

Wing Blotches in Vue: How to fix them

When importing a Songbird Remix bird into Vue, occasionally user might getting patterning or blotching on the wings. Often one goes back to Poser or DAZ Studio to check the birds and nothing shows.

Originally I thought it was reverse normals although I've bought other models that I know have reverse normals into Vue with no issues. There are no reverse normals in the Songbird Remix models. Frustrated, I've accepted the patches and have painted them out in post—but I've never liked that solution.

So what is the issue with Songbird Remix and Vue? My theory is that the blotches are caused by back-facing polygons. The feather geometry is a paper-thin mesh that when twisted or bent too much, causes back-facing polygons. While nothing shows in DAZ|Studio or Poser, I believe that Vue has little to no tolerance for back-facers.

So let's look at Songbird ReMix in Vue. Here's a Jay in the default pose— no blotches... Next to it, the Jay with a "Pose Pack" Flight pose... Looks pretty good but there appears to be some blotching on the Left wing toward the center.



Default pose in Vue



Flight Pose in Vue

Next, I chose a much more robust wing pose using the Galah Cockatoo and applied "Parrot Flight" Pose from "Parrots of the World"



Blotches on the Wings are often more noticeable in robust wing poses

Using my Back-facer theory, I guessed that parameters such as TWIST would cause the most back-facing polygons. In Poser, I went into the Wing controllers (R&L forearm, hand & feather) and zeroed all of the twist parameters in these parts, then resaved the Vue Import file.



There's still a little—but much, much better... dropping the bend parameters slightly will take care of that.

It's best to go easy on the Songbird ReMix wing controller parameters. Another way to lessen the blotching is to double-click the Songbird ReMix model in Vue. In the pop-up box, turn on "Dynamic Subdivision" and try a high value such as +2, +3 or even +4. Also playing with the "Smooth Angle" can help.

