



Orla Fae is a feature-packed little fairy character.

Due to this, some features might need a little more explaining.

For this special fairy we wanted to open up the possibilities. She has wings that can be rigid or relaxed via dForce like a lot of film and television depict fairy wings. The wings can be more opaque or clear and take inspiration from dragonfly wings. Her unique antennae complete the look. Orla herself and all her parts have geoshells for a magical sparkle effect that couldn't be achieved putting it straight on her materials. She also has an inner shell to help make her denser in areas for extreme back lighting situations, so she doesn't look like she's hollow. She has design morphs the look good with or without the skin materials designed for them and 6 different skin options for herself and her parts. She has partial mats that just apply different bump effects, makeup in LIE format and in Diffuse Overlay format, lots of options. She has fibermesh eyelashes and dForce hair eyebrows and several color mats for each. Orla also comes with a bonus shape in the shape tab for Daisy 8, if you own Daisy. Orla doesn't need Daisy 8, however. None of the promos depict the Daisy 8 version.



Character Presets:

Orla Fae comes with three Character Presets (the files that have the little blue “Actor” icon in the corner of the thumbs when first installed).

Orla Fae Fairy Preset: Orla Fae Fairy loads Orla Fae, her inner and outer Geoshells, her Wings with dForce modifier and wing Geoshells, her Antenna and their Geoshell, Orla Fae dForce Eyebrows, Orla Fae fibermesh Eyelashes, and the Genesis 8 Female Eyelashes (for the tears). She comes in fully textured, morphed and subdivided to level 3 mesh resolution.

Orla Fae Fairy No Dynamics Preset: Just like the Orla Fae Fairy Preset except that the wings don’t have dForce dynamics turned on or the modifier for it. Sometimes, you just don’t want to dForce the wings and don’t want them going all limp when you’re dForcing other things like clothing.

Orla Fae Human Preset: Orla Fae Human loads Orla Fae, Orla Fae dForce Eyebrows, Orla Fae Eyelashes, and Genesis 8 Female Eyelashes (for the tears). She comes in fully textured, morphed and subdivided to level 3 mesh resolution.

Full Wearable Presets:

Orla Fae comes with three Full Character Wearable Presets that match the Character Presets called “Orla Fae Complete Fairy Wearable”, “Orla Fae Complete Fairy Wearable ND” (the no dynamics on the wings one), and “Orla Fae Complete Human Wearable”. They will load everything that the Character presets load except for the Mesh Resolution (SubD settings). So, the shape will be less detailed until you turn up the Subdivision to at least 3 manually in the Parameters Tab. These files are included in case you have a figure already loaded that you want to transform into Orla Fae. If you load them without a figure selected, just the parts will come in.



MATs Acronym Labels:

RE - “RE” at the end means the mat has the special Refraction Enhanced material settings, which use refraction in most of the surfaces to achieve greater realism in the translucent effects of the skin and surfaces. The character presets of Orla Fae load with the more standard skin settings which are also really nice, but not as nice as the RE. Refraction Enhanced surfaces look weird and semi-transparent in texture preview mode but render fantastic! Refraction Enhanced materials take longer to render but it can be worth it. Usage tip: Use the standard mats while setting up your scene and then switch to RE mats when ready to render.

DO - “DO” at the end is for the Makeup mats and it indicates that the mat applies the makeup to the Diffuse Overlay channels. The great thing about the “DO” mats is that you can go into the surfaces tab and tint the Diffuse Overlay Color channel to tint the makeup and adjust the opacity of the makeup using the Diffuse Overlay Weight slider. Another advantage of the DO mats is it doesn’t matter what pixel size the face map is that they’re being applied to. So you can apply these makeups to other character skins regardless of the size of their face material zone texture maps.

LIE - “LIE” at the end indicates it’s a Layered image that applies directly to the different channel maps. It’s complicated to adjust these and you can’t tint them. Orla’s makeup maps are **2048 X 2048 pixels** to match her face maps’ size. This means that Orla’s LIE mats won’t look right on other characters with 4096 X 4096 pixel face maps, nor will other LIE makeups made at a different pixel resolution look right on Orla’s face textures. Orla’s face texture maps were made the smaller size to proportionately match the resolution of her torso maps. No vital details were lost and it’s less taxing on your system. Back Wing Base LIEs are at **4096 X 4096 pixels** to match the Torso maps, of course.

Elf Ears - “Elf Ears” or “Elf” toward the end of a Mat file means those mats apply Orla’s special ear UVs and maps made for her custom, really big elf ears. She also comes with maps/mats for the default Genesis 8 Female ears UVs for all of her skin color options. All mats made for DAZ Studio apply whatever UVs they were saved with. So, another character skin will apply to her properly after the Orla Fae Elf Ears mats have been applied and will restore her ears to the original UVs.



Geoshells:

G8F Shells - Orla Fae uses Geoshells for her iridescent sparkles effects and inner Geoshells to enhance her realism when there's bright back lighting, the kind of lighting that turns ears red in real life. Orla's Inner Geoshell has carefully designed opacity maps to thicken some areas and leave others more translucent. It's an optional enhancement. If your render doesn't have bright back lighting, you can delete it from your character to save on resources. All the Full Fairy Hierarchal Mats will apply textures to Orla's Geoshells and there are two versions of the Iridescence Geoshells, one for human ears and one for Orla's elf ears. The Full Fairy H-Mats will apply the elf or human ears to the Geoshells just like they do to the figure herself. So, it doesn't matter which ears you started out with.

Wings Shells - There's two versions of the wings in the Anatomy Library, ones with the Iridescence Geoshells and the default base ones without. You only need to load the wings if you haven't loaded the Orla Fae Fairy character preset and want to load wings onto an existing Genesis 8 Female in your scene. The wings are not set up to have the Geoshells load onto them after they've been fitted to Genesis 8 Female, so you want to choose between the ones with Geoshells or the ones without prior to loading. If you load the base wings and then decide you want the extra sparkling iridescent ones, you need to delete the base wings and load the ones that have the Iridescence Geoshells on them. Otherwise, you'll have two pair of wings on your figure. The Geoshells do not interfere with the dForce aspect of the wings in simulations, should you wish to make your wings relaxed and floppy.

Antenna Shells - There's two versions of the antenna in the Anatomy Library, ones with the Iridescence Geoshell and the default base ones without. The same about geoshells goes for the antenna as goes for the wings explained above.



dForce Wings:

There are 4 sets of wings included, two with Iridescence Geoshells, and two without. Each set of wings has one that says “Dynamics On” in the title. This means it has a special modifier on the wings for simulations. Several films and TV shows have depicted fairies as having floppy wings when they’re relaxed and at rest. So, we included that option with Orla Fae’s wings. Now she can sleep on her back without having to figure out how to position her wings and sit in a high backed chair, etc. The wings simulate like any dForce item and have special simulation settings to make them more like relaxed tentacle limbs instead of a fabric cape. You can adjust their buckling stiffness in the surfaces tab to a higher number to make them even less floppy for different effects.

Tips for dForcing the wings:

In most cases, the best way to simulate the wings is to simulate them separately from the clothing they’ll be interacting with and simulate them FIRST! The wings are meant to be stiffer than dynamic clothing and so they’ll tend to push the clothing aside, not the other way around, so in most cases you’ll want to simulate the wings first and then turn off their dynamics in the parameters tab and then simulate the clothing. This also allows you to stop the simulation at an earlier point for the wings so that they have only a slight droop but the clothing can simulate fully or to whatever degree you like in a simulation round afterwards. The exception to this method is if the figure is going to be sitting or lying on the wings. In those cases, you’ll want to simulate the wings and clothing together. Simulating in separate rounds opens up a lot of options. You could decrease gravity and increase air resistance for the wings and then restore gravity and air resistance to default for the clothing. dForce simulating is a very case by case basis kind of thing, but these tips should help get you started.



Hairline Fix Trick for Antenna Base:

There are a lot of hairstyles available by many creators. Not all of them are going to line up with the placement of the antenna bases. The antenna got placed where they are to avoid interfering with expression morphs. Now, this trick won't work with all hair but it works for a lot of hair. Included with Orla Fae in the Face Morph library is a morph called "Orla Hairline Adjust Trick for Antenna". Remember that this doesn't work for all hair but what you want to do when the antenna base morph is poking awkwardly through a hairline cap and you want to clean that up is you use this included morph first on the Genesis 8 Female figure. You turn on the morph at a very, very low setting, just enough to get it translated into the hair she is wearing. Then, you go and find that same morph that has been auto transferred to the hair and turn it into the negative as far as you need to push the hairline into the figure's head and out of the way of the antenna base points. If the hair has a separate hair cap, you can turn up its mesh resolution to subD3 to get an even cleaner result. Turn "Orla Fae Head Antenna Base HD" to zero in the hair. Not all hair is set up to receive these morph transfers and some hairlines are too far in the wrong places for the antenna base morphs, but for the ones that are almost a good fit, this can be a handy little trick to clean up the hairline for the antenna base and avoid a lot of post work in a paint program. For hair that is just not a good fit for the antenna base morph, it is recommended you use the antenna without the antenna base morph and let it just poke up through the hair. That can be a good look too for lower hairlines. This trick was included to increase options, but isn't a fix-all for all cases.



Daisy 8 Bonus:

This character started as an addon for Daisy 8 but then we decided to make a custom character instead. Still, no reason to let that nice Daisy 8 addon shape go to waste! So, she's included as a bonus. You'll find the Daisy version in the shaping tab under People/Fantasy Scifi. You'll want to turn off the Orla Fae shape before dialing in the Daisy version, if you've loaded the Orla Fae character preset. The Daisy version comes with all the same stuff, a human and a fairy version. The only difference to the Daisy version is she doesn't have a separate HD Details set of morphs the way the regular Orla Fae one does. For the Daisy version the detail HD morphs are built into the character addon morph.

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