

Flock Formations

Introduction

Birds are the most common wildlife experience we have. One has to simply walk out the door and look skywards. So it makes sense that birds would be a part of outdoor digital imagery. Flock Formations takes much of the complexity out of the Songbird ReMix bird model series and provides easy to place bird formations for beginners or experienced Songbird ReMixers who don't want to go through the work of creating them.

Flock Formations features Geese, Finch and Sparrow, Pigeon, Crow, Gull and Swallow formations. All seven formations are included in Prop format. Each prop has two morphs; one to flap each bird's wings and one to change the positioning of each bird. This is especially useful in animations. All birds hold-up well in close-ups.

Overview and Use

Select **Animals : Songbird ReMix** folder (in Poser within the Figures tab) and go to the **Flock Formations** sub-folder. Here you'll find the Bird Formation models, grouped by render engine.

- As the Crow flies... This is a typical Corvidae formation used by Crows, Ravens, Rooks and Jackdaws. The default load is an American Crow
- Finches in Flight... This is a small grouping of birds in the Carpodacus family, which includes Finches and Sparrows. The default load is male and female House Finches. Additional Materials are included for House Sparrows and Linnets.
- Flying V... a typical flight pattern of the Anatidae family (Geese). The default load is the Canada Goose. A Material for the Greylag Goose is included.
- Flying Inverse V... a typical flight pattern of the Anatidae family (Geese). The default load is the Greylag Goose. A Material for the Canada Goose is included.
- **Pigeon-Holed...** a grouping of the Columbidae family, which includes Pigeons and Doves. They are doing a portion of their circular flight. The default load is the Rock Dove (aka Feral Pigeon).
- **So Gull-able...** a small grouping of the Laridae family (Gulls). The default load is the Glaucous Gull. Other materials are included for Herring and Caspian Gulls.
- The Big Gulp... the chaotic patterning of the Hirundinidae family (Swallows) hawking insects. The default load is the American Barn Swallow. There are also European Barn Swallow, Bank Swallow and Tree Swallow Materials.

Material Options

All the prop formations have alternate material settings to change appearance of the default load and in most cases, change the species of the default bird.

Load the prop model, select it and apply the material to the model.

Advanced Material Options

As many experienced Songbird ReMix users may have already guessed, it is possible to apply materials from your existing Songbird ReMix sets to these formation models.

Not everything is going to work or look proper as the models will not change shape to accurately depict the species material you're applying and some mapping is different from model to model (e.g. You can't apply a sparrow map on a goose or vice-versa), but here's some help to get you started...

- The following may be able to use the Songbird ReMix standard model...
 - As the Crow flies... Probably could use the SBRM2 Raven on this for distant flocks
 - Finches in Flight... Any Finch, Sparrow or small Songbird will work.
 - **The Big Gulp...** Yucatan's Mangrove Swallow will work great as well as TEE1's Purple Martin.
- The following can use the Songbird ReMix Gamebird model...
 - **Pigeon-Holed...** The Gamebird's Band-tailed Pigeon, Australia's Pigeons and Doves and European Edition2's Pigeons and Doves will work.
- The following may be able to use the Songbird ReMix Waterfowl Goose model...
 - Flying Inverse V... anything from SBRM Waterfowl v5:Geese
 - Flying V... anything from SBRM Waterfowl v5:Geese
- The following can probably use the Songbird ReMix WF3 model...
 - **So Gull-able...** Any of the Seabirds1 and 2 Gulls may work.

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