

POSEABLE TONGUE FOR THE DAZ MILBIGCAT

for DAZ-Studio 4.5 and higher

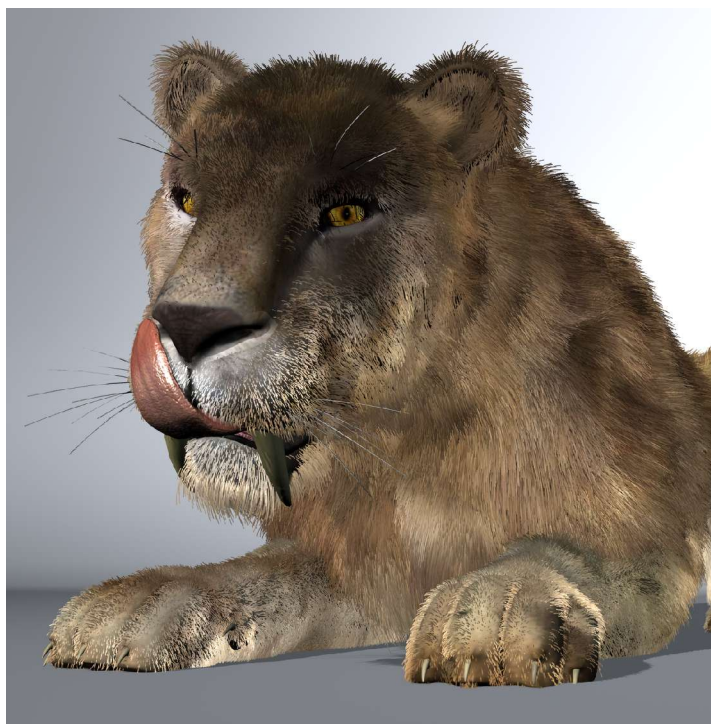
Version 1.0, modeled in "Hexagon 2.5"
in November 2013 by Carsten Corleis

Visit me at: www.ancestorsrelic.deviantart.com

Tested in: DAZ-Studio 3 Advanced, 4.5 Pro Edition 64 Bit
and 4.6 Pro Edition 64 Bit

I'm not released this as a professional product. Don't expect
perfection...or much in the way of technical support.

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Pimp up your kitty:

This tongue is a simple, little add on for the DAZ Millennium Big Cat. But as an independent, rigged character it can be used for a lot of other critters too.

Installing in DAZ-Studio:

The ZIP-files contains the usual runtime-folder for Poser-Characters. Just unzip it to your favorite runtime. Don't overwrite existing files. You will find the tongue in your Figures-folder with the name "BigCat-Tongue". The tongue loads a little bit "oversized" so it don't get lost so easily in a complex scene.

Setting the bumpmaps and materials:

Materials and Bumpmaps shall load automatically in DAZ-Studio. The only thing to do is to set the bumpmap-strength as you want it.

Recommended Material-settings in DAZ-Studio for a wet and structured look (this are the settings i used for the promo-pics):

Diffuse Color: 255/255/255, Diffuse Strength: 80%
Glossiness: 80%, Specular Color: 153/153/153
Bump-Strength: 100, Negative -0.15, Positive: 0.15
Reflection Color: 192/192/192, Reflection Strength: 15%
Lighting Model: Glossy (Plastic)

Parenting and applying a Smoothing Modifier (available in DS 4 an higher):

The item is not parented or aligned in size to the MilBigCat, so you have to move it manually in position and parenting it to the Head of the cat.

The tongue works "out of the box", but can still show some edgy distortions when twisting and moving the elements side-side a lot.

Applying a smoothing-modifier with the settings "Iterations = 10" in *Parameters -> Mesh Smoothing* and in *Parameters -> Mesh Resolution -> Edge Interpolation* chose "Soft corners and edges" gives good results in removing possible distortions.

Morphs:

Click the whole tongue, and you can find a "YawnBend" morph that allows you to bend the tongue a little bit in U-shape. You can apply the morph only on selected elements too, but it turns out a little bit edgy w/o a Smoothing-modifier. With the Smoothing-modifier applied and some size-changings of some single elements, it will allow you to let the tongue lazily hanging out of the cats mouth.

Known issues:

It load and work in Poser too, but it is showing much more ugly distortions in the connections of the joints than in DAZ-Studio. I didn't figured out yet, if it is something similar like the "Smoothing-Modifier" in DS is available in Poser too (i guess yes, but it seems well hidden as the Smoothing-Modifier in DS too and i didn't found it yet ;-)

A much bigger trouble is the build-in tongue of the DAZ MilBigCat. It has no own material-group and can't be switchend invisible without switching the whole "inner mouth" invisible too, so it's on you to put the new tongue over the build-in-tongue so it was covered by the new one when you want a render done with mouth open.

P.S. Pardon for my BSE (Bad Simple English ;-)