

**Songbird
ReMix**

Parrots

**OF THE
WORLD**



Volume 7 Add-on: Pacific Parrotlet Breeds

Avian Models for 3D Applications

by Ken Gilliland

Songbird ReMix Parrots

Pacific Parrotlets Breeds

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Songbird ReMix Parrots

Pacific Parrotlets Breeds

Introduction

Parrotlets are a group of the smallest New World parrot species, comprising several genera, namely *Forpus*, *Nannopsittaca*, and *Touit*. They have stocky builds and short tails and are endemic to Middle and South America.

They are popular within the pet trade world and have been selectively bred to bring out certain colorations and qualities. In particular, the Pacific Parrotlet, is perhaps, the most popular of these pet birds. This add-on set to "Parrotlets of the World" (Parrots v7) includes eight of the most popular breeds of Pacific Parrotlet (American Yellow, Green, American Yellow Fallow, Blue, American White, American Turquoise, Dark Factor and Pied in male and female forms.

There are two versions of this set for native support in Poser and DAZ Studio. Materials have been tuned to support Iray, Superfly and Firefly renderers.

Overview and Use

The set is located within the **Animals : Songbird ReMix** folder. Here is where you will find a number of folders, such as **Bird Library**, **Manuals** and **Resources** . Let's look at what is contained in these folders:

- **Bird Library:** This folder holds the actual species and poses for the "premade" birds. Birds are placed into a "type" folder (such as "Birds of Prey (Order Falconiformes)" which, for example, would hold falcons, hawks and eagles). The birds for this set can be found in the following folder(s):
 - **Parrots and Cockatoos (Order Psittaciformes)**
- **Manuals:** Contains a link to the online manual for the set.
- **Props:** Contains any props that might be included in the set
- **Resources:** Items in this folder are for creating and customizing your birds.
 - **Bird Base Models:** This folder has the blank, untextured model(s) used in this set. These models are primarily for users who wish to experiment with poses or customize their own species of bird. When using physical renderers such as Iray and Superfly, SubD should be turned to at least "3". For DAZ Studios 3Delight renders, the SubD must be turned from the "High Resolution" setting to the "Base" setting (otherwise some areas will render incorrectly transparent).

Poser Use

Select **Figures** in the **Runtime** Folder and go to the **Animals : Songbird ReMix** folder. Select the bird from the renderer (*Firefly or Superfly*) folder you want and simply click it to load. Some birds in the Songbird ReMix series may load with attached parts (*Conformers*) such as tail or crest extensions. Some of these parts have specific morphs. You will need to click on the attached part to access those controls. Associated poses can be found in the same folder- **Bird Library : (Type) : Poses**.

DAZ Studio Use

Go to the **Animals : Songbird ReMix** folder. Select the bird from the renderer (*3Delight or Iray*) folder you want and simply click it to load. Some birds in the Songbird ReMix series may load with attached parts (*Conformers*) such as tail or crest extensions. Some of these parts have specific morphs. You will need to click on the attached part to access those controls. Associated poses can be found in the same folder- **Bird Library : (Type) : Poses**. **Note:** Using the "Apply this Character to the currently selected Figure(s)" option **will not** properly apply the correct scaling to the bird selected. It is better to delete the existing character first and load the one you want to use.

Physical-based Rendering

Iray and **Superfly** requires more CPU and memory horsepower than the legacy renderers because of ray-trace bounces and higher resolution meshes needed for displacement. Poser's **Superfly** renderer will require that the "Min Transparent Bounces" be set to **at least 16** and that the "Max Transparent Bounces" be set to **at least 32** in render settings. Superfly renders may show artifacts in the head area. This is a known Poser issue and may be addressed in the future. Increasing the SubD may minimize this issue. Using the Physical Renderer Fix morphs (in the **Corrective Actions** folder) may also help.

Iray renders with certain poses can cause black artifacts to appear (especial in the head area). This is caused by the Iray renderer dislike of very close geometry planes being bunched which are common in the birds "Fluff" feathers. A series of "**Hide Fluff**" morphs have been added to the DAZ Studio version (in the **Corrective Actions** folder) to minimize this issue. You can either use the "Hide All Fluff" dial which removes all Fluff Transparency layers on the bird or selectively pick the dials that will turn off just certain areas.

Where to find your birds

Type Folder	Bird Species
Parrots and Cockatoos (Order Psittaciformes)	All Parrots

Where to find your poses

Type Folder	For what species?
Parrots and Cockatoos (Order Psittaciformes)	All Parrots

Posing & Shaping Considerations

This volume has various species, so when using generic poses not every pose will work perfectly with every bird. You may find that some minor alteration on the stock poses may be warranted.

Here are some of the most common alterations you may need to make:

- Birds will not be flat on the zero plane due to leg size and overall scale.

Specific Bird Controls

There are several controls with the **Action Controls** section of the model that are specific to certain species of bird.

- Under **Fluff Controls** (*in Creation Controls*):
 - These controls move the feathers on each side of the cheek towards the bill.
- **Raise Upper Beak** (*in Action Controls*):
 - This morph is a “one size fits all” control. Because of the variety of beak shapes. It may not work with all birds.

IK Concerns

Some poses may go askew when IK is turned on. By default, Poser’s IK feature is turned off when loading a bird. To turn it on, select the “Figure” category from the main tool bar and “Use Inverse Kinematics” from the submenu.

By default, DAZ Studio’s IK feature is turned on when loading a bird. This will cause the thigh and shin rotations change when the character is moved. The **CTRL K** keypress will turn IK on and off in DAZ Studio. IK doesn’t work that well in Studio, so I suggest selecting the character in the **Scene tab** and simply deleting the two IK body parts to remove IK.

Songbird ReMix Parrots

Pacific Parrotlets Breeds

Field Guide

Pacific Parrotlet Breeds:

American Yellow
Green
American Yellow Fallow
Blue
American White
American Turquoise
Dark Factor
Pied

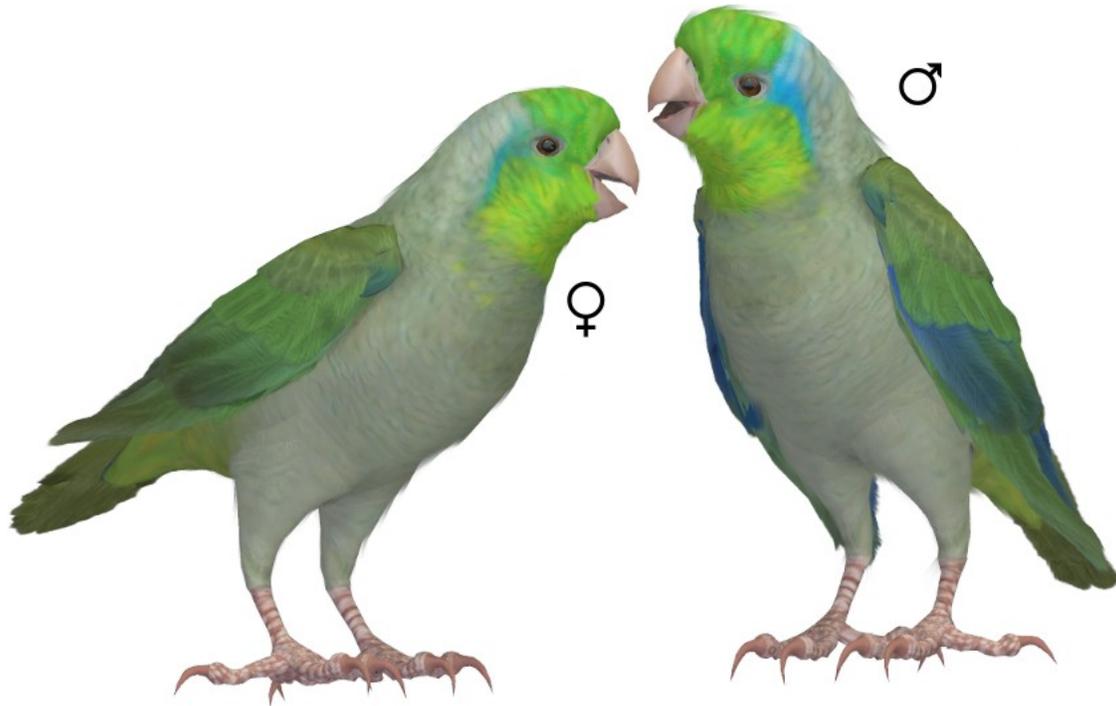
Common Name: Pacific Parrotlet
Scientific Name: *Forpus coelestis*

Size: 5.1 inches (13 cm)

Habitat: South America; endemic to western Ecuador (western Esmeraldas) to northwestern Peru (La Libertad, Cajamarca); recently recorded in extreme southwestern Colombia (Nariño).

It is most common in dry habitats such as the desert and deciduous forest, but have spread into humid areas in response to deforestation. Pacific parrotlets are found living in flocks from 40 to 50 birds in size.

Status: Least Concern. **Global Population:** Unknown mature adults with a decreasing population trend. It is common to abundant, and apparently able to withstand both moderate levels of pet trade collection and moderate levels of habitat conversion to agriculture, so long as some trees are left.



Diet: Berries are taken amid branches, cactus and Tamarindus fruits, seeds are taken from the ground. In captivity, parrotlets eat many fruits, seeds, vegetables, and herbs.

Breeding: Sexes are dimorphic. It is overall green with a dusty gray cast over its body. It has a bright green mask and a pinkish beak. The legs and feet are pinkish-gray. Males possess shades of blue on their wings. Blue can vary in intensity from a bright cobalt blue to a pale, almost lavender shade of blue. Male parrotlets also have blue streaks behind the eyes which is often referred to as "eyeshadow;" as well as blue rumps. Female parrotlets have no blue on the wings whatsoever but can have blue eye streaks as well as a blue rump.

Although the “in the wild” color of this parrotlet is green, they also have a rainbow of mutations thanks to hybridization within the pet trade. Those colors include: American Yellow, Green Marbled, American Yellow Marbled, Green Fallow, Green Fallow Marbled, American Yellow Fallow, American Yellow Marbled Fallow, Blue, American White, Blue Marbled, American White Marbled, Blue Fallow, American White Fallow, Blue Marbled Fallow, American White Marbled Fallow, Turquoise, American Turquoise, Turquoise Marbled, American Turquoise Marbled, Turquoise Fallow, American Turquoise Fallow, Turquoise Fallow Marbled, American Turquoise Fallow Marbled, Grey, American Grey, Grey Marbled, American Grey Marbled, Grey Fallow, American Grey Fallow, Grey Fallow Marbled, American Grey Fallow Marbled, Albino, Lutino Creamino, Cinnamon, Misty, Dark Factor, and Pied.

Breeding occurs from January to May in Ecuador. It nests in any natural or artificial cavity, from holes in trees, branches, fence posts and telephone poles to the ends of pipes and bamboo rafters. It has also been seen nesting in old mud nests of Pale-legged Hornero (*Furnarius leucopus*) and large stick nests of Necklaced Spinetail (*Synallaxis stictothorax*) and Fasciated Wren (*Campylorhynchus fasciatus*). Each clutch has 4–6 white eggs, which are incubated for an average of 17-18 days and fledging after 30 days.

Cool Facts: Parrotlets, in general, are feisty, affectionate, and willful. The Pacific parrotlet, in particular, does not understand that it is a tiny bird, and has no trouble challenging other animals, or even, humans. They can be quite aggressive when in a captive environment.

Special Thanks to my Beta-Testing Team...

Alisa & FlintHawk

Species Accuracy and Reference Materials

The author 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.

Field Guide Sources:

- "[Parrots: A Guide to Parrots of the World](#)" by Tony Juniper and Mike Parr
- Handbook of the Birds of the World Alive <https://www.hbw.com/>
- Wikipedia https://en.wikipedia.org/wiki/Main_Page
- BirdLife International <https://www.birdlife.org/>
- World Parrot Trust <https://parrots.org/>

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