Nature's Wonders
Ant Lines

5 Premade Ant Lines with Numerous Variations

ANT LINES

Introduction

Ants are common insects, but they have some unique capabilities. There are more than 12,500 known ant species that occur around the world. They are especially prevalent in tropical forests. Up to half of all the insects living in some of these locations may be ants. By weight, ants equal or surpass the weight of the human population on the planet.

Nature's Wonders Ant Lines are a standalone set that can be used by itself or in conjunction with the Nature's Wonders Ants (a single ant model). The set includes 5 ant line props, each containing 9-13 ants. These props can be placed in succession to create an ant line, a hundred or more individuals deep, without the time intensive work you would have placing them using the single ant model. In addition, each of the ant lines have had geometry selectively reduced to lessen resource stain while not distorting the high resolution mesh or textures of each ant species represented. Each of the 5 ant lines has dozens of morphs to control individual and group alterations on the default line which in turn will make the lines less repetitive looking when several are used. Also included is an Ant Hill prop and an "Ant Cam" to help you locate the ant line model (due to their extremely small size).

The set has both native DAZ Studio and Poser versions and supports Iray, 3Delight, Firefly and Superfly render engines.
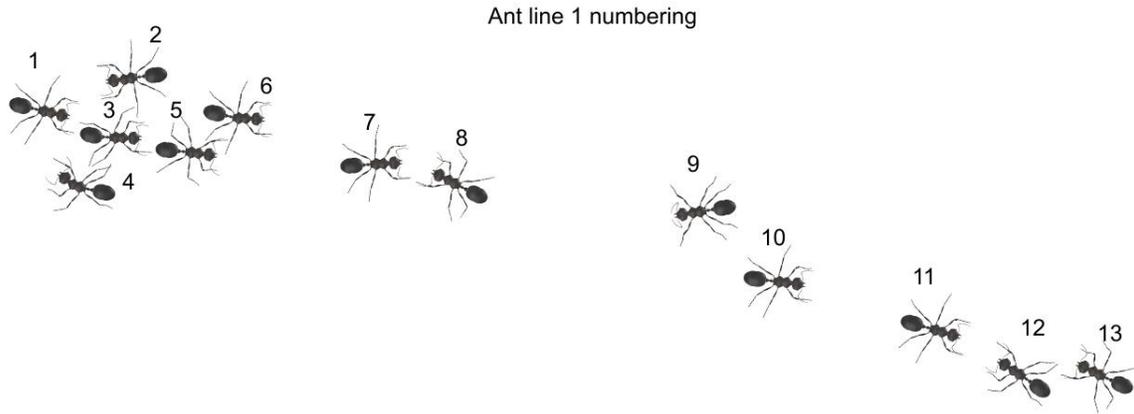
Overview and Use

In Poser: Select **Props** in the Runtime Folder and go to the **Natures Wonders -> Insects -> Ants of the World -> Ant Lines** *and/or* **Ant Hill** folders. Here you'll find the Ant Line *and/or* Ant Hill models in both Firefly & Superfly Versions.
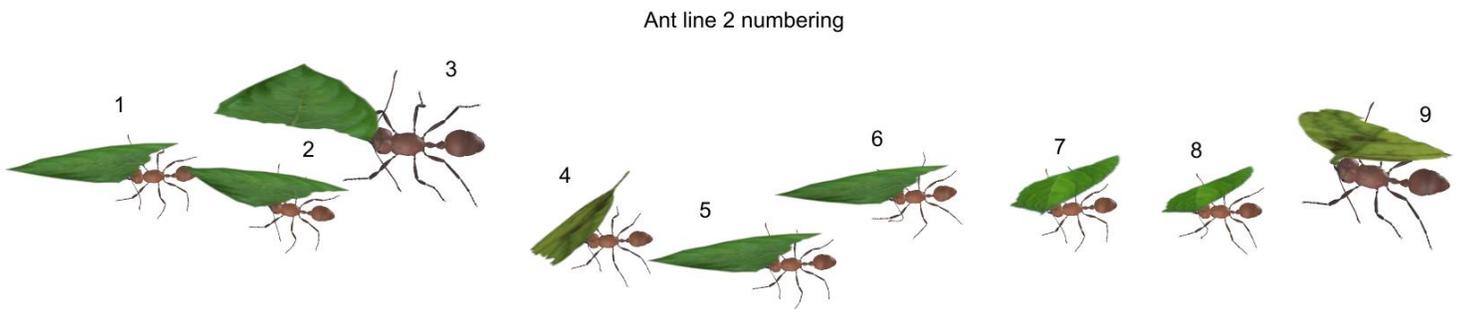
In DAZ Studio: Select **Animals -> Natures Wonders -> Insects -> Ants of the World -> Ant Lines** *and/or* **Ant Hill** folders. Here you'll find the Ant Line *and/or* Ant Hill models in both 3Delight & Iray Versions.

- **Ant line1 (Small Ant formations)…** The default load is the Argentine ant. There are 13 ants in this line. Additional Materials are included for the Argentine, Black Garden and Red Stinging Ants. This line includes:
  - o 2 Rearrange group controls
  - o 13 Individual Ant Sideways placement controls

- o   13 Individual Ant Up/Down placement controls
- o   13 Individual Ant Tilt -25/25 degrees controls (for uneven terrain placement)
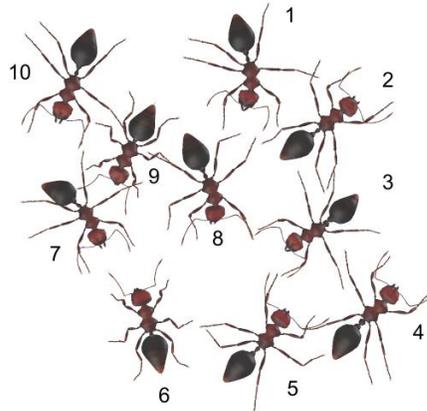
Ant line 1 numbering

- • **Ant line2 (Leaf Cutter Ant formations)…** The default load is 9 Leaf Cutter soldier and worker ants carrying leaves. This line includes:
  - o   2 Rearrange group controls
  - o   9 Individual Ant Sideways placement controls
  - o   9 Individual Ant Up/Down placement controls
  - o   9 Individual Ant Roll -25/25 degrees controls (for angling on the sides of a branch or other curved surface)

Ant line 2 numbering

- • **Ant line3 (Fire Ant formations)…** The default load is 10 Fire ant soldiers in a cluster. This line includes:
  - o   2 Rearrange group controls
  - o   1 Bend Group control (whole group bends about 35 degrees to wrap around a human limb or other curved surface)
  - o   1 Sting Control (2 stinging fire ants lower their abdomens to sting)
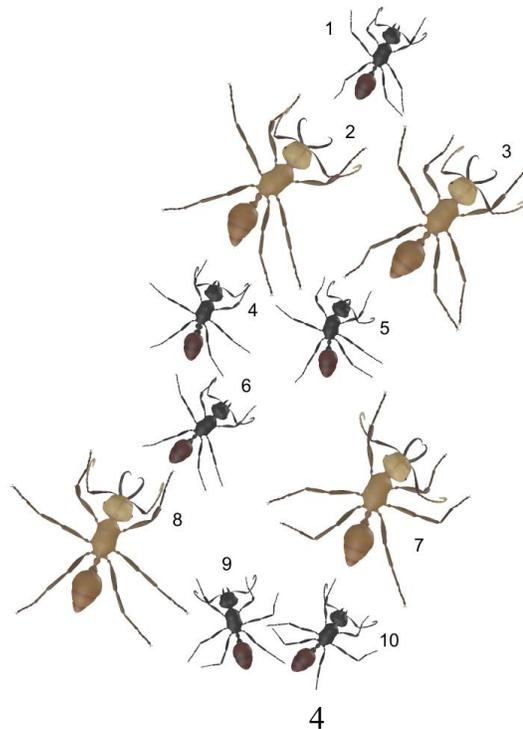
- 10 Individual Ant Sideways placement controls
- 10 Individual Ant Up/Down placement controls
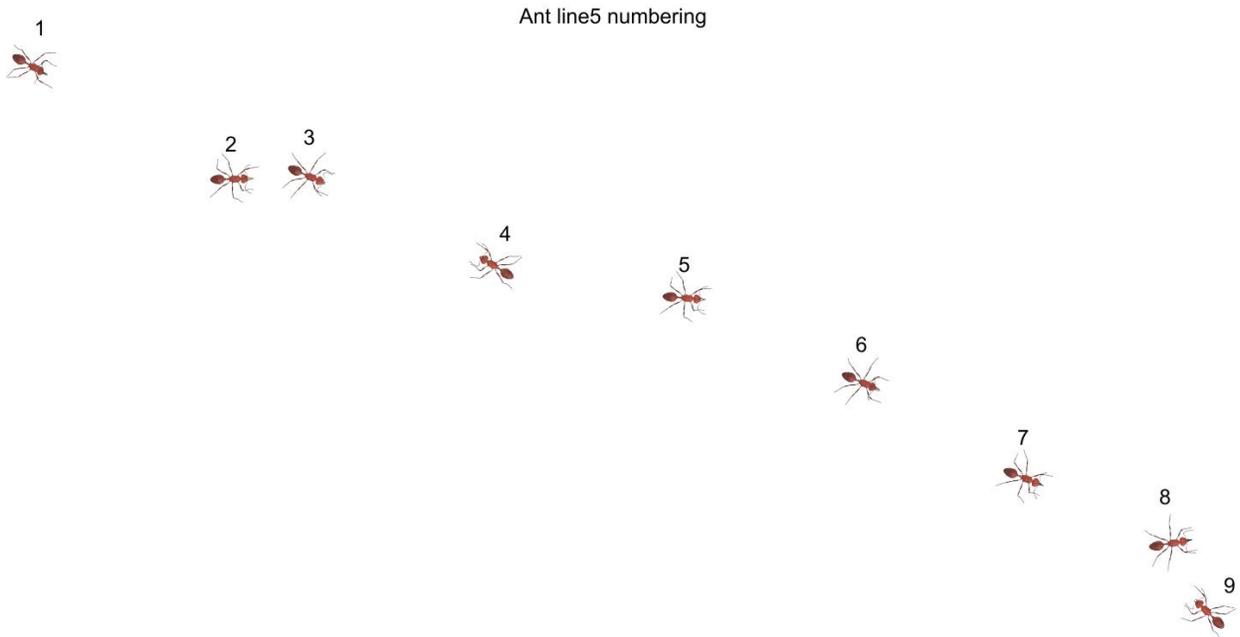
Ant Line3 numbering

- **Ant line4 (Army Ant formations)…** The default load is 10 Army soldier and worker ants in a patrol formation. Additional Materials are included for two types of Army ant soldier subspecies. This line includes:
  - 2 Rearrange group controls
  - 10 Individual Ant Sideways placement controls
  - 10 Individual Ant Up/Down placement controls
  - 10 Individual Ant Tilt -25/25 degrees controls (for uneven terrain placement)

Ant line4 numbering

- **Ant line5 (Harvester Ant formations)…** The default load is 9 Harvester soldiers in a line formation. This line includes:
  - 2 Rearrange group controls
  - 1 "My Ants House" fit control (line fits into "My Ants House" prop (sold separately))
  - 9 Individual Ant Sideways placement controls
  - 9 Individual Ant Up/Down placement controls
  - 9 Individual Ant Roll -25/25 degrees controls (for uneven terrain placement)

Ant line5 numbering

1

2 3

4

5

6

7

8

9

- **Ant Hill…** This prop is a volcano shaped disc meant to be placed on a terrain surface. The ant hill prop works exceptionally well with the Nature's Wonders Sagebrush and Saguaro habitat bases or terrain extensions.
  - 2 shaping controls

Material Options

Two of the prop formations have alternate material settings to change the appearance of the default Ant Lines and in most cases, change the species of the ant. Load the prop model, select it and apply the material to the model.

While only Ant Lines1 and 4 have extra materials in this set, it is possible that with some work you can apply other materials if you have the "Nature's Wonders Ant" (single model) set which is sold separately.

To apply a material from the "Nature's Wonders Ant" set, you'll first need to create the material by loading and saving it as a material for your selected ant species. Then apply your saved material to the selected ant line.

For the most part, the ant line props use the same material names as the single ant model. The one exception is that in ant line models where both workers and soldiers are present (ant lines 2 and 4) all soldier material names have a "s" in front of them (e.g.: Antenna is sAntenna, Body is sBody). You'll need to copy and paste those materials in by loading the ant and antline models side by side.

The Ant Cam

All the ants in this set have been scaled to their appropriate sizes in relation to human figure models. In all cases, these ants can be very, very small with the length of the largest at a little over half an inch (18 mm). With that in mind, this set comes with the "AntCam".

The AntCam is a camera set-up to focus on the default position of the ant. With Poser, it will also change the "hither" setting from it's default value of 0.800 to 0.0 to allow close focus.

The "My Ant House" Morph

Ant Line5 has a special morph that may be used by those who have the "Nature's Wonders My Ants House" product (sold separately). This morph repositions all the Harvester Ants to fit within the glass sheets of the ant house habitat. It is found in the "Morphs" dials and is named "MyAntsHouse".

To use this morph, first load the "My Ants House", then the "Ant Line5" prop Next, you'll need to "parent" the ant line to the ant house.

In Poser, switch from the Parameters tab on the right side, to the Properties tab on the left side and "Set Parent" to the "My Ants House Base_1".

In DAZ Studio, select the "Scene" tab and drop "Ant Line5" into "My Ants House Base_1" tree.

Now, select the "My Ants House Base_1" prop and move the Ants House model where you want.

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 some of the "Group" morph dials. These halfway settings on morph dials will more often than not cause distortions. It is recommended that the "Alternative Grouping" settings be only set to "0" or "1" to avoid possible distortions in the model.

Poser Quirks

An issue that can appear when rendering in Poser, with only an ant (no other items) in the scene, is that it will produce a default square shadow. It is a known bug within Poser. To correct this issue, include a second larger item off-screen and the shadows will render correctly.

Special Thanks to…

….to my betatester, FlintHawk.

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