

**Songbird
ReMix**

POSE PACK2



20 Full Poses, plus hundreds of
Partial Poses for Woodpeckers,
Parrots, Shorebirds and More!

By Ken Gilliland

POSE PACK 2

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Introduction

The pose set is specifically for any of the Songbird ReMix sets containing the Songbird model (Perching Birds/Order Passerines). Sets included in that category are Songbird ReMix, Characters, Threatened, Cool & Unusual, European Edition, Australia, Africa, Woodland Jewels, Sparrows and others.

The set has three sections with over 70 poses total. There are stationary poses, animated poses and series of focused partial poses to enhance the existing poses or build your own. The partial poses are especially handy if you're using a perched pose but want the bird standing on a flat surface. Just apply the "Feet Flat Both" pose and voila! The only part that changes is the feet from perched to a flat pose.

Not always the perfect pose...

While these poses will usually give you great results, sometimes they will need minor adjustments. The poses were created using the default bird model bases, so when species morphs are applied (such as bigger feet, smaller shins, bigger/smaller heads), the poses might be off a little.



The "Sssssh!" poses, for example, will require minor adjustments on most birds due to beak morphs and thigh/shin yScaling.

Where to find your poses

In DAZ Studio or Poser, go to the **Animals** folder (*in Poser, it's in the Figures library*) and select the **Songbird ReMix** folder. All of the birds and poses can be found in the **Bird Library** section.

Type Folder	For what species?
Cranes, Rails and relatives (Order Gruiformes)	Large Waders such as Cranes
Cuckoos and relatives (Order Cuculiformes)	Cuckoos such as Roadrunners
Gamebirds (Order Galliformes)	Gamebirds, Guinea and Peafowl
Gulls and Waders (Order Charadriiformes)	Small Waders like Sandpipers, Curlews, Dowitchers, Avocets, etc
Hérons, Ibises and Pelicans (Order Pelecaniformes)	Large Waders and Small Herons
Parrots and Cockatoos (Order Psittaciformes)	Parrots and Macaws
Perching Birds (Order Passeriformes) Poses can be found in "Universal Poses"	All Songbirds
Pigeons and Doves (Order Columbiformes)	Pigeons and Doves
Storks (Order Ciconiiformes)	Storks
Turacos and relatives (Order Musophagiformes)	Turacos, Go-Away Birds, Etc
Woodpeckers and Toucans (Order Piciformes)	Barbets, Toucans and Woodpeckers

Songbird ReMix Pose & Animation Tips

Some dials I spin...

General Body

- **Sleeker** – It is actually a *Creation morph*, but can be handy it varying the look of two similar birds. (found in Creation Controls/Body shapes)
- **Wing Fold** – It uses are fairly obvious... sometimes I'll turn the settings to 0.9 and uses the Up/Down on the Shoulder parts to help droop the wings.
- **Wing Droop**—This fbm uses a combination of Wing Controller bends and twist to Droop the position of the folded wings to a more natural state. A setting of 1 to 1.2 is usually enough. This control cannot should not be used in unfolded wing (flight poses)
- **Scale** – As with *Sleeker*, this can be slightly adjusted to vary the look of two similar birds.
- **TushTuft** – This is a *creation morph*, but could be used to create/animate a bird doing its' business.
- **LargeRump** – Another *creation morph* that could be used for varying shape and size.
- **Tummy and Chest Puff** -- While *TummyShape* is considered a Creation Morph, Tummy can be used to vary a species look. *Chest Puff* does what the morph says, puffs the bird's chest. This could to be in species variation, singing (showing breathing) and showing dominance.
- **Eyes Scale** – This is a *creation dial*, but could be used to make a more cartoon-like bird or a juvenile bird. The Eye Scaling is ERC controlled which means the other eye and all eyelids will be scaled accordingly.

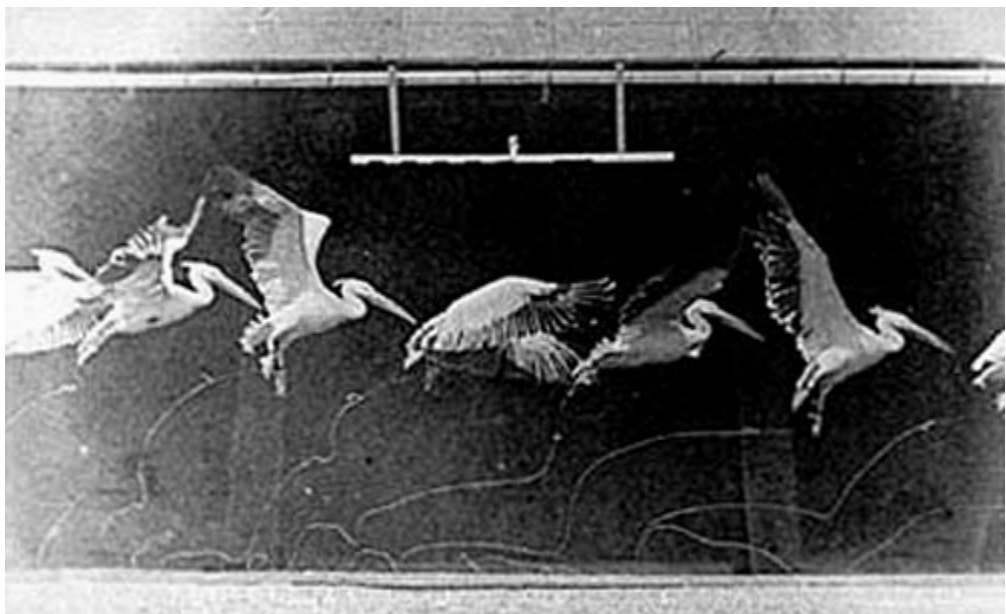
Wings

- **Fold and associated morphs** – In flight poses, the Wings Fold control should be set to zero. Using the lShoulder and rShoulder Up/Down, Forward/Back and Twist controls are okay for the starting of a wing flap pose and a cartoon one but using the Forearm, Hand and Feather controllers will yield much more real and believable results.
- **TurnPls** – A great morphs for realistic flight. It turns the outer primarily flight feathers.
- **AlulaBrake** – Feathers on the alula or bastard wing are not generally considered to be flight feathers in the strict sense; though they are asymmetrical, they lack the length and stiffness

of most true flight feathers. However, alula feathers are definitely an aid to slow flight. These feathers—which are attached to the bird's "thumb" and normally lie flush against the anterior edge of the wing—function in the same way as the slats on an airplane wing, allowing the wing to achieve a higher than normal angle of attack – and thus lift – without resulting in a stall. By manipulating its thumb to create a gap between the alula and the rest of the wing, a bird can avoid stalling when flying at low speeds or landing.

- **Wing Controllers (Forearm, Hand, and Feather)**

- These controllers are incredibly important in creating realistic as bird wings do not simply go up and down.



Wing Flaps are never simply up and down

- **Resources:**

- <http://grail.cs.washington.edu/projects/flight/wu2003realistic.html>
- http://en.wikipedia.org/wiki/Bird_flight

Feet

- **Grasp-** an easy way to get a perched pose but often needs some fine-tuning in the talons to make it perfect
- **Spread-** I use Spread a lot. The spread in the Parrot model will only control the two front talons. Parrots front talons are usually very close together.

Creating a fledgling

I've been meaning to write a tutorial on what dials to use for different effects. A baby sparrow is going to be tough, creating a fledgling would be much easier 😊

For a babies, I suggest using the Sleeker dial (and other associated dials) found in the Creation Control/Body Shapes section.

Babies generally have huge eyes, so scale the Right or left eye to 150-170%. The eyes have propagating scale so the other eye and eyelids will automatically scale. You might try scaling the feet too. These dials can be found in Creations Controls Eye Shapes and Leg Shapes



For a longer or shorter neck you can use either the Neck Stretch dial (in Action Controls/Head Controls) or the Longer Neck control (found in the Creation Control/Body Shapes section).

You can try increasing the Beak width in the Creations Controls Beak Shapes section, making a larger mouth.

With those you might be able to get something close to a baby. For a juvenile or fledgling, I'd drop the Body scale a little, make the eyes slightly larger and do some SLEEKER on it. Also, use the female of the species texture if available. Most fledglings start off looking like their mothers first.

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