

grame

road of heroes



conforming wings for the
millennium horse

winged horse

Model by Ken Gilliland and BL Render

Contents

Introduction	3
Giving Flight to your Horse	3
In Poser :	3
In DAZ Studio :	3
Finding the Texture for your Horse Wings	4
Mastering Flight	5
Mane Issues.....	5
Handling the Mane Manually	6
Wings Morphs	6
FITS.....	6
Wings in Flight.....	6
FoldedWings	7
Special Thanks to.....	7

winged horse

Introduction

Winged Horse has been a staple of mythology from Pegasus of the Greeks to the Nordic Ride of the Valkyries to the winged unicorns of the Middle Ages. The winged horse has also been the symbol of modern companies such as courier company, Pegasus Express, the symbol of Mobil gasoline and even a motion picture company, Tri-Star.

Giving Flight to your Horse

The Winged Horse uses conforming technology to fix itself on to DAZ 3D's Millennium Horse.

In Poser :

- Load the Millennium Horse
- Load the HorseyWings (found in the Figures : Winged Horse folder of your Runtime directory)
- Select the wings, go to the top toolbar and select "Figure" and "Conform to..." from the submenu
- "Conform" the wings to the Millennium Horse


In DAZ|Studio :

- Load the Millennium Horse
- Load the HorseyWings (found in the Animals : Winged Horse folder of your Content directory)
- Select the wings and make sure you have the HorseyWings (aka BODY) section selected. On the Parameters Toolbar change the "Fit to" box from "None" to the Millennium Horse
- "Fit" the wings to the Millennium Horse


Finding the Texture for your Horse Wings

Finding the right texture for your wings can be tricky. Since the release of the Millennium Horse, numerous vendors have created textures which often have the same color names but aren't the right matches for the wings included. Here's a guide to make easy decisions what textures is going to match the wing textures that are supported.


Millennium Horse Bundle (aka Textures Volumes I and II)

	<p>http://www.daz3d.com/i/3d-models/-/?item=2105</p> <p>Bay, Black, Blue Roan, Brown, Chestnut, Dapple, Dun, Fleabitten, Grey, Liver Chestnut, Palomino and Strawberry Roan wings matches are included in the "MAT MilHorse Bundle" folder. In addition, Poser 5+ and DAZ Studio v2.3+ material settings for the horses have been included.</p>
---	---


Millennium Horse Unicorn

	<p>http://www.daz3d.com/i/3d-models/-/?item=2122</p> <p>White and Beige wings matches are included in the "MAT Millennium Unicorn" folder</p>
--	---

LB Fantasy Unicorns

	<p>http://www.daz3d.com/i/3d-models/-/?item=2121</p> <p>White and Black wings matches are included in the "MAT Millennium Unicorn" folder</p>
---	---

LnL Ultimate Horses (Volumes I and II)

	<p>http://www.daz3d.com/i/3d-models/-/?item=3774 and http://www.daz3d.com/i/3d-models/-/?item=3775</p> <p>Black, Gray, Buckskin and Palomino wings matches are included in the "MAT LnL Ultimate Horses" folder</p>
---	---

Wings for the popular CWRW Pro Millennium Horse Textures will be released soon in an add-on product by CWRW.

Mastering Flight

The wings use "reverse hierarchy affectors" method for posing. This compromised two sets of controls:

First, the entire wing is one body part, the Shoulder. Pose it as you would pose any wing shoulder. The "ForeArm," "Hand," and "Feathers" are posed using control handles (these are set to display in outline mode (in Poser) so they're not in your way. In DAZ|Studio, you will need to select these controllers from the Scene Toolbar. Pose these as you would normally, to bend and flap the wing.

Second, as you pose the forearm, the hand and feather controllers won't move, as they normally would as children of the forearm. That's okay, they still work correctly. That is, as you bend the hand, the hand section of the wing will bend, wherever it is. Just remember that it doesn't matter where the controller is, just pose it as you normally would.

The wings fold using a morph. At 1, the wing fold morph will properly fold the un-posed, un-morphed wing. At the full "1" setting the folded wings will dig into the horse body mesh. The easiest way to fix this is to use the BODY section's DropWing control... Make sure that the Wing Affectors are zeroed before using the WingFold morph. You can select each controller and hit CTRL-E to quickly zero them. You may experiment with posing the wing sections after the wing is folded.

Because the wings fold via a morph, it does not look correct at all settings of the morph dial. For example, a wing fold of .75 doesn't quite look like a half-folded wing; it looks like the wing scrunching into itself.

You can fold each wing individually, or fold them both at once using the BODY section's WingFold Morph.

Mane Issues

The placement of the wings does interfere with the end of the horse's mane. Since the wings and horse are actually two separate models, the Mane will need to be changed from the horse's side. Several Pose settings have been provided to correct some of these issues.

- **Hide LMane/RMane**- These hide the Mane entirely on the side selected and will work both version of the Millennium Horse (Full and LE)
- **Lift LMane4Wings/RMane4Wings**- These lift the Mane above the default wing setting. These morphs are not included in the Millennium horse LE version.
- **Restore LMane\RMane**- These settings restore everything the 4 above setting changed and will work both version of the Millennium Horse (Full and LE)

Handling the Mane Manually

The two sections affected by the Wings are the CHEST and NECK1 sections of the Horse. The morphs that will lift and move the Mane in these sections are **pManeRLift**, **pManeLLift**, **pManeRUp** and **pManeLUp**. A setting of 0.6 is enough to raise the Mane to default Wing height. A higher setting will be required if the Wings are raised.

Unfortunately there are no easy solutions to fix the Mane using the Limited Edition version of the Millennium Horse other than hiding the Mane using the preset poses included in this package.

Wings Morphs

Several specialized morphs are included. These can be divided into three groups; Wings in Flight, Folded Winds and Millennium Horse Species Fits.

FITS

Fits are found in the Main section of the model (“BODY” in Poser). “Fit” morphs alter the geometry of the wings in order to fit them snugly when a specific Horse species is used in the Millennium horse model.

The Fits that are included are:

- Fix-CloseGaps – this morph **may** help to close any gaps that appear in extreme bends, twists and side movements as well other species fits
- Arabian
- Emaciated
- Mustang
- Mule
- Thoroughbred
- Unicorn

Wings in Flight

Flight morphs are found in the Main section of the model (“BODY” in Poser). The Flight morphs include:

- **WingsLength** - which lengthen the wings. This control use wings XScale.
- **WingsPoint** - creates a pointed wing shape rather than the default blunt shape
- **WingsPullBack** – Pulls back the feathers away from the horse’s body to more easily accommodate a rider

Both WingsPull Back and Wing Scaling controls are also in each wing Shoulder section to allow individual control. Additionally there are morphs to turn and raise the wing tips. **You should not use these individual wing morphs in conjunction with the BODY flight morphs**—you must use one of the other.

Also you should not use the **Wing Folded** morphs in conjunction with the **Wings inFlight** morphs—you must use one of the other.

FoldedWings

Flight morphs are found in the Main section of the model (“BODY” in Poser). The Flight morphs include:

- **WingsFold** - Folds the Wings. You should also use WingsDrop in combination with this
- **WingsDrop** – lowers Folded Wings. A setting of 1.5 is best.
- **FoldedWingsLength** – Allows wings to look longer. This control uses wings ZScale.

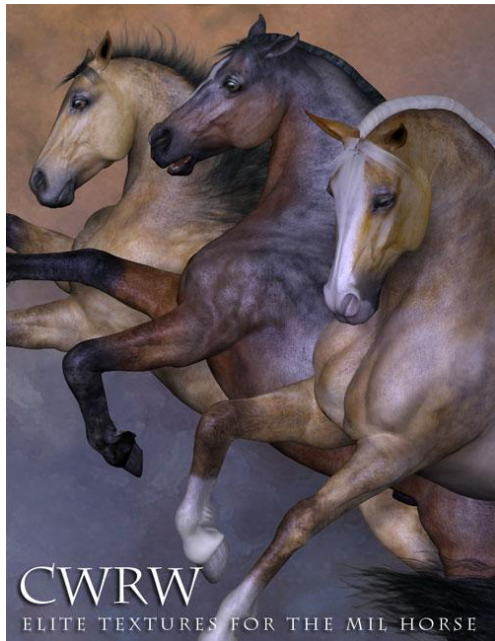
Wing Fold morphs are also in each wing Shoulder section to allow individual control. **You should not use these individual wing morphs in conjunction with the BODY flight morphs**—you must use one of the other. Also you should not use the **Wing Folded** morphs in conjunction with the **Wings inFlight** morphs—you must use one of the other.

Special Thanks to...

...to **CWRW** for the inclusion of the “Grane” horse and wing texture maps

...to **Lyrra Madril** for invaluable technical advice

....and to my **beta testers** (Bea, Jan, Kelvin, Nancy, Rhonda, Sandra and Walter)



“CWRW Pro textures are simply the gold standard for the Millennium Horse”

-empken

**CWRW Pro Textures for the
Mil Horse Bundle**

Wing matches coming soon

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



www.empken.com/store