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Part 1 – Using the RDNA Humming Bird

The Humming Bird is a standard posable figure. Simply bring the little guy into a scene, pose him to your liking, and render away!

Posing Notes: I advise using the dials to pose the humming bird over the using the tools in the document window. To get a realistic look with the figure, it doesn't require a lot of movement. Included with the set are 12 poses in 3 different groups – Flying, Feeding, and Perching. You can use these as bases for your own poses if you wish.

Morph Notes: There are morphs in the tail to spread/close, or make it longer. There are also morphs in the Wing3 Elements that pull the feathers in for the Perching poses.

Part 2 – MAT Poses

Included with this set are 4 texture options for the humming bird. Each one of these options has a MAT Pose file. To apply these, simply make sure you have the humming bird selected and apply it as you would any normal pose. The MAT's include: Ruby Throated Male, Black Throated Male, Emerald Male, and Jeweled Male (A fantasy style). More texture packages will be available soon!

Part 3 - Size Poses

Because the little fellow is so small, and you may want to render him larger, I have included a set of poses that will automatically scale him as you would like. There are poses for Default Scale, X2 , X3, X5, X10, X15, X20, and X30. X30 is the one you want if you want a Vickie to ride him, X20 for a Mil Kid ;)

Contact Information:
If you have any questions about the Humming Bird or this user guide, feel free to email me at: **morphman@nycap.rr.com**

Web Site: Morph World 3.0
Http://www.morphworld30.com

Web Site: Runtime DNA
Http://www.runtimedna.com