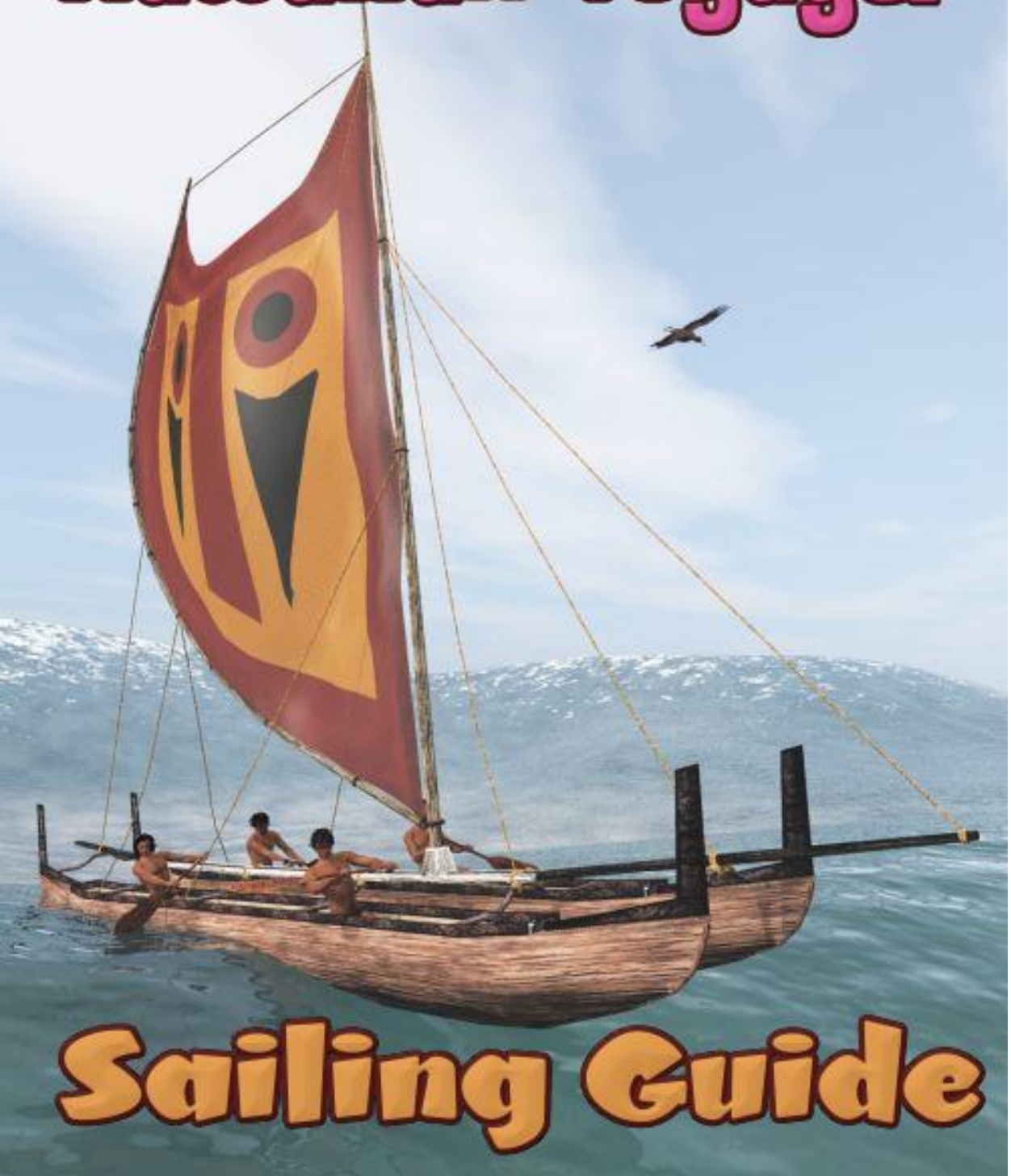


Hawaiian Voyager



Sailing Guide

3D Models by Ken Gilliland

Overview

Aloha. The first sailing canoes emerged in ancient Polynesia over 1,000 years ago and were as important to ancient Polynesian culture as the invention of the wheel was in early Asian and European Civilizations. In Oceania, Polynesians used catamarans and outrigger canoes to settle some of the world's most far-flung islands.

There are various forms and types of sailing canoe. The most basic type is known as the “vaka”, a single hull fishing canoe. Often an “ama” (or pontoon) is attached to the vaka to provide stability. Today’s catamaran comes from the “wa’a wa’a”, which literally means in Hawaiian “two canoes tied together”. The wa’a wa’a had one or two sails and could be wind or paddle driven.

Both the vaka and wa’a wa’a were met by a degree of skepticism from Western sailors who were more accustomed to "traditional" mono-hull designs. The concept of a multi-hull vessel was completely alien and strange to them with its balance based on geometry rather than weight distribution. Over time, multi-hulled vessels have arguably become the best design for faster ferries, because of their speed, stability and large capacity.



Use

Both the Poser and DAZ Studio versions have similar usage paths. First, you'll go to the Props section in the Poser Runtime and load the appropriate model from the "Hawaiian Voyager" folder.

Next, you'll apply materials to the loaded prop; if you're using Poser, this will be in the "Hawaiian Voyager" folder within the Materials section. If you're using DAZ Studio, you'll go the Studio side of "My Content" and use the materials from the "Props : Hawaiian Voyager" folder.

Several morphs are included in the vaka fishing net and wa'a wa'a props. The fishing net morphs will reposition the net portion of the prop. The wa'a wa'a morphs change the shape of the sail and move rigging to help avoid poke-through when a combination of sail morphs are used.

Poses

Four poses for DAZ's Michael4 (and Genesis in the DS4 version) have been included. There are two poses for each side of the canoe; the "left" description refers to rowing from the left side whereas the "right" refers to the right side of the canoe. These poses do not contain "BODY" xyz rotation and translation (See the "Positioning" folder section)

Posing the Oar

The oar's center point is set to where the upper hand would be placed on the oar. This was done to make the oar easier to rotate into the lower hand's position. YRotate will spin the oar allowing the paddle to look different from pose to pose.

Smart Props Poses

In Poser, "Smart Prop" oars have been included and oar position has been included in the "saved" pose code. To use this feature, load Michael4 and then either the "Right" or "Left" side oar. Now, apply the pose to Michael4 and the oar should reposition itself into Michael's hands.

DAZ Studio works a little differently... load Michael4 or Genesis and then either the "Right" or "Left" side oar. Now, apply the appropriate M4/Genesis pose to Michael4/Genesis and select the oar prop in the workspace or on the Scene part tree (located on

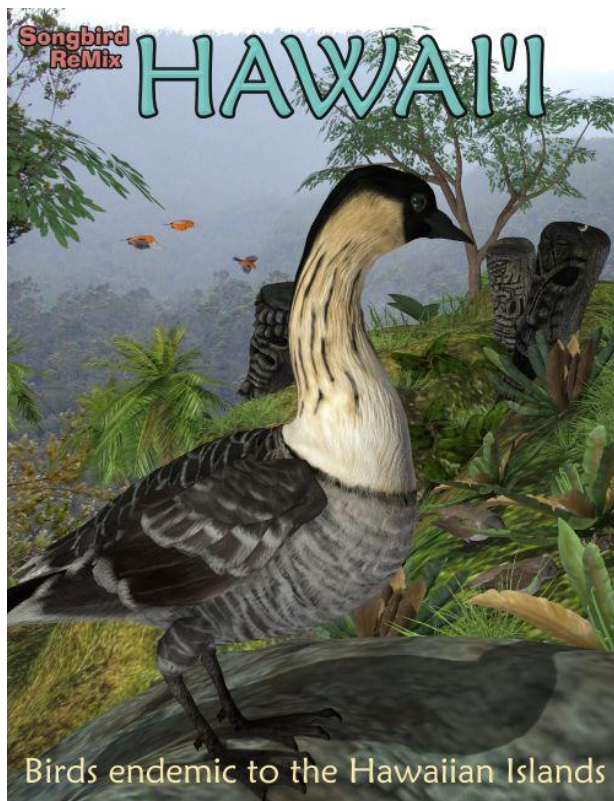
one's M4/Genesis's hands). With the oar selected, apply the appropriate "Oar" pose and the oar should reposition itself into Michael/Genesis's hands.

The Positioning Folder and Posing Twice

Once you have your character with oar in hand you can either manually move the character into the canoe or go to the "Positioning" subfolder and pose the character again using a Positioning preset. The Positioning presets only add "BODY" xyz rotation and translation to the figure. Once your figure is positioned, it is a good idea to parent your figure to the canoe prop.

SPECIAL THANKS TO MY BETA TEAM...

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



Other Hawaiian themed sets available through DAZ3D by Ken Gilliland

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