Songbird ReMix

Perching Places

Props for Birds, People & Landscapes

Avian Models for 3D Applications
Characters and Texture Mapping by Ken Gilliland

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Opinions expressed on this booklet are solely that of the author, Ken Gilliland, and may or may not reflect the opinions of the publisher

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Introduction

Perching Places is a series of useful props for Poser and DAZ|Studio use. It is an excellent companion for birds in the Songbird ReMix series and general outdoor imagery use. Besides the expected feeders, birdbaths and bird houses, you will find four different fencing systems that allow you to create continuous fences in Barbed Wire, Dog-eared Cedar, White Picket and Split Rail. It includes a variety of tree snags and fallen logs as well as partial tree branches. Whether you are after a branch, fallen log, a tree snag or tree, you'll find they're all 'Perching Places.'.

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:

- o **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)**
- o **Manuals:** Contains a link to the online manual for the set.
- o **Props:** Contains any props that might be included in the set
- o **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).

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Poser Use

Select **Figures** in the **Runtime** Folder and go to the **Animals : Songbird ReMix** folder. Go to the **Props** folder and select the **! Perching Places** subfolder. Then chose the renderer (*Firefly or Superfly)* folder you want to use. There is a **Materials** subfolder for certain props. The materials included will only work on the props that the filenames describe.

DAZ Studio Use

Select **Figures** in the **Runtime** Folder and go to the **Animals : Songbird ReMix** folder. Go to the **Props** folder and select the **! Perching Places** subfolder. Then chose the renderer (*3Delight or Iray)* folder you want to use. There is a **Materials** subfolder for certain props. The materials included will only work on the props that the filenames describe.

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. The higher the bounce settings, less chance those will be apparent. This is a known Poser issue and may be addressed in the future. Increasing the SubD may minimize this issue. A good work around solution for Superfly artifacts is to HIDE Fluff areas (Correction Controls).

Acknowledgments:

Special Thanks to my beta testers…

- **2006 Release:** Jan and Sandra
- **2020 "SBRM4" Re-release:** Alisa and FlintHawk

Species Accuracy & Reference Materials

The author has tried to make these species as accurate to their real life counterparts as possible. 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.

With the use of one generic model to create dozens of unique bird species, some give and take is bound to occur.

The model was created in Modo. The model rigs in Poser and DAZ Studio. The texture maps were created in Painter.

Field Guide Sources:

- **Wikipedia** (https://www.wikipedia.com)

Shirts, jerseys, sweatshirts, prints, cards, posters, pillows, coffee cups, calendars & more

Birds of Hawaiian Islands

Pelicans of the World

Try, try, try... again

Songbird ReMix
$E=mc^2$
$A+B$
$s-q$
BIRD BRAINS

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NO MINORS ALLOWED ON PREMISES

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