

RACEHORSE TACK

For the HiveWire 3D Horse



Horse Racing Tack for the HiveWire (HW3D) Horse
by Ken Gilliland

Horse Racing, the Sport of Kings

Horse racing is a sport that has a long history, dating as far back as ancient Babylon, Syria, and Egypt. Events in the first Greek Olympics included chariot and mounted horse racing and in ancient Rome, both of these forms of horse racing were major industries. As Thoroughbred racing developed as a sport, it became popular with aristocrats and royalty and as a result achieved the title "Sport of Kings." Today's horse racing is enjoyed throughout the world and uses several breeds of horses including Thoroughbreds and Quarter Horses in the major race track circuit, and Arabians, Paints, Mustangs and Appaloosas on the County Fair circuit.

There are four types of horse racing; Flat Track racing, Jump/Steeplechase racing, Endurance racing and Harness racing.

"Racehorse Track" is designed for the most common and popular type of horse racing, Flat Track. Tracks are typically oval in shape and are level. There are exceptions to this; in Great Britain and Ireland there are considerable variations in shape and levelness, and at Santa Anita (in California), there is the famous hillside turf course. Race track surfaces can vary as well with turf being the most common type in Europe and dirt more common in North America and Asia. Newer synthetic surfaces, such as Polytrack or Tapeta, are also seen at some tracks.

Individual flat races are run over distances ranging from 440 yards (400 m) up to two and a half miles, with distances between five and twelve furlongs being most common. Short races are generally referred to as "sprints", while longer races are known as "routes" or "staying races". Sprints are seen as a test of speed, while long distance races are seen as a test of stamina. The most prestigious flat races in the world, such as the Prix de l'Arc de Triomphe, Japan Cup, Epsom Derby, Kentucky Derby, Preakness, Belmont and Dubai World Cup, are run over distances in the middle of this range and are seen as tests of both speed and stamina to some extent.

The most prestigious races are called Conditions Races and they offer the biggest purses. In these events conditions are limited to a certain class of horse, depending on their sex, age and racing history. Another category of races is the handicap races, where each horse is assigned a different weight to carry to equalize its chance of winning. Beside the weight they carry, a horses' performance can also be influenced by its position, relative to the inside barrier (post position), gender, jockey, and training.

Parts of Racing Tack



Fitting the Horse for Racing Tack

After loading the HiveWive 3D Horse, make sure you only have the Mane and Tail attachments. Most racehorses have shaved Fetlocks, so you probably won't need them.

The first thing you'll want to do to prep the horse is to select the Mane and go to Poses/Mane in the HiveWire 3D Horse folder. Apply the "Hide For Bridle", "Hide For Saddle" and "Hide Forelocks" to hide these areas so that the Mane doesn't get in the way of the Racing Tack.

Racing Tack Equipment

Saddle. The material in Racing Saddles is kept to the very minimum, as they are built for speed. Sometimes weights are actually added to saddle pouches, for a variety of reasons, including the weight of the jockey, age of the horse, etc. The stirrups ride much higher than on a normal saddle for two reasons. First the jockeys are normally much smaller than the average rider, being 4 ft 10 in (147 cm) to 5 ft 6 in (168 cm) tall. They weigh between 112 and 126 pounds. Secondly, jockeys ride the horse in a very compact position, with the knees bent, often they actually ride above the saddle.



The model has several adjustment and pose morphs included. Some of the pose morphs allow the saddle cloth to billow and fold back to give the appearance of great speed. Some horse poses and morphs may require the adjustments morphs to be used in order to correct poke-through issues.

Bridle & Reins. As with the saddle, the bridle and reins are lightweight as they too are built for speed.

This part of the model is essentially two pieces; the Bridle which covers the head and the Reins which have 7 bendable sections. In addition, to these 7 Rein sections, there are a healthy number of Pose morphs that allow numerous rein positions that are not possible with the Bend, Side and Twist dials provided for the rein sections. There are also scores of Adjustment morphs for the Bridle that minimize poke-through issues. If you are planning to use Blinkers, there are individual adjustment morphs for each horse breed to lift the Bridle over the Blinkers and remove poke-through.

Blinkers. The Blinkers are a hood that fits over a horse's head. They have cups of leather or plastic that block the horses ability to see to the side. Many racehorse trainers believe these keep horses focused on what is in front,

encouraging them to pay attention to the race, rather than other distractions, such as crowds. However blinkers can be detrimental to the performance of some horses. They might even panic a horse, causing it to run much faster than it should at the start of the race and not save enough for the finish.

The Blinker model contains a few pose and adjustment morphs. The Pose morphs allow the Blinker hood to be strapped or unstrapped.

Wraps. Wraps are bandages that are generally used on a horse's hind legs, but sometimes may be used on the front legs as well. They typically have a pad under the horse's fetlock to help prevent abrasions when the fetlocks sink toward the ground. They are also used to support ligaments and tendons, as well as preventing damage caused by one hoof clipping another when racing.

If you are using Fetlocks, remove them before adding the Wraps. There are two adjustment morphs on the front and rear Wraps that tighten the top and bottoms of the bandages.

Applying Materials

Racehorse Tack supports four different rendering engines and the materials are divided accordingly. The material sub-folders have in most cases Material and Preset options. "Presets" folders apply materials over the entire model while "Material" folders allow unique customizations on the parts of the model.

For the Poser version, both the Firefly (Poser 9+) and Superfly (Poser 11+) render engines are supported. In some cases, you may need to turn on the SubD option on the model in order to support the physical renderer displacement in Poser 11's Superfly. Poser 11 models should be set at SubD level 2 or 3.

For the DAZ Studio version, both the 3Delight and Iray render engines are supported. Iray materials automatically change SubD levels when the physical renderer displacement needs it. By default, the models are set to SubD level 1.

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