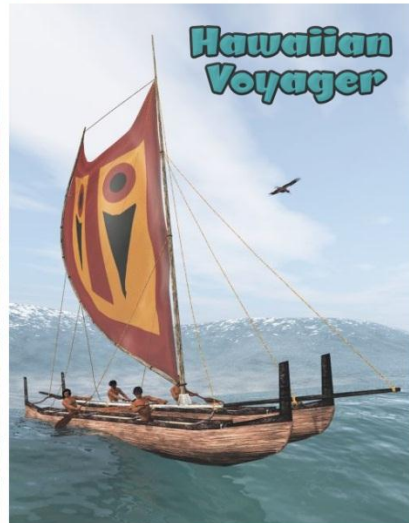
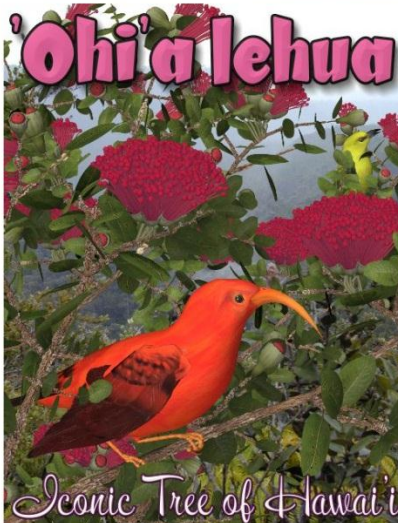
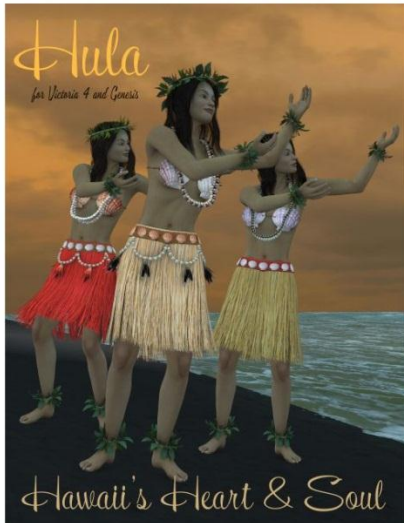
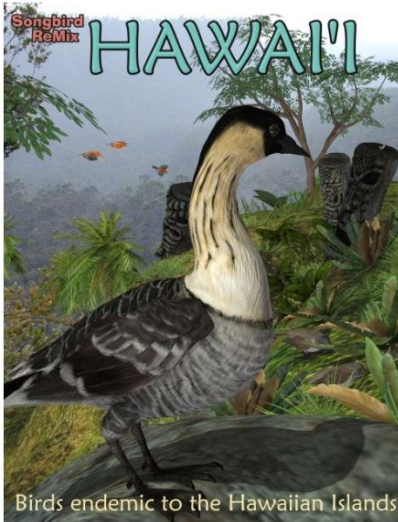
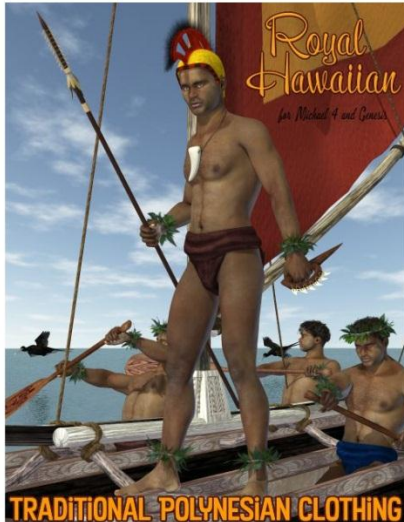
1. Load the “Ostrich Sulky Cart” and “Ostrich Sulky Reins” from the Figures “Ostrich Sulky” folder.
2. Load the “Ostrich” from the Figures “Songbird ReMix” folder.
3. Apply the Material and Morph settings (.pz2) to the Ostrich.
4. Pose the Ostrich with a walk or run pose.
5. Resize the Ostrich either manually (BODY section Scale=100) or apply the “! Resize Ostrich for Sulky” found in the Pose “Ostrich Sulky” folder.
6. “Conform” (Poser) or “Fit to” (DAZ Studio) the “Ostrich Sulky Reins” to the Ostrich.
7. Parent the Ostrich to the “FrWheelHousing” part of the “Ostrich Sulky Cart”.
8. Load a driver (M4,V4,Genesis, etc) and pose the figure in a driving pose. The supplied driving pose places the figure on the Sulky seat. Now parent the figure to the “Chassis” part of the “Ostrich Sulky Cart”.
9. Select the “Ostrich Sulky Reins” and turn on IK (FrontReinsLock)
10. Use the “Ostrich Sulky Reins” BODY section and adjust the “Front Reins IK Lock” Controls (usually only YTrans needed) to match the reins with the Collar eyelets.
11. Next, we’ll need to position the Mid Reins through the Hip eyelets. First: If the Hip eyelets are not visible, because of the Ostrich pose you used, select the Body of the Ostrich Sulky and use the HipStrapExpand and/or HipStapLift in the Tack Controls to adjust this Strap. Second: Select the MidReins of the Sulky Reins and use the Twist, Side, and Bend Controls to position the Mid Reins through the Hip eyelets.
12. Select the Easy Pose Rein Controls and adjust the reins to fit the hands of the driver figure (usually Left and Right SideSideAll, BendAll and Length are the best choices).
13. If the Ostrich is poking through the reins in the mid-section, you can use the Reins BODY control (LiftMidReins) and if the Ostrich neck gets in the way the Reins BODY control (FrontReinsBulge).
14. Enter a race!



# Special Thanks to my Beta Team...

....my beta team (FlintHawk, Linda, Jan, Rhonda and Sandra)

## HAWAIIAN THEMED SETS AVAILABLE THROUGH DAZ3D BY KEN GILLILAND



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