



# Mission Bells

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# Mission Bells, Cliff Swallow & Nest

## Manual & Field Guide

### Introduction

Mission Bells was patterned after one of the most attractive Californian missions, San Juan Capistrano. The Franciscan Order between 1769 and 1823 built 21 missions in California, comprising a series of religious and military outposts. Today, the missions are among the west's oldest structures and are among the most-visited historic monuments.

While the most obvious use for this model is a Mission; it could also easily be used as a Hacienda or just a building with the distinctive Mediterranean architectural influence. It comes with optional Tile Roof Sections (with full geometry) or an option for Faux Tile (using displacement and bump maps) if system performance is a concern.









This model was created for Poser and DAZ|Studio uses, however can easily be exported to Bryce, Carrara, Vue and other programs that can import .obj or Collada format.. This model is exterior only.




Also included in this package is a Cliff Swallow character for the Songbird ReMix series and its distinctive mud nest.

### Overview and Use

The majority of content in this package can be found in the **Props** section within the **Mission Bells** folder. The complete Mission Bells model may tax the resources of some systems, so individual parts have also been included to selectively load portions of the model.

# An Overview of what's in the Mission Bells folder

 <p>Base Model with Real Tile</p>	<p><b>Mission Bells Complete</b></p> <p>This loads the Mission Bells base model with the 5 Real Tile Roof models.</p> <p>Polygon Count: 399,185</p>
 <p>Base model with faux tile</p>	<p><b>Mission Bells Faux Tile</b></p> <p>This loads the Mission Bells base model with displacement/bump map tile roof. While not nearly as good as the real thing, it's passable at a distance and keeps system resources free.</p> <p>Polygon Count: 30,621</p>
 <p>Mission Bells with No Tile Preload for Real Tile</p>	<p><b>Mission Bells No Tile</b></p> <p>This load the Mission Bells base model with flat color for the roof. This roof is meant to have the "Real Tile" over it.</p> <p>Polygon Count: 30,621</p>
 <p>chapel real tile</p>	<p><b>Mission Bells R1</b></p> <p>This load the Chapel Tile Roof model.</p> <p>Polygon Count: 88,570</p>
 <p>chapel annex real tile</p>	<p><b>Mission Bells R2</b></p> <p>This load the Chapel Annex Tile Roof model.</p> <p>Polygon Count: 60,917</p>
 <p>barracks real tile</p>	<p><b>Mission Bells R3</b></p> <p>This load the Barracks Tile Roof model.</p> <p>Polygon Count: 41,946</p>
 <p>left plaza real tile</p>	<p><b>Mission Bells R4</b></p> <p>This load the Left Plaza Building Tile Roof model.</p> <p>Polygon Count: 81,329</p>
 <p>Rear Plaza Real Tile</p>	<p><b>Mission Bells R5</b></p> <p>This load the Rear Plaza Building Tile Roof model.</p> <p>Polygon Count: 95,802</p>

	<b>Swallow Nest1</b> A brown Cliff Swallow nest with multiple shape morphs Polygon Count: 2,498
	<b>Swallow Nest2</b> A gray Cliff Swallow nest with multiple shape morphs Polygon Count: 2,498
	<b>Swallow Nest3</b> A reddish-brown Cliff Swallow nest with multiple shape morphs Polygon Count: 2,498

## Cameras

There are eight Camera settings included in this package. They can be found in the **Camera** section within the **Mission Bells** folder.

## Cliff Swallow

Also included in this package is the Cliff Swallow character. The Songbird ReMix package (not included) is required to use the cliff Swallow character. The Cliff Swallow can be found in the **Pose** section within the **SBRM00 FREE** folder.

Load the Songbird ReMix model base and apply the Cliff Swallow MAT/MOR file to it.  
**Note:** The Cliff Swallow will be very small as it is only 13cm in real life.

Load Model(s)	To Create... (apply MAT/MOR files)
	<ul style="list-style-type: none"> <li>Cliff Swallow</li> </ul>



# Mission Bells in Vue

Mission Bells works nicely in Vue 9. I specifically created separate materials for the two “green” areas (**FrontPlants** and **PlazaGarden**) so I could apply Vue eco-systems to them.



I suggest loading the Mission Bells Complete prop and then saving it as a .pz3 (Poser Scene file), then importing that into Vue.

I tend to like the Poser material tree so I select that in import option. The Mission Bells prop loads a little small for Vue

vegetation so I generally load a tree first and then scale the building to a size that matches the tree.

Within the Material editor, I’d suggest dumping my **FountainWater** material for a Vue water material (which will be much better). You may also want to tweak the bump maps and in some cases such as the walkways use some displacement. For the **FrontPlants** and **PlazaGarden** materials either build an eco-system or use a one within your eco-system library. The Green Grass eco-system material gives a nice California chaparral look from the front—you might add a tree or two.



**Songbird ReMix**

# Mission Bells



# Field Guide

**Common Name:** Cliff Swallow

**Scientific Name:** *Petrochelidon pyrrhonota*

**Size:** 5.1 inches (13 cm)

**Habitat:** North and South America. Summer Range: Breeds from western Alaska to Newfoundland, southward to central Mexico. Winter Range: Winters in South America. Breeds in a variety of habitats with open foraging areas and cliffs or buildings for nesting. Avoids heavy forest, desert, or high mountains.

**Status:** Least Concern. **Global population:** 90,000,000 Mature individuals

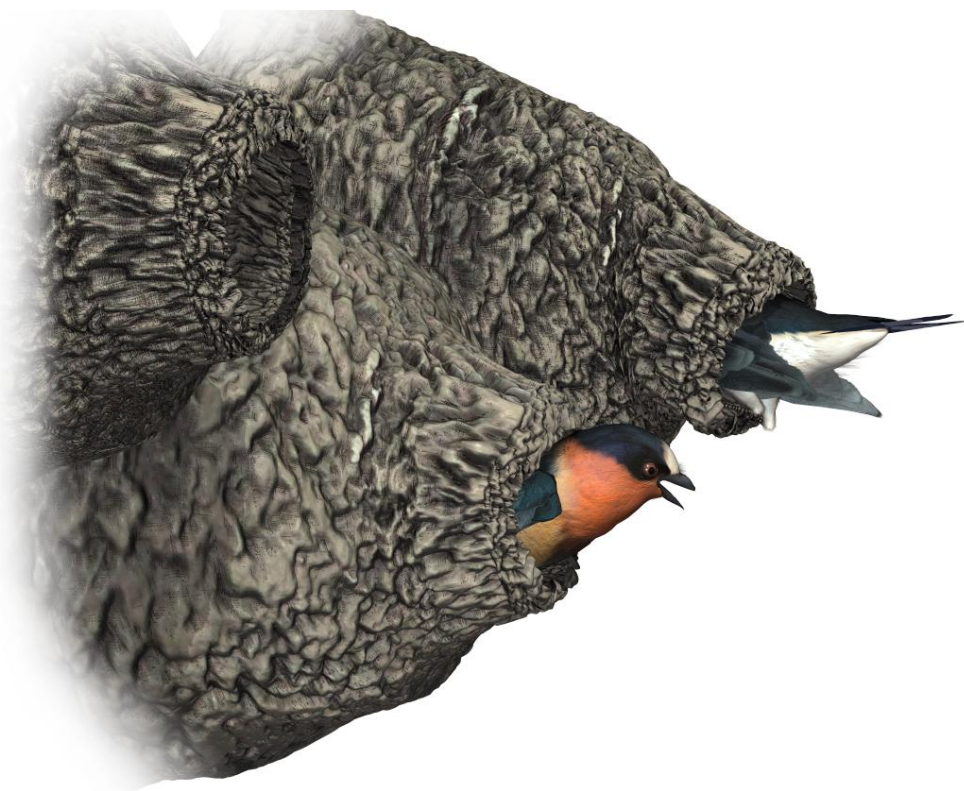
**Diet:** Flying insects.

**Breeding:** Juvenile looks similar to adult, but has brown, not blue-black, on the crown and back, and variable dark or pale throat and forehead. The gregarious Cliff Swallow nests in large colonies on buildings, cliffs, and under bridges. The gourd-shaped mud nests can number up to several hundred or thousand in a single location. Nest

is a covered bowl made of mud pellets, with a small entrance tunnel on one side. Lined with grass. Nest placed on a vertical wall, usually just under an overhang.

Within a Cliff Swallow colony some swallows lay eggs in another swallow's nest. Sometimes the swallow may lay eggs in its own nest and then carry one of its eggs in its bill and put it in another female's nest.

When young Cliff Swallows leave their nests they congregate in large groups called creches. A pair of swallows can find its own young in the creche primarily by voice. Cliff





Swallows have one of the most variable juvenal plumages, and the distinctive facial markings may help the parents recognize their chicks by sight too.

**Cool Facts:** Cliff Swallows may nest solitarily but are usually found in large colonies of up to 3,700 nests.

When a Cliff Swallow has had a hard time finding food, it will watch its neighbors in the nesting colony and follow one to food when it leaves. Although sharing of information about food at the colony seems unintentional, when a swallow finds food away from the colony during poor weather conditions it may give a specific call that alerts other Cliff Swallows that food is available. By alerting other swallows to a large insect swarm an individual may ensure that the swarm is tracked and that it can follow the swarm effectively.

These are the famous swallows whose return from Villa Ventana, Argentina every year to the Mission San Juan Capistrano in California on (or around) March 19 is celebrated with a festival. In recent years, the swallows have failed to return to the Mission.

The swallows don't nest in Capistrano anymore... The "Capistrano Swallows" are now nesting in the eaves of the Vellano Country Club in Chino Hills, Southern California.... miles north of San Juan Capistrano.

# Special Thanks to...

....my beta team (Ali, Bea, Jan, Kelvin, Rhonda, Sandra)

## *Species Accuracy and Reference Materials*

Many birds of the same species do vary considerably in color. This package tries to emulate the colors and markings in the most commonly found variants.

The author-artist has tried to make these species as accurate to their real life counterparts as possible. With the use of one generic model to create dozens of unique bird species, some give and take is bound to occur. The texture maps were created in Painter with as much accuracy as possible. Photographic references from photographs from various Internet searches and several field guides were used.

### *Field Guide Sources:*

- **Wikipedia** (<http://www.wikipedia.com>)
- **All About Birds/Cornell** (<http://www.birds.cornell.edu/AllAboutBirds/> )
- **Birdlife International** (<http://www.birdlife.org> )
- **The CITES Appendices** (<http://www.cites.org> )

### *Other Resources:*

- **Songbird ReMix Central** (<http://www.songbirdremix.com>)
- **Songbird ReMix “Bird Brains” User Group and Forum**  
(<http://artzone.daz3d.com/groups/songbirdremix> )

### *Environmental Activism Resources:*

- **Center for Biological Diversity** (<http://www.biologicaldiversity.org/> )
- **National Audubon** (<http://www.audubon.org/> )
- **Cat Inside! Program** (<http://www.abcbirds.org/abcprograms/policy/cats/materials.html> )

# Rendering & Posing Tips

## Working with Songbird Remix morphs

Because birds in the Songbird ReMix series use generic bird bases and morphs, adding morphs upon morphs more often than not will create undesirable results. Case in point is the Parrot base which defaults with the “Parrot” morph loaded ( which is found in the HEAD section (*Creations morphs : Specific Bird morphs*)). Adding the other creation morphs on top of that will be a hit and miss experience. Press **CTRL + E** to clear all the morphs in that section.

The reason why I have chosen to leave non-parrot morphs on for instance the parrot base is for experimentation and creating unique and imaginary species. In some cases, such as with a parakeet, it's better to shape the parakeet head from the standard Songbird ReMix head than the default parrot morphs.

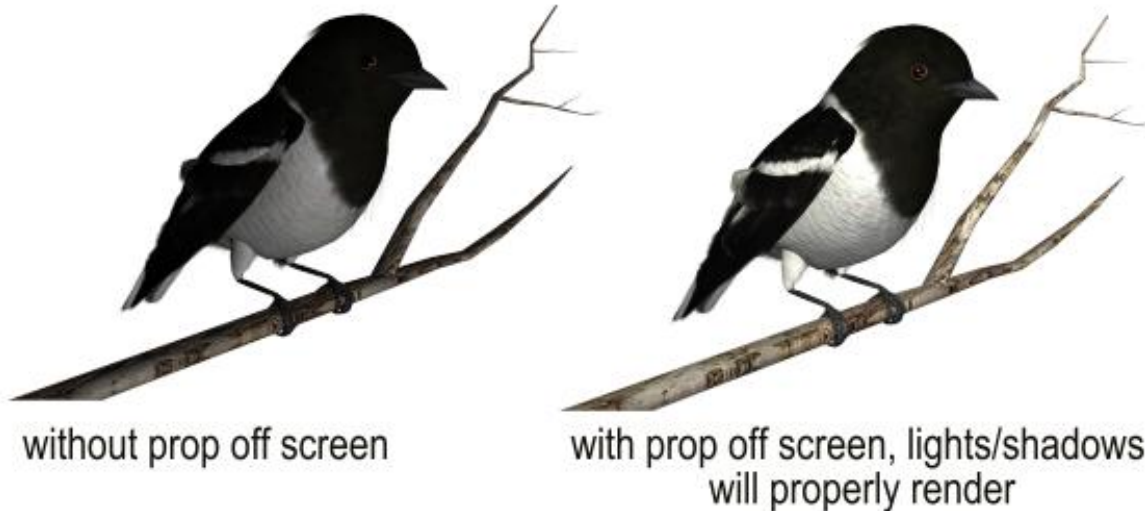
Another example is the BK-Close morph use. When BK-Height or BK-Length morphs are used often the BK-Close will require only a 0.7 or 0.8 setting to close the beak which normally takes a 1.0 setting. When applying a pose to a bird with a thicker or thinner than normal beak, you may need to adjust the BK-Close setting. The same is true with legs with shorten shins or thighs. One size does not fit all with a generic bird model.

Often when BK-Close morph is in use (partially opened) with the Frown morph active some overlapping polygons may show. To resolve this, dialing down the Frown will help (but also alter the “look” of the bird somewhat.)

## Scaling and Square Shadows in Poser

All the birds in this package have been scaled proportionally to DAZ 3D's Victoria and Michael models. The smallest of the included birds (such as the Riro!Riro!Riro!) **MAY** render with a Square shadow or improper lighting. This is a bug in Poser. Poser can't figure out how to render a shadow for something really small, so it creates a square shadow. The solution is to

put a larger item that casts a normal Poser shadow in the scene (even if it is off camera) and the square shadows will be fixed or BODY scale the bird to a larger size.



## Displacement in Poser 5+

In Poser, several settings will help to bring out the best in this bird set.

Under “Render Settings” (CTRL+Y) make sure you check “**Use Displacement Maps**” and (in some rare cases) the “**Remove Backfacing Polys**” boxes. In some poses, the wing morphs will expose backfacing polygons which tend to render black. Clicking the “Remove Backfacing Polys” fixes this.





## In VUE...

Vue has trouble with back-facing polygons which tend to show-up in certain wing and “Fluff” poses. The easiest and fast solution is to limit the amount of bending in the Forearm, Hand and Feather controllers and to hide or limit the ‘Fluff’ used

**Bake it!** The better (but much slower solution) is to in “Polygon Mesh Options”, **bake the model**. You might also click “Force double-sided baking” as well as playing with the Max smoothing angle and checking Dynamic Subdivision. Put Quality boost into the + area. Then bake it—“baking” will take hours on most computers.

The “Eye” material uses a Poser reflection map; since Vue has a built-in environment, it’s better to use the Vue one and cut down the reflection to 20-50% depending on light in the scene.

I also often find it better to also cut down the “Highlight Global Intensity” to 40% and “Highlight Global Size” to 50% on Plumage, Wings and Beak materials in the “Highlights” section.

## In Carrara...

Carrara can have multiple issues with Songbird Remix models. The most common are scaling issues; Carrara does not accept internal Propagating Scale (a scale variable tied to the parent that tells all attached children to do the same) so will not import Poser files correctly. Songbird ReMix uses Propagating Scale in the wings, feet and head regions. Most issues seem to be tied to the Foot Scaling. Determine the amount of scaling in the foot and scale the 8 talon parts to match each foot.

The second most common problem is weird shapes or depressions in the rump area. This is because Carrara does not understand how to interrupt the scaling of the thighs. The best and easiest solution is to set each Thigh parts YScale to 100%.

I have seen some issues (primarily with the wings exploding) when importing a Poser scene file (.pz3) into Carrara. This doesn't appear to happen all of the time. I've corrected it by going into the BODY and each WING part and turning off/on the Wing Fold morph and making sure the BODY section's Wing Shapes are all in the default setting.

There is a Carrara Fix package available in the SongbirdReMix.com downloads that provides foot scaling poses.

## In DAZ|Studio...

DAZ Studio can have multiple issues with Songbird Remix models when using the Poser Version. Download and Use the DAZ|Studio version. You will find the installation in the CONTENT folder of DAZ|Studio, not the RUNTIME folder as most of your installed content is found. The primary issue with using the Poser version with DAZ|Studio is Scaling; DAZ|Studio does not accept internal Propagating Scale (a scale variable tied to the parent that tells all attached children to do the same) so will not import Poser files correctly. Songbird ReMix uses Propagating Scale in the wings, feet and head regions. Most issues seem to be tied to the Foot Scaling. Determine the amount of scaling in the foot and scale the 8 talon parts to match each foot.

The second issue is that material setting will be off. The DAZ|Studio version has Material files tuned to DAZ|Studio included. This version also has Character files so it is possible to load the Poser .cr2, then apply the DAZ|Studio character setting which will fix the scaling and material issues. This method can be helped if updated Songbird Remix CR2s are available.

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prints, cards, posters, pillows,  
coffee cups, calendars & more**

