

DAZ STUDIO
RENDER WITH



AGUJA MERMAID USER

MANUAL

Aguja Mermaid Poses and Pose Control User Manual

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Introduction

The Aguja Mermaid Poses and Pose Control is a powerful product for posing your beautiful new Aguja Mermaid. The poses have been carefully designed for realism and grace. Over 20 full poses and 34 partial poses each for the human top half and the mermaid bottom half allows you to pose your Mermaid for any situation!

The Aguja Mermaid Poses and Pose Control also includes a powerful script to control the Mertail of your Aguja Mermaid! With this script, you can easily twist, turn, or curl the tail and tailfin of your mermaid. Written specifically for the bone structure of the Aguja Mermaid tail, this pose script allows you to precisely target the tail bones of the Mertail. And, even better, it directly manipulates the bones without using any of the morph dials. Why is this important? Because this means that nothing in the poses is baked in, and mirrors can easily be created on your pose using Daz's Symmetry Tool.

Features

- Aguja Mermaid Tail Control - twist, turn, or curl the tail and tailfin of your Aguja Mermaid
- Aguja Mermaid Zero Tail – zero out all changes to the Mertail
- 13 Full Mermaid Pose Presets with Mirrors
- 2 Unique Mermaid Pose Presets
- 3 Couples Pose Presets (Mermaid and Genesis 8 Male) with Mirrors
- 34 Mertail Pose Presets are included
- 34 Human Top Half Pose Presets are included

How to use the Aguja Mermaid Tail Control

To use the Aguja Mermaid Pose Control script:

1. Select **one** mermaid in your scene. It doesn't matter which node you select. Select the top half, select the mertail, the script will find your mertail.
2. Before starting a script, it is recommended to move the viewport camera so that it frames the selected Mertail.
3. Double-click the Aguja Mermaid Tail Control script to start.
4. Configure options. If Live Preview is checked, the Aguja Mermaid Tail Control script will immediately execute and change the selected Mertail. If Live Preview is not checked, click the Preview button to see how your options will affect the Mertail.
5. The perturbation slider controls the amount of randomness that occurs during script execution. However, moving the perturbation slider will **not** change the exact perturbation being performed (i.e., if you move the slider from 0.1 to 0.2 and then back to 0.1, the **exact same pose** will be shown). If you click the Preview button, the Aguja Mermaid Tail Control Script will change the perturbation used.
6. When you are happy with your Mertail pose, click Ok.
7. If you are unhappy with your pose, click Cancel and all changes are discarded.

Note that every button and every slider have a tooltip. If you get stuck, hover over a button to see information about it.

Aguja Mermaid Tail Control

The Aguja Mermaid Tail Control script provides precise and fast control over the Mertail of your Aguja Mermaid. The Aguja Mermaid Tail Control script allows you to easily and quickly twist, turn, or curl the Mertail.

The Adjust Tail and Adjust Tailfin checkboxes control which part of the Mertail that the script should change. You can change the tail by itself, the tailfin by itself or both at the same time.

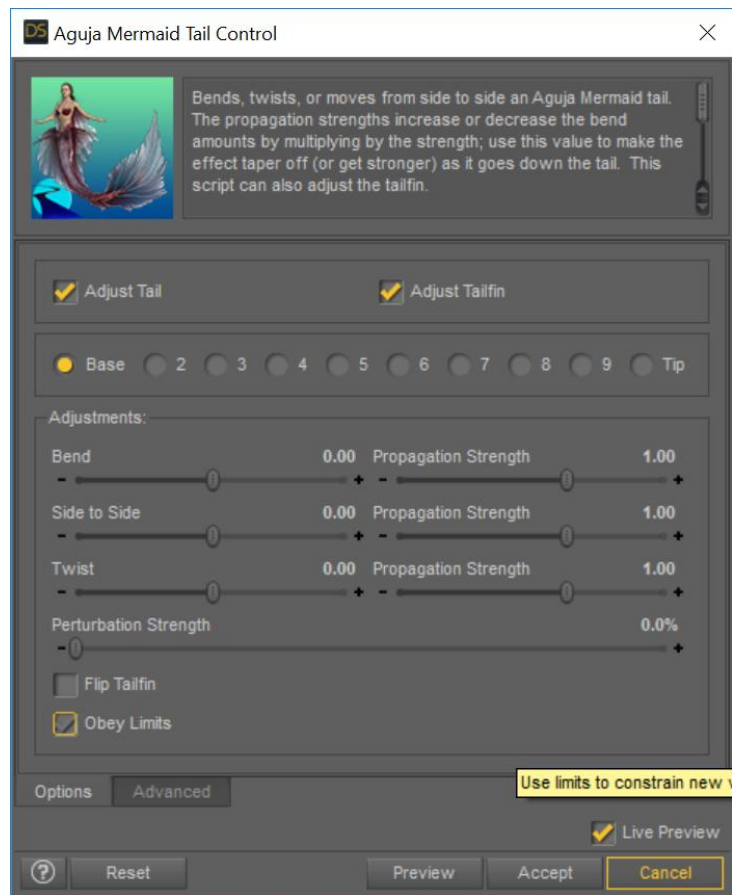
You control the Mertail by adjusting the Bend, Side to Side, and Twist sliders to move the Tail in the corresponding direction. The script sets each bone of the Tail's orientation based on these values. The script starts from the base of the tail and works down towards the tip. However, you can change where the script starts by selecting the start tail section radio group. As the script moves from bone to bone down the tail, it increases or decreases the Bend/Side To Side/Twist values by multiplying them by the corresponding Propagation Strength. A propagation strength of less than one will make the effect taper off as the script goes down the tail. Conversely, propagation strengths greater than one will increase the effect as the script goes down the tail.

The Perturbation Strength slider allows you to add perturbation to the twist, turn, or curl to give a subtle (or not so subtle) imperfection to the tail pose. The perturbation slider controls the amount of randomness that occurs during script execution. However, moving the perturbation slider will **NOT** change the exact perturbation being performed (i.e., if you move the slider from 10% to 20% and then back to 10%, the exact same pose will be shown). If you click the Preview button, the script will change the random seed that is used by the perturbation, giving you a new tail pose.

The Flip Tailfin checkbox controls which direction the bend goes with the tailfin. It often looks better to have the tailfin move in the opposite direction of the tail movements. This checkbox does nothing if the Adjust Tailfin checkbox is unchecked.

Finally, the Obey Limits checkbox controls whether the bone orientations can exceed the bone limits or not. This prevents the script from creating bone orientations that are too extreme.

The Advanced tab contains the current random seed being used (which changes every time you click Preview or Accept). You can change this value to make the script use the same random seed from an earlier script execution.



Note that you do not need to select the tail before executing this script. The script automatically finds the base of the tail.