

**Songbird
ReMix**

POSE PACK3



Over 20 Full & Animated Poses, plus
Scores of Partial Poses for Seabirds,
Kingfishers, Hummingbirds, Songbirds
and More!

By Ken Gilliland

POSE PACK 3

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Introduction

This Pose Pack volume continues to fill in full and partial poses for a variety of species found in the Songbird ReMix Bird Library. It includes poses for the Songbird Remix Syndactyl model base (Kingfishers, Bee-eaters, Motmot, Rollers and Toddies), the Songbird Remix Hummingbird Model, the Songbird ReMix Seabird Models (Albatross, Boobies, Gannets, Pelicans, Petrels, Gulls, Terns and more), as well as more universal poses for the Songbird ReMix songbird model (Perching Birds/Passerines) and other birds.

The set has three sections with over 300 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.

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?
Albatrosses and Petrels (Order Procellariiformes)	Seabirds
Boobies and Gannets (Order Suliformes)	Seabirds
Gulls and Waders (Order Charadriiformes)	Seabirds and Small Waders
Hérons, Ibises and Pelicans (Order Pelecaniformes)	Pelicans
Hummingbirds and Swifts (Order Apodiformes)	Hummingbirds
Kingfishers (Order Coraciiformes)	Bee-eaters, Kingfishers & their Allies
Perching Birds (Order Passeriformes) Poses can be found in “! Universal Poses” and in “Thrushes, Oxpeckers & their Allies”	All Songbirds and specific Thrush and Dipper Poses

Songbird ReMix Pose & Animation Tips

Animations...

The animated do not include X, Y, Z trans commands so the animation will appear stationary.

To make it the model actually move, here are some suggestions...

- Moving the BODY Z Trans (at the end of the animation) will make the model move forward.
- For Flight poses, I suggest Z Trans = 700 (119 frames).
- For Walking poses, I suggest Z Trans = 250 (180 frames)

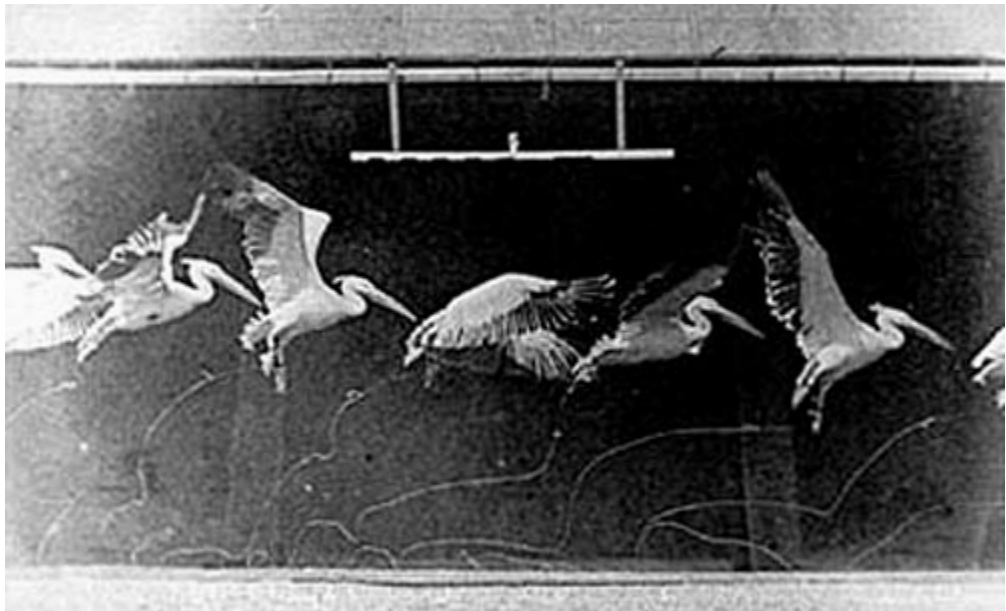
Some dials I spin...

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.

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