

Grass Megapack

Thank you for purchasing my Grassy Grounds Megapack for DAZ Studio & Poser!

Here are some quick useful hints to make your experience with this new product even more enjoyable.

This product includes:

- Ground planes (square and round)
- Magnet sets
- Grass props to cover larger areas
- Smaller grass props

You can use them all together or combine them with other items.

Because this pack contains so many parts, it is organized in two subfolders: "Grassy Grounds" and "Grassy Props".

Grassy Grounds: ground planes and grass props to cover them
Grassy Props: different smaller props for placing accents

Quick Guide

- 1) Load a ground plane.
- 2) DS4: Add magnets/deformers. (Not necessary for Poser/DS3)
- 3) Add grass.
- 4) Apply the magnets/deformers to the grass.

Detailed Instructions for DAZ Studio (for Poser please see page 4)

Loading the Base Parts



In DS4 you load the ground plane first, make sure it is selected, and then load the deformer set. This will add hills to your ground plane.

In DS3 the ground planes will load with the magnets already applied. If you've deleted them and want them back, or want to add a second set, you can use the included preset.

Working with the Deformers

Open the Deformer Tab (in the menu: Window – Tabs – Dform). This will give you the tools you need to manage your deformers.

Always have the Grassy Ground item selected, not the deformer itself, before you use any of the tools in the Dform tab!

Use the Remove Nodes or Remove All from Nodes buttons to switch off single or all deformers without actually deleting them, with Add Nodes you can activate them again.



Expand the scene view by clicking on the little arrow symbol next to the grassy Ground entry in the Scene Tab.

Each Deformer has 3 parts.

Base: General position of the deformer, the base sets the rotation axes

D-Former: Amount and direction of the deformation

Field: Area where the deformation happens.

Adjust D-Formers and Fields to change the ground's shape.

Loading Grass Props

When you're satisfied with your ground, add the grass.

I recommend adding some of the props from the Grassy Grounds folder first, with those props you can quickly cover larger parts of your ground plane. You can also scale and adjust the grass props and the plane.

Then add some grass from the Grassy Props folder to add some variation to your scene.

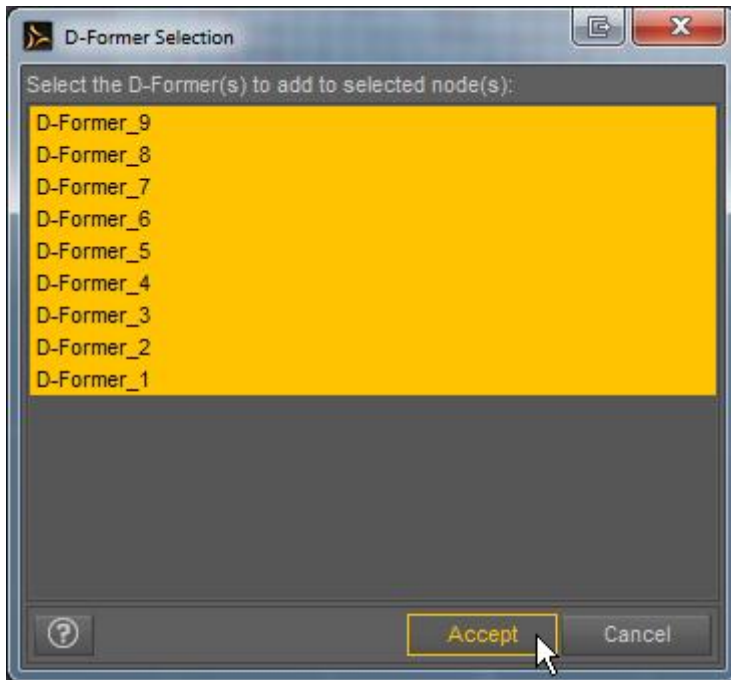
The props will load smart-parented to the ground plane that is currently have selected.

This means, if you have moved or rotated your ground plane, the grass prop will load right at the center of it, no matter where the plane is located.

This makes it easier to position the grass when you have more than one ground plane in your scene.

When you have all your grass props in your scene, select them all in the Scene Tab, go to the DForm Tab and click Add Node(s).

Select all D-Formers in the list and click Accept.



Note: The DS3 version of this product uses the Poser files. The deformer will be called "Magnets" in the list.

If you have more than one ground with deformers in your scene you'll see many deformers in your list. Just add them all, it doesn't matter if you add a deformer to a prop that is outside its range.

The grass will adjust to the hilly shape of the ground that is created by the deformers.

Note: You can apply the deformers to other objects, too.

Now your scene is ready for rendering!

If you want to switch off the deforming effect again, select the ground and all grass props and go to Remove Nodes or Remove All from Nodes. You can always add them later again, just like you did before.

If you want to get rid of the deformers altogether, select them in the Scene Tab and delete them. This will delete the deformers and the deformation effect, it will not delete ground or grass props.

Detailed Instructions for Poser

Loading the Base Parts



Load one of the ground planes. It will load with the magnets already applied. If you've deleted them and want them back, or want to add a second set, you can use the included preset.

Working with the Magnets



Each magnet has 3 parts:

Base: General position of the magnet, the base sets the rotation axes

Mag: Amount and direction of the deformation

Zone: Area where the deformation happens.

Adjust Mags and Zones to change the ground's shape.

Loading Grass Props

When you're satisfied with your ground, add the grass.

I recommend adding some of the props from the Grassy Grounds folder first, with those props you can quickly cover larger parts of your ground plane. You can also scale and adjust the grass props and the plane.

Then add some grass from the Grassy Props folder to add some variation to your scene.

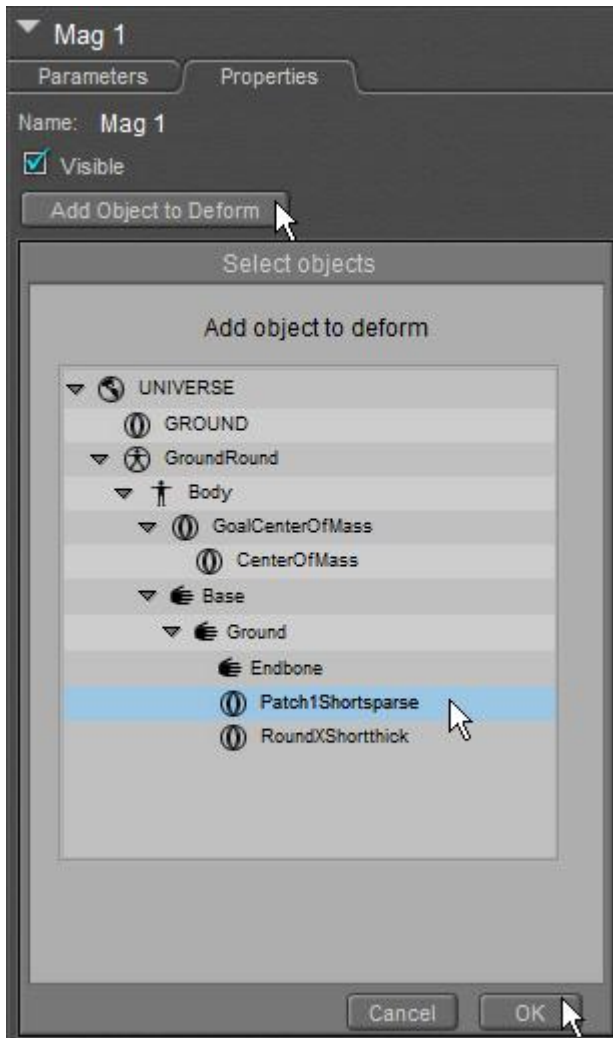
The props will load smart-parented to the ground plane that is currently have selected. This means, if you have moved or rotated your ground plane, the grass prop will load right at the center of it, no matter where the plane is located.

This makes it easier to position the grass when you have more than one ground plane in your scene.

To make your landscape look really good, the grass should follow the ground's hilly shape, shouldn't it?

To get this effect we need to apply the magnets to all the grass items. The manual method works like this:

Select a magnet (for example Mag 1) and go to the Properties palette. Select one of the grass props and click OK.



Repeat that for all magnets and all grass props...

Unfortunately, Poser doesn't have any sophisticated features for managing magnets.

There is a tool that makes working with Poser magnets really easy, it's the "Magnet Toy" script by Netherworks (available on RDNA). It allows you to add all objects to all magnets in one go.

When you've applied the magnets to the grass, the grass will adjust to the hilly shape of the ground that is created by the deformers.

Note: You can apply the magnets to other objects, too.

Now your scene is ready for rendering!

Materials

DS3 users: please use the materials in the Pose folder.

Poser users: you can use the mat poses in the Pose folder, but make sure the grass props are parented to the ground, otherwise the mat poses won't work.

I recommend using the presets in the Materials folder. In this folder you'll also find presets to apply the materials with the "Normals Forward" setting active. This will create a slightly different look when rendered. Choose whatever works best for your scene and your lighting.

Happy rendering!

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