



Models by Ken Gilliland

The Aviary

Introduction

Aviaries came into fashion in the 1880 as enclosures to house free-flight birds and botanical collections. It was a place where people could interact with nature and relieve the stresses of their daily lives. The Aviary offers a perfect place to house your bird and botanical models in it's Victorian theme structure. It has working doors, doors handles and weather vanes and includes a number of props such as benches, numerous perches and feeding bowls.



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Using the Aviary

The Aviary can be found in the Animals/Songbird ReMix/Props folder in both DAZ Studio and Poser versions. In Poser, use the “Figures” library. The Aviary can be loaded in one of two ways. Either by loading the “Aviary Complete” model (which includes everything) or by assembling it piece by piece from the “The Aviary Parts & Materials” folder.

Using Materials in the Aviary

The Materials folder in the Aviary allows you to change the look of the Aviary in several ways. For example...

- Select the Aviary Character and apply the “Framing-Brown” material. This turns all the building framing to a light brown.
- Applying the “Framing-White” material will return all the framing to white.
- Select the Aviary Character and apply the “Lattice1-Red” material. This turns all the building lower Lattice to Red.
- Select the Aviary Character and apply the “Lattice2-Yellow” material. This turns all the building lower Lattice to Yellow.
- Applying the “Lattice1-White” and “Lattice2-White” materials will return all the lattice to white.

Using Materials with the Aviary Props

The “Props Materials” subfolder in Materials folder will allow you to change the look of some of the Aviary Props. For example...

- DAZ Studio users who use the “!Preload Props” feature will need to select each individual prop and apply DAZ Studio material settings because DAZ Studio doesn’t have a way to assign materials when more than one Poser prop is loaded at a time.
- The Grounds prop has several material sections. By default, **the exterior portion of the Grounds is turned off** so that only the interior of the Aviary is visible when rendering. **Select the Aviary Grounds Prop** and apply the “! Show Exterior Grounds” material to make the exterior appear and the “! Hide Exterior Grounds” material to make it invisible.
- Perches and “Mapped Reflections” materials... The perch materials by default, particularly in the Poser version, use true reflections. When there is no or little environment to reflect off of, the metal appears lighter and not that metallic. The “Mapped Reflections” materials will allow the metals to look more real in less complex environments.

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