

3D Models by Ken Gilliland



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 multihull 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.



Poser & DAZ Studio Use

Both the Poser and DAZ Studio versions have similar usage paths. First, you'll go to the Transportation / Sea folder and select the "Hawaiian Voyager" folder, and then the appropriate render engine you'll be using. In Poser, the Transportation folder is found in the "Figures" library.

There are four items you can load:

- Hawaiian oar- A stand-alone oar for either canoe. In the "Poses for Rowers" folder (nested in the "Hawaiian Voyager" folder), you can load a "parented" version of this oar for a human figure.
- Hawaiian vaka- This is a single hull canoe meant for short voyages or fishing.
- Hawaiian wa'a wa'a- This is a double-hulled canoe with sail meant for longer voyages.
 - There are several morphs to change the shape of the sail and move rigging to help avoid poke-through when a combination of sail morphs are used.
- Vaka Fishing Net- A fishing net for the Vaka. You should load the Vaka first and while it is selected load the Net. It will automatically "parent" itself to the Vaka.
 - Fishing net morphs will reposition the net portion of the prop
 - Also, the X-Y-Z dials may help adjust the line connection to the Vaka canoe.

There are three sub-folders which are self-explanatory; Oar Materials, Vaka Materials and Wa'a Wa'a materials. Just make sure you select the appropriate model <u>before</u> applying the alternate material to the model.

Poses for Rowers

This folder contains 4 rowing poses for figures. 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). Each version (Poser and DAZ Studio) contains support for their most commonly used human figures.

On the DAZ Studio side, there are settings for the male versions of the Genesis 3, 8 and 9 (dialed to 100% masculine) figures as well as Hivewire3D's Dusk.

On the Poser side, there are settings for the Michael4, L'Homme and Hivewire3D's Dusk figures.

Posing the Oar (when use the standard oar model)

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.

Posing the Oar (when use the smart prop oar model)

Select the male figure you want and apply a "Rower" pose it him. Now, select the corresponding Smart-prop Oar (Right or Left Side) and load that. With the figure selected use either the Main or Hip part X-Y-Z trans dial(s) to place him (and the parented oar) in the canoe.

<u>Note:</u> Female characters can also be used but will probably require some minor pose adjustments.

Alteratively, you could use the "positioning" poses (found in the "Positioning in Canoes" sub-folder), which use X-Y-Z controls in the Hip section to place the "Rower" in the canoe. These settings may need some additional adjustment (since each figure is slightly different in shape and size) and require the canoe to be in its default load position. The two front positions (1 & 5) on the wa'a wa'a will have leg issues with most figures because of the shape of the canoe and will need additional manual leg posing.

Once your crew is assembled, parent all the figures to the canoe(s) and select the main X-Y-Z Trans on the canoe to embark on your adventure!

<u>Note:</u> DAZ Studio does some weird things when "parenting" figures to the canoes-- it moves them. This issue is easily remedied by going to the "Body" (Main) parameter controls on the figure(s) and simply zeroing out the X-Y-X Trans values (which for some reason DAZ Studio "unzeroed" when "parenting".

Creation and Posing Tips

Posing a crew of 3-9 people per canoe can be a daunting challenge and tax your computers resources, so here are some tips and suggestions to help you with Hawaiian Voyager...

• Save your scene often when creating it. Crashes happen, and more often when there's lots of items in the scene. Save after any significant change and <u>always</u> <u>before rendering</u>.

- **Remember the "Rower" posing process.** Load a human figure, then load the Right or Left side Oar to parent to the "Rower" and finally load the Right or Left Rowing Pose.
- **Dress your human figures only from waist up.** No one is going to see the part in the canoe hull, so why add clothing there. Besides the interior of the canoes can't displace the ocean water prop/plane you are using, so probably won't have your camera pointed there anyways.
- If using the "Royal Hawaiian" set feathered cloak do that character first. The less resources in your scene will make the Poser Cloth Room/D-Force simulation faster and less prone to crashing.
- **Distant Canoes probably don't need crews (or at best skeleton crews).** If your adding in canoes in the distance, consider leaving them unmanned or just putting rowers on the visible side.
- The Ocean. There's not a lot of ocean oriented 3D landscaping out there. I have 3 suggestions... if using DAZ Studio, I highly recommend using the UltraScenery Tropics set-- It's perfect for Hawai'l. I also like Nerd3D's "Waves at the Beach". If all you want is ocean, using my SeaDisk prop (that comes in Songbird ReMix Seabirds v1, 2, or 3) is an easy, low resource solution. Simply scale it up to 1,000 or so.

Poser Troubleshooting

I'm admittedly a Poser rule-breaker. Being a Poser user for two and a half decades, there's one feature is Poser that's always diven me crazy-- the Libraries. I hate having to search down the model in figures, add a material in the material library, tab over the props library, etc... so when I found out around 2018 that it didn't have to be that way, I happily stomp on the rules where .cr2, .pp2, .pz2 and .mc6 have to go. All my "modern" and "updated" products load from the Figures (.cr2) library and all associated files are included there-- or in other words, one folder/one library holds the entire product.

I have had an isolated report that a Poser Macintosh user (with older OS) was not able to load props, materials, etc from the Figures library. If this is the case, or you actually like the traditional Poser division of files, simply copy the install files to the appropriate libraries and then delete non-type files (e.g. like cr2s in the Prop (.pp2) Library).

SPECIAL THANKS TO MY BETA TEAM...

2012 Original Release... FlintHawk, Linda, Jan and Sandra 2023 Update Re-release... Alisa and FlintHawk



Other Hawaiian themed sets available through Renderosity by Ken Gilliland

- Hula (versions for Dawn/Dawn2 and Genesis 8/9)
- Royal Hawaiian (versions for Dusk/Dusk2 and Genesis 3/8/9)
- Songbird ReMix Hawai'i (Birds of Hawai'i)
- Nature's Wonders O'hia Lehua (Iconic Tree of Hawai'i)
- Weapons of Lua (Ancient Martial Arts Weapons of Hawai'i)
- Hawaiian Voyager (Single and Double-hulled Canoes of Hawai'i)

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