Short Instructions for the Pegasus Wings

Content

General Morph Types

The parts of this product load with a selection of morphs and control dials for the wings. The morph categories are as follows:

- **Styles:** Contains shaping morphs
- **Controls:** Controls movement and size of the separate outfit parts.
- **Wing Poses:** Contains dials to activate the included preset wing poses.

The Pegasus Wings

Inspired by the natural world, these modular wings were designed to work as geograft figures or autofitting figures for the Daz Horse 3 figure. They can be found in their respective figure folder under *Animals/Daz Horse 3/Anatomy/Daz Originals/Pegasus*.

All of the wing and fetlock figures are also provided as combined wearable presets which load all the needed parts together. Provided are presets for all the wing parts or the wings plus fetlocks. They both include the main wing figure with all their feather appendages plus the geoshell addon which creates a layer of down feathers with a transition between wing body of the horse figure.

Please note that the wing model is a highly detailed and complex asset with overlapping layers of feathers. Some poses and shapes may cause clipping between the different feather layers.

Working with the wings

The wing models are highly detailed assets with multiple parts and one geoshell addition for down feather coverage and a transition zone.

You can also remove parts of the wings setup when you are setting up a scene. The top and bottom feathers of the wings can be removed or hidden and later loaded into the scene again.

Copying Materials from the Daz Horse's Body to the Wings

*Step 1: Copying the "Coat" Surface of the Daz Horse 3*
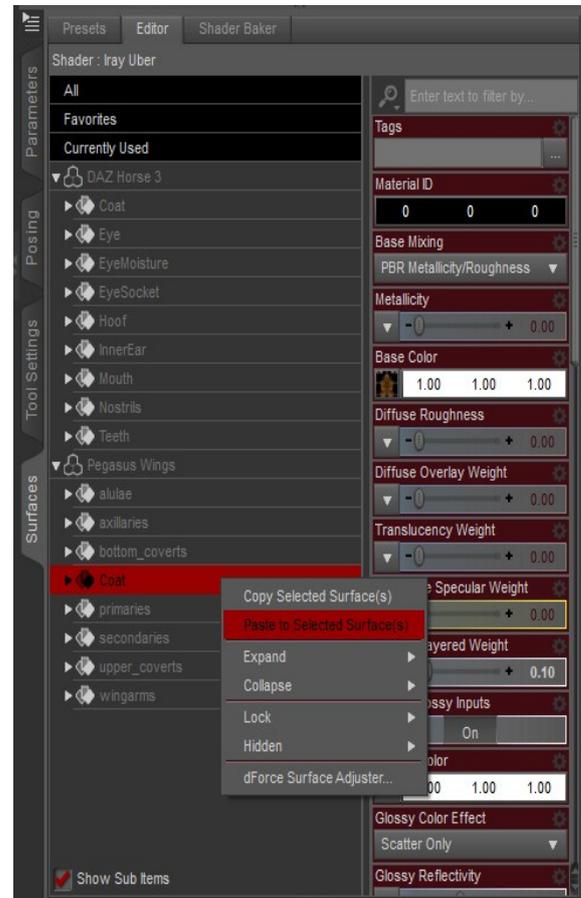
Step 2: Pasting the copied Surface to the wing "Coat" surface

To create a smooth transition between the wings and the horse's body, follow the illustrated steps above:

- **Step 1**: First select the Daz Horse 3 figure in your scene and select the "Coat" material. Right-click on it and select "Copy Selected Surface(s)".
- **Step 2**: Select the wings in your scene tab and navigate to the "Coat" material. Right-click on it and select "Paste to Selected Surface(s)".
- **Step 3 (see below)**: Now enter the key word *uv* in the search window of the surface tab (see highlighted square). In the pulldown menu, select a matching UV set to the horse's ("Default UVs" or "Throughbred Uvs") as UV set.
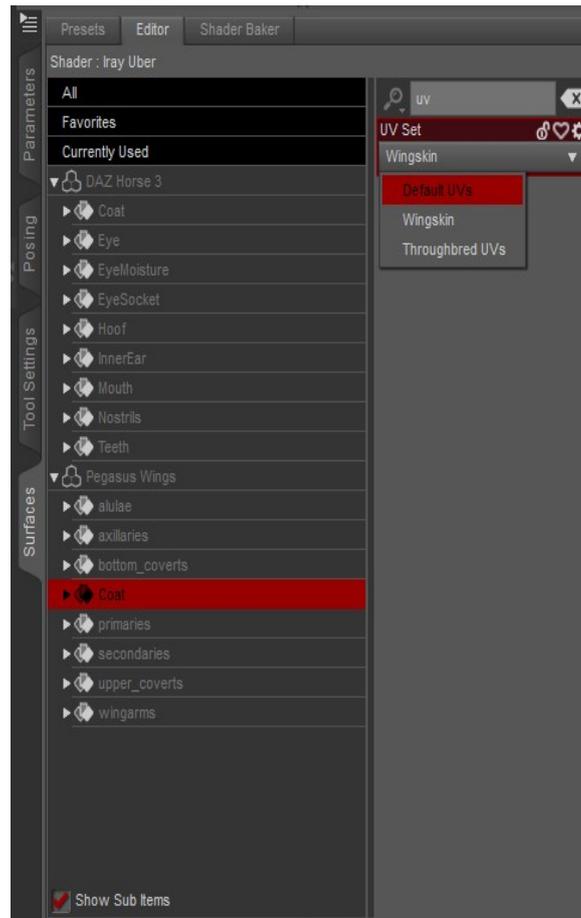
Step 3: Changing the UV Set on the wing surface

The Styles and Wing Poses

The wing figure includes a couple of style presets for altering size and shapes of different parts of the wing.

The wing poses give you an easy starting point for poses of the wings. Simple base presets for different flight modes or folding up are provided alongside with basic movements of indivdual parts of the wings.

The Geoshell

*The geoshell prop overlaying the primary feathers
of the wing*

This product includes a geoshell prop which is used to create a soft transitions between wing and body the horse.
However, this shells can sometimes cause odd effects by overlaying the wing feathers which then results in semi opaque undesirable contours around the feather edges.
To get rid of this effect, find your geoshell prop in your Scenes tab (look for the Pegasus *Wing Shell*).
Navigate to your Parameters tab and look for the *Shell* section in the bottom. Here you will find the option *Visibility*, and you can then open the appropriate hide and show options on the *Surface* category. Everything in here should be turned off, with the exception of the surfaces "AKPGwingsbase_defUV_8158_Coat" and "AKPGwingsbase_defUV_8158_wingarms".

Using the Pegasus Tack with the Pegasus Wings

It is possible to use the Pegasus Tack's 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. The Bodyfluff and Wingfluff feather figures also include a Hide-Show utility to hide feathers covered by the tack straps. They can be found under Actor/Hide-Show in the parameters tab.
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.

The Utilities

In the "Utilities" folder of the wings you'll find three zeroing utilities to reset the posing of both wing sides.
They will reset the posing of the left and right wing as well as the pose dials for the left and right wings. To reset the posing of both wings at once, use "PG !!Wings ZERO".

Troubleshooting

If you are experiencing problems when loading the wings or the wearables presets (like Daz Studio crashing upon loading), there are two possible ways to solve the problem:

1. **Changing the horse's mesh resolution:** Set the horse figure's mesh resolution to "Base" before loading the wings or wearables. You can find the appropriate option in the Mesh Resolution tab in the General section of the horse's Parameters tab. When the wings are fitted to the horse, the resolution can be reset to "High Resolution".
2. **Removing the horse's dForce hair addons:** Delete the horse's dForce hair from your scene before applying the wings. After the wings are fitted, you can reload the dForce hair. Please note that this step may not be practicable for users who have already run a dForce simulation for the hair and plan to use those results. See step 1 above for a different solution.