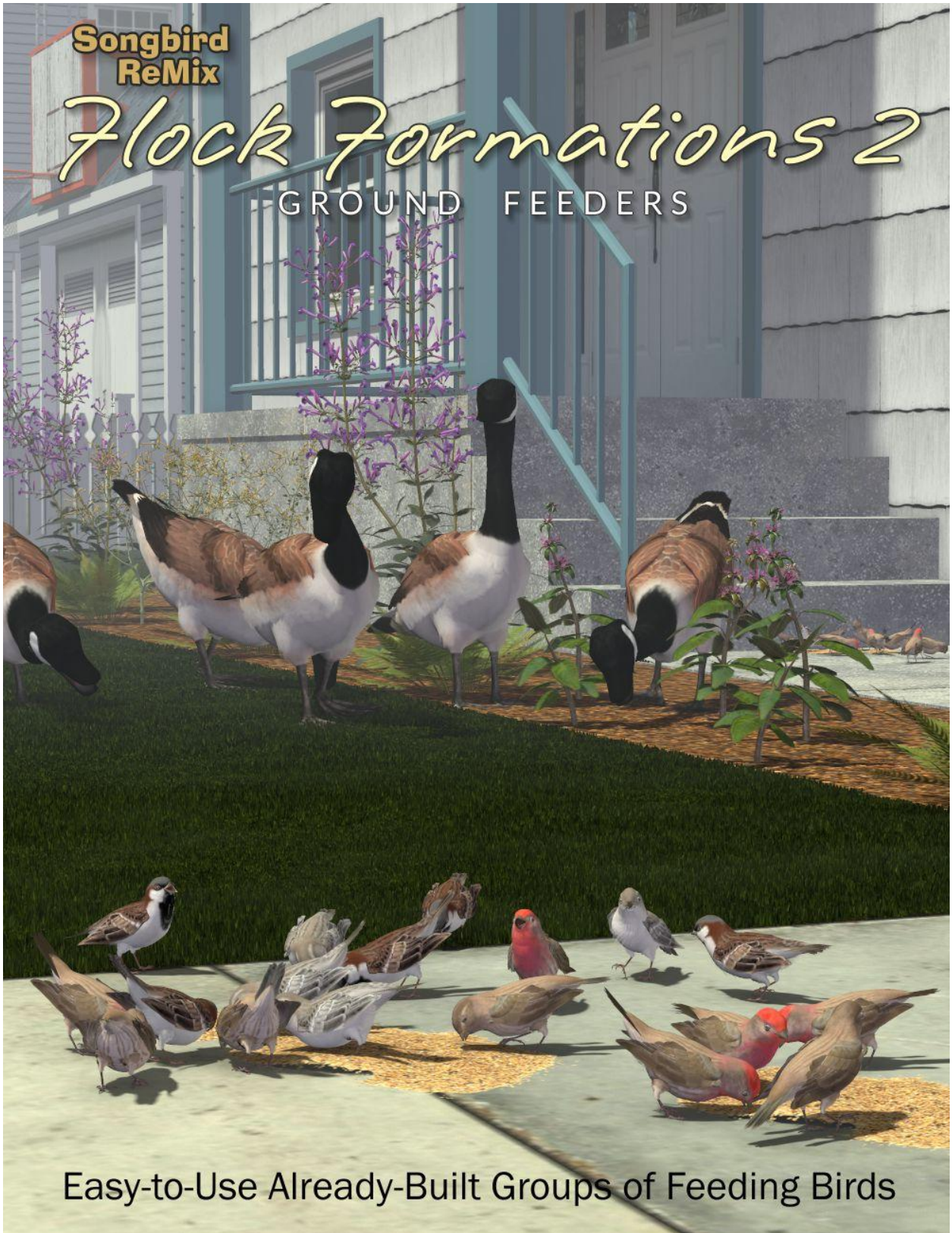


Songbird
ReMix

Flock Formations 2

GROUND FEEDERS



Easy-to-Use Already-Built Groups of Feeding Birds

Flock Formations 2

Introduction

Birds are the most common wildlife experience we have. One has to simply walk out the door and look skywards. So it makes sense that birds would be a part of outdoor digital imagery. Flock Formations takes much of the complexity out of the Songbird ReMix bird model series and provides easy to place bird formations for beginners or experienced Songbird ReMixers who don't want to go through the work of creating them.

Flock Formations 2 features Geese, Finch and Sparrow, Pigeon, Sandpipers and Quail in ground-feeding formations. All six formations are included in Prop format. Each prop has several morphs to help vary patterning when more than one flock prop is employed. Each bird can be raised or lowered to match uneven terrain. All birds hold-up well in close-ups.

Overview and Use

Select **Animals : Songbird ReMix** folder (in Poser within the Figures tab) and go to the **Flock Formations** sub-folder. Here you'll find the Bird Formation models, grouped by render engine.

- **FF08-Finch Group...** The default load is the House Sparrow (House Sparrows, despite their common name, are actually finches). Additional Materials are included for House Finches and Linnets.
- **FF09-Pigeon Group...** The default load is a mixed group of plain, dark and pied pigeons. There is an additional material included for all plain colored pigeons.
- **FF10-Geese Group...** The default load is for the Canada Goose. There is an additional material included for the Greylag Goose.
- **FF11-Sparrow Group...** The default load is for the White-crowned Sparrow. There is an additional material included for the Great Sparrow.
- **FF12-Sandpiper Group...** The default load is for the Least Sandpiper. There is an additional material included for the Great Knot.
- **FF13-Quail Group...** The default load is for the California Quail. There is an additional material included for the Gambel's Quail.

Material Options

All the prop formations have alternate material settings to change appearance of the default load and in most cases, change the species of the default bird.

Load the prop model, select it and apply the material to the model.

Advanced Material Options

As many experienced Songbird ReMix users may have already guessed, it is possible to apply materials from your existing Songbird ReMix sets to these Flock Formation models.

Not everything is going to work or look proper as the models will not change shape to accurately depict the species material you're applying and some mapping is different from model to model (e.g. You can't apply a sparrow map on a goose or vice-versa).

DAZ Studio Quirks

DAZ Studios' morph dial sensitivity is controlled by the "Nudge" control on the dial. Spinning the dial (as opposed to "Nudging" it) will allow halfway movements on the "**Alternative Grouping**" morph dials. Halfway settings on "**Alternative Grouping**" dials will more often than not cause distortions, especially when used with the "**Feed**" morph. It is recommended that the "**Alternative Grouping**" settings be only set to "0" or "1" to avoid possible distortions in the model.

Special Thanks to...

...to my betatesters, FlintHawk and Szark. Also thanks to Nerd3D (for help in Poser coding) and Szark (for help in DAZ Studio materials).

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