DRAGON WRAITH MASTER POSE CONTROL

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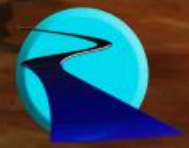
USER MANUAL

Dragon Wraith Master Pose Control User Manual

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Introduction

Get control over your Dragon Wraith! Dragon Wraith Master Pose Control gives you a set of pose control scripts for creating or enhancing poses for Dragon Wraith by Arki! Written specifically for the bone structure of the Dragon Wraith, these pose scripts allow you to precisely target body parts of the Dragon Wraith. And, even better, they directly manipulate the bones of the Dragon Wraith and use none of the morph dials. Why is this important? Because this means that nothing in the poses is baked in, and mirrors can easily be created on your pose using Daz's Symmetry Tool.

Features

- Dragon Wraith Neck Control - twist, turn, or curl the neck of your Dragon Wraith
- Dragon Wraith Tail Control - twist, turn, or curl the tail of your Dragon Wraith
- Dragon Wraith Wing Control - fold, cup, flap, and move wings forward and backwards
- Randomize Dragon Wraith - Create new poses, or enhance existing ones, by precisely targeting which body parts to randomize a little for a hint of realistic imperfection or randomize a lot to create new poses.
- 21 Neck Pose Presets are included
- 15 Tail Pose Presets are included
- 13 Wing Pose Presets are included
- 7 Pose Presets, plus mirrors, are included
- Settings are automatically saved and restored

How to use

Dragon Wraith Master scripts are very easy to use. To use a Dragon Wraith Master Pose Control script:

1. Select **one** Dragon Wraith in your scene. It does not matter where you select the Dragon Wraith.
2. Before starting a script, it is recommended to move the viewport camera so that it frames the selected Dragon Wraith or body part.
3. Double-click the Dragon Wraith Master script to start.
4. Configure options. If Live Preview is checked, the Dragon Wraith Master script will immediately execute and change the selected Dragon Wraith. If Live Preview is not checked, click the Preview button to see how your options will affect the Dragon Wraith.
5. *For Randomize Dragon Wraith Script Only*. The perturbation slider controls the amount of randomness that occurs during script execution. However, moving the perturbation slider will **not** change the exact perturbation being performed (i.e., if you move the slider from 0.1 to 0.2 and then back to 0.1, the **exact same pose** will be shown). If you click the Preview button, the Dragon Wraith Master Script will change the perturbation used.
6. When you are happy with your pose, click Ok.
7. If you are unhappy with your pose, click Cancel and all changes are discarded.

Note that every button and every slider have a tooltip. If you get stuck, hover over a button to see information about it.

Dragon Wraith Neck Control

The Dragon Wraith Neck Control script provides precise and fast control over the neck of your Dragon Wraith. The Dragon Wraith Neck Control script allows you to easily and quickly twist, turn, or curl the neck of your Dragon Wraith.

You control the neck by adjusting the Bend, Side to Side, and Twist sliders to move the neck in the corresponding direction. The script sets each bone of the neck's orientation based on these values. The script starts from the base of

Figure 1 – Dragon Wraith Neck Control Dialog

the neck and works down towards the head. However, you can change where the script starts by selecting the start neck section radio group. As the script moves from bone to bone down the neck, it increases or decreases the Bend/Side To Side/Twist values by multiplying them by the corresponding Propagation Strength. A propagation strength of less than one will make the effect taper off as the script goes down the neck. Conversely, propagation strengths greater than one will increase the effect as the script goes down the neck.
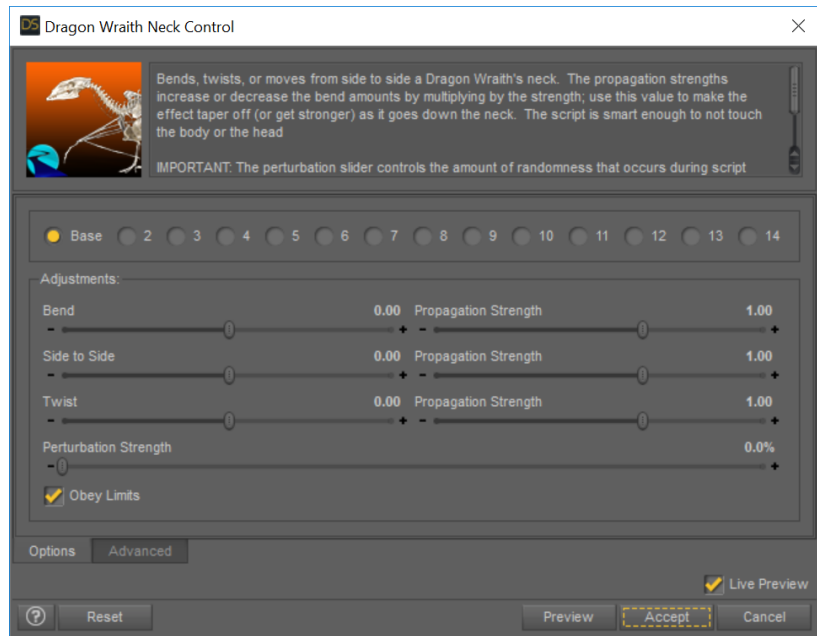

Figure 2 - Original Neck Pose (Background), Modified Neck Pose
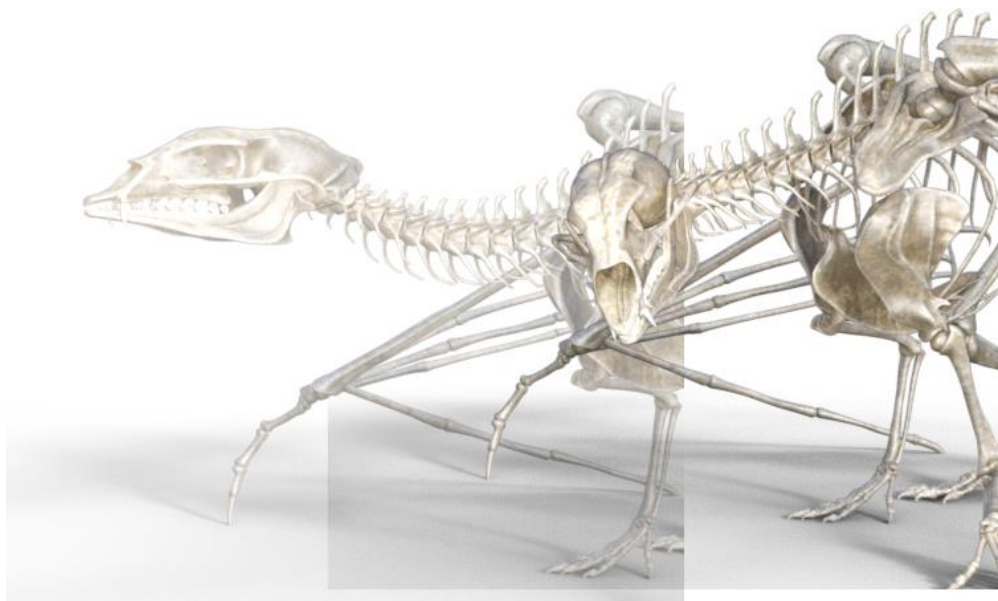
The Perturbation Strength slider allows you to add perturbation to the twist, turn, or curl to give a subtle (or not so subtle) imperfection to the neck pose. The perturbation slider controls the amount of randomness that occurs during script execution. However, moving the perturbation slider will **NOT** change the exact perturbation being performed (i.e., if you move the slider from 10% to

20% and then back to 10%, the exact same pose will be shown). If you click the Preview button, the script will change the random seed that is used by the perturbation, giving you a new neck pose. Finally, the Obey Limits checkbox controls whether the bone orientations can exceed the bone limits or not. This prevents the script from creating bone orientations that are too extreme.

The Advanced tab contains the current random seed being used (which changes every time you click Preview or Accept). You can change this value to make the script use the same random seed from an earlier script execution.

Note that you do not need to select the neck before executing this script. The script automatically finds the base of the neck and stops adjustments when it reaches the head of the Dragon Wraith.

Dragon Wraith Tail Control

The Dragon Wraith Tail Control script provides precise and fast control over the tail of your Dragon Wraith. The Dragon Wraith Tail Control script allows you to easily and quickly twist, turn, or curl the tail of your Dragon Wraith.

You control the tail by adjusting the Bend, Side to Side, and Twist sliders to move the Tail in the corresponding direction. The script sets each bone of the Tail's orientation based on these values. The script starts from the base of the tail and works down towards the tip. However, you can change where the script starts by selecting the start tail section radio group. As the script moves from bone to bone down the tail, it increases or decreases the Bend/Side To Side/Twist values by multiplying them by the corresponding Propagation Strength.

A propagation strength of less than one will make the effect taper off as the script goes down the tail. Conversely, propagation strengths greater than one will increase the effect as the script goes down the tail.
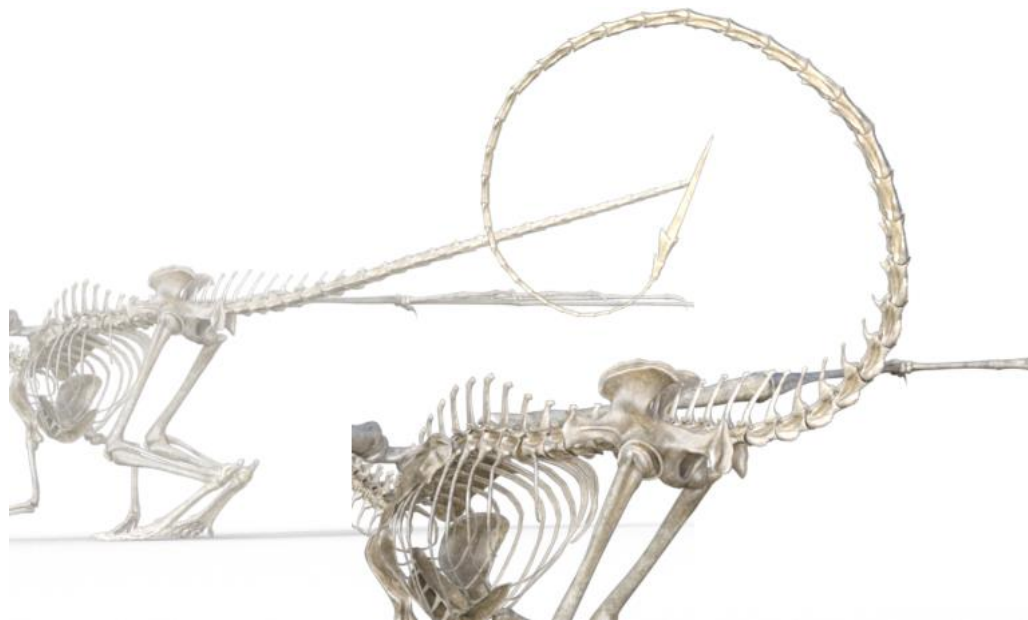

Figure 4 - Original Tail Pose (Background), Modified Tail Pose (Foreground)
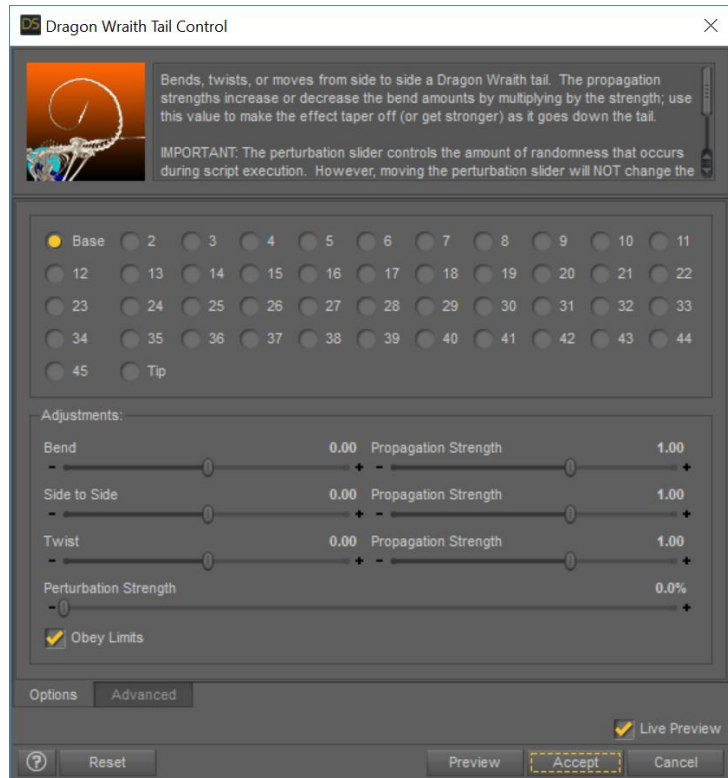
The Perturbation Strength slider allows you to add perturbation to the twist, turn, or curl to give a subtle (or not so subtle) imperfection to the tail pose. The perturbation slider controls the amount of randomness that occurs during script execution. However, moving the perturbation slider will **NOT** change the exact

perturbation being performed (i.e., if you move the slider from 10% to 20% and then back to 10%, the exact same pose will be shown). If you click the Preview button, the script will change the random seed that is used by the perturbation, giving you a new tail pose. Finally, the Obey Limits checkbox controls whether the bone orientations can exceed the bone limits or not. This prevents the script from creating bone orientations that are too extreme.

The Advanced tab contains the current random seed being used (which changes every time you click Preview or Accept). You can change this value to make the script use the same random seed from an earlier script execution.

Note that you do not need to select the tail before executing this script. The script automatically finds the base of the tail.

Dragon Wraith Wing Control

The Dragon Wraith Wing Control script provides precise and fast control over the wings of your Dragon Wraith. The Dragon Wraith Wing Control script allows you to easily and quickly fold, cup, flap, and move wings forward and backwards. You can apply settings to the right wing only, the left wing only, or both wings at once.

You control the wings by adjusting the Cup, Fold, Flap, and Forward/Back sliders. The Cup slider bends the wing fingers to provide a curl in the wing from its leading edge to its back edge. The Fold slider will fold or expand the wing. The Flap slider moves the wings up and down. The Forward/Back slider rotates the wings forwards or backwards. For the Cup, Flap, and Forward/Back sliders, the script sets each bone of the Wing's orientation based on these values. The Fold slider controls the percentage amount the wings are folded. The script starts from the base of the wing (near the body) and works out towards the tip. As the script moves from bone to bone down the wing, it increases or decreases values by multiplying them by the corresponding Propagation Strength. A propagation strength of

Figure 5 – Dragon Wraith Wing Control Dialog

less than one will make the effect taper off as the script goes outwards on the wing. Conversely, propagation strengths greater than one will increase the effect as the script goes outwards on the wing.

The Perturbation Strength slider allows you to add perturbation to fold, cup, flap, and wing movement to give a subtle (or not so subtle) imperfection to the wing po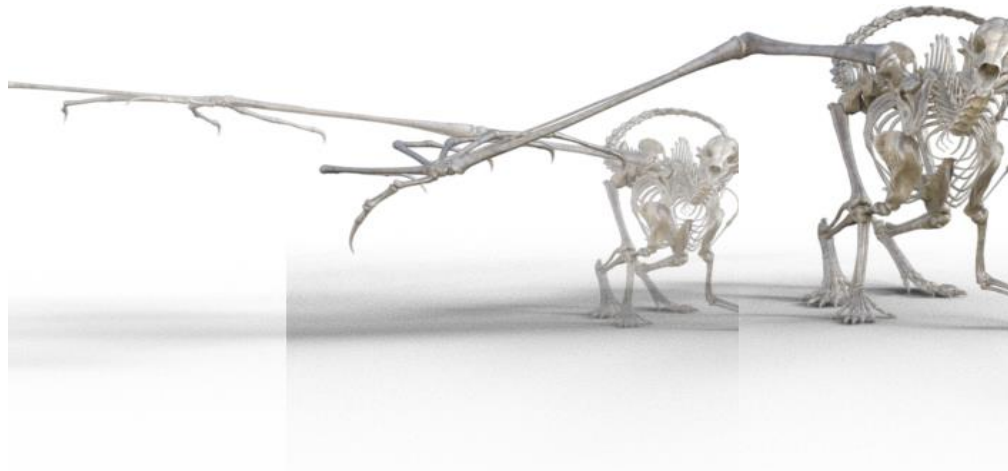se. The perturbation slider controls the amount of randomness that occurs during script execution. However, moving the perturbation slider will **NOT** change the exact perturbation being performed (i.e., if you move the slider from 10% to 20% and then back to 10%, the exact same pose will be shown). If you

Figure 6 - Original Wing Pose (Background), Modified Wing Pose (Foreground)

click the Preview button, the script will change the random seed that is used by the perturbation, giving you a new wing pose. Finally, the Obey Limits checkbox controls whether the bone orientations can
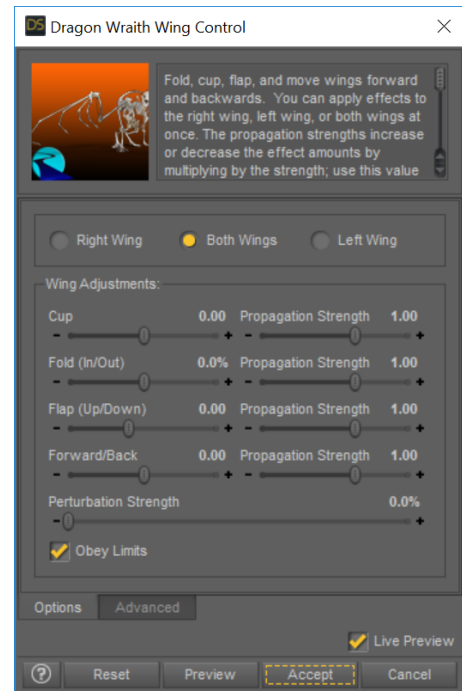
exceed the bone limits or not. This prevents the script from creating bone orientations that are too extreme.

The Advanced tab contains the current random seed being used (which changes every time you click Preview or Accept). You can change this value to make the script use the same random seed from an earlier script execution.

Note that you do not need to select the wing before executing this script. The script automatically finds the base of the wing(s).

The Dragon Wraith Wing Control **requires** *Dragon Wraith characters.*

Randomize Dragon Wraith

The Randomize Dragon Wraith script allows you to create new poses, or enhance existing ones, by precisely targeting which body parts to randomize a little for a hint of realistic imperfection or randomize a lot to create new poses.

The Randomize Dragon Wraith script is designed for Dragon Wraith by Arki and uses detailed knowledge of its bone structure to allow you to precisely target body parts for randomization. Select body parts to randomize, set the Perturbation Strength slider and see your new pose. The perturbation slider controls the amount of randomness that occurs during script execution. However, moving the perturbation slider will **NOT** change the exact perturbation being performed (i.e., if you move the slider from 10% to 20% and then back to 10%, the exact same pose will be shown). If you click the Preview button, the script will change the random seed that is used by the perturbation, giving you a new pose.
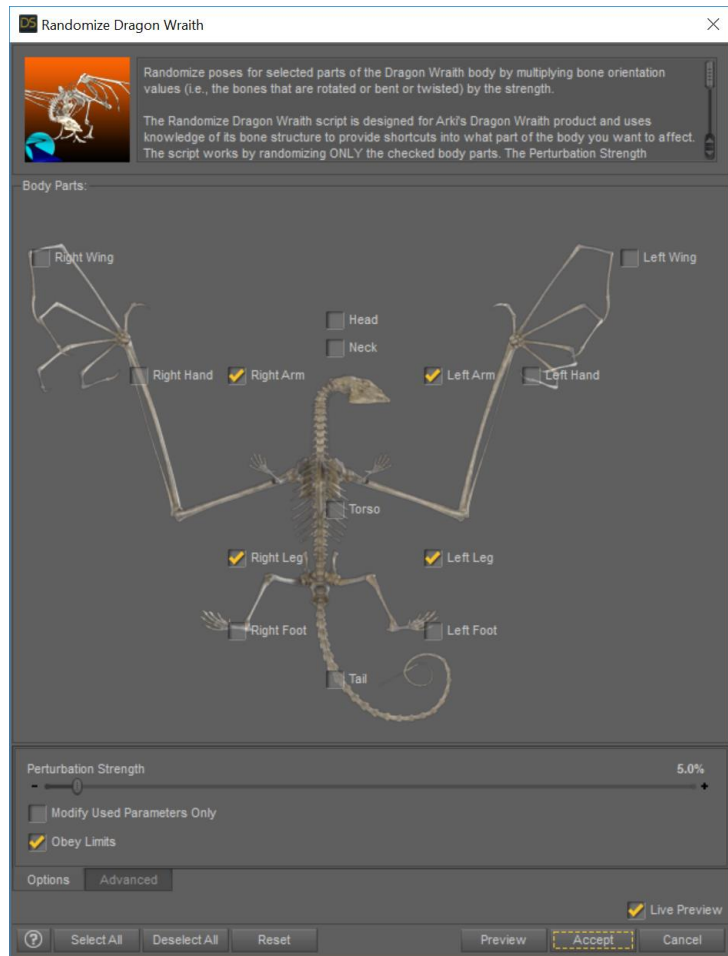

Figure 7 - Randomize Dragon Wraith Dialog

The Modify Used Parameters Only checkbox controls which bones in a body part are randomized. If this checkbox is checked, only non-zero bone orie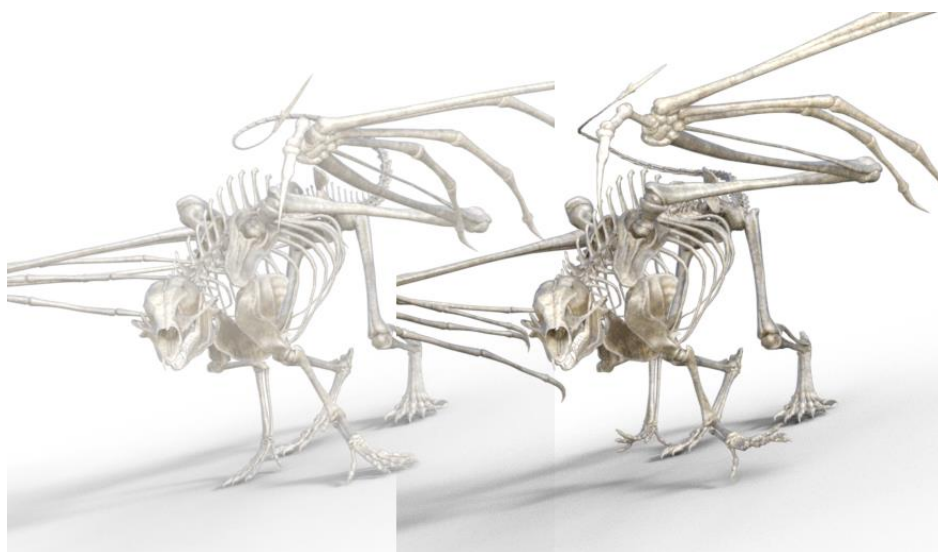ntations are randomized. This allows you to target only currently used, essentially modifying the current pose only - especially when the perturbation strength is small. When this checkbox is not checked, the script can create entirely new poses targeting bones not used yet. Finally, the Obey Limits checkbox controls whether the bone

Figure 8 - Original Pose (Background), Randomized Pose (Foreground)

orientations can

exceed the bone limits or not. This prevents the script from creating bone orientations that are too extreme.

The Advanced tab contains the current random seed being used (which changes every time you click Preview or Accept). You can change this value to make the script use the same random seed from an earlier script execution.