

# Short Instructions for the Pegasus Tack

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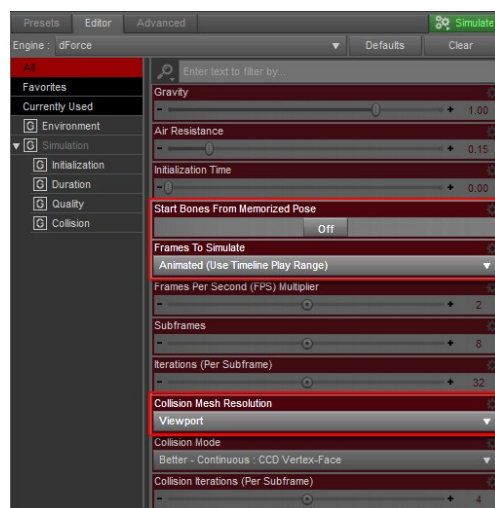
## General Morph Types

The parts of this product load with a selection of morphs and control dials designed to help you with fitting and modifying them. The morph categories are as follows:

- **Adjustments:** Alter shape and fit of a piece.
- **Styles:** Contains shaping morphs which are designed to allow you to use multiple outfit pieces together.
- **Movements:** Add simulation shapes for wind, etc (see blanket figure).
- **Controls:** Controls movement and size of separate parts.
- **Hide-Show:** Controls which hide several parts of the tack figures to create new styles and looks.

## The Pegasus Tack and dForce

### How to work with the Pegasus Tack and dForce



1. Load the Daz Horse 3 into your scene
2. Apply your chosen wearable preset or tack part with the blanket

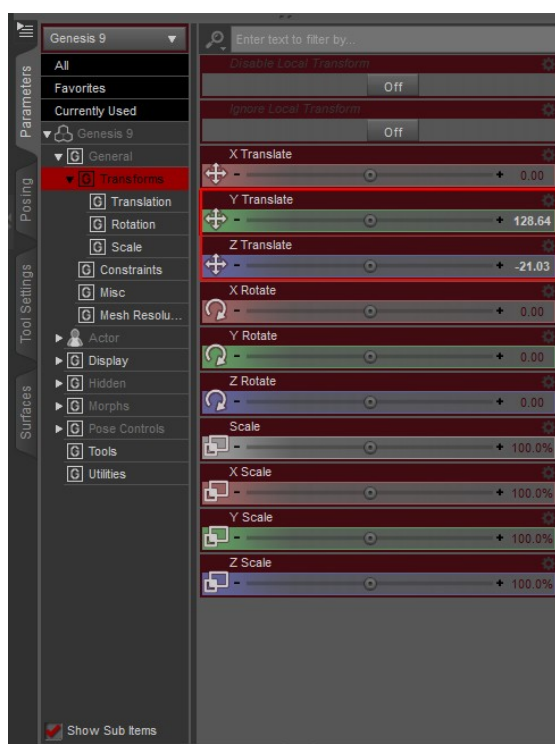
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3. Set up an animation with 51 frames (you can raise this value if you want the piece to settle and drape more fully)
4. In frame 1, set a keyframe (click on the little key icon with the plus symbol inside, to the far right end of the bottom icon bar) with the horse in default pose and your freshly loaded simulation ready wearables preset
5. Go to frame 25, select a pose for the horse, then add a new keyframe
6. Go to the Simulation tab inside DAZ Studio and change the following default settings: Start Bones from Memorized Pose - OFF, Frames To Simulate: Animated (Use Timeline Play Range), Collision Mesh Resolution: Base
7. Hit the "Simulate" Button!

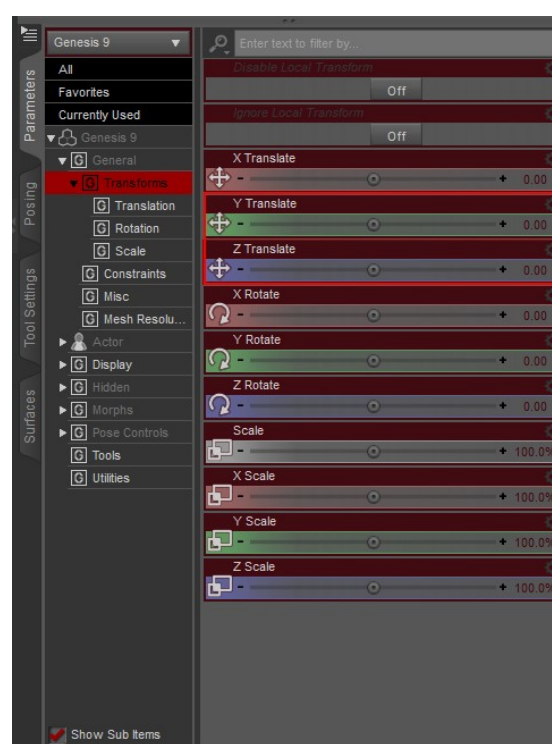
For some scenes you can try to reduce the Air Resistance values in the simulation settings (Simulation Settings tab, Environment Settings). This will help prevent ballooning of the simulated parts and will also help them to settle on the figure earlier.

## Adding a Rider

This product includes a couple of basic pose presets to fit Genesis 8 Female, Genesis 8 Male and Genesis 9 to the tack. The poses are provided as full sets or for the lower body parts/legs only to give you a starting point for your own creations. Matching presets for the positioning of stirrup straps and stirrups are included as well.



Locating the translation values after parenting your rider figure to the horse.



Resetting the translation values to default value 0.

Make sure to parent your posed rider figure to the *abdomen* of your horse figure. The human figure will then shift away from the horse. This can be fixed by selecting the Genesis figure in your scene

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hierarchy tab and resetting its y Translate and Z Translate values to zero. To simplify this process, navigate to the *Utilities folder* under *Animals/Daz Horse 3/Tack/Daz Originals/Pegasus* and click on the *Pegasus !!ZERO Position Rider* icon:



## Using the Pegasus Tack with the Pegasus Wings

It is possible to use the saddle and blanket together with the Pegasus wings.

The tack includes a “Fit Wings” morphs (found in the Styles section of the tack’s parameters tab) to adjust the shape of tack and straps to fit over the wings.

You will get a lot of feather collisions between the saddle, blanket and different feather layers of the wings per default, so it is recommended to use the custom “Fit” utilities built into the wings.

You can find them in the Pegasus Wings, in the Styles section of the Parameters tab. Choose between “Fit Saddle” or “Fit Rider” to adapt the feather positions and activate custom morphs which will minimize the mentioned collisions.