

Thicket for Daz Dog 8

Thicket must be placed on a dog figure. The dog figure can be hidden or the **Figure Gone** material applied so that the thicket appears to stand on its own. Other materials can be used. **Figure Gone** combined with red or green eye glow creates interesting 'animated plant' effects.

To apply a Thicket preset, select the thicket or leafy cover and go to surface parameters, select all surfaces. Many of the thicket presets will apply only to selected surfaces; it might be worth experimenting with varying the presets by surface region to create different effects.

Thicket covering has a **Render Line Tessellation** (in Parameters/Line Tessellation) of 3. This means the hairs generated are 3 sided tubes.

Leafy covering has a **Render Line Tessellation** of 2, creating planes.

Branches presets are intended for thicket covering, creating solid structures that look like, well, branches. Leafy presets are intended for leafy covering, using a transparency effect to create large leaves over the figure.

You are free to change tessellation and apply one set of presets to the other type of covering. While this hasn't been fine-tuned, you may create new effects that are appealing.

You can apply **Thicket for Daz Dog 8** presets to **Thicket for Genesis 8 Male**. After doing so, apply the **!Convert Dog8 to G8M Maps** material preset to correct maps. You may also want to reduce the hair count (in Additional PR Hairs Density (cm²) parameter) by about ¼.

You may find that you want two or more coverings and want to 'space out' one from the other. For example, create a layer of branches, and then a layer of leaves beyond the branches.

The easiest way to do this is, once your dog is posed:

- Duplicate the dog
- Add the second covering to the second dog
- On the second dog, Edit / Object / Geometry / Add push modifier
- In parameters on the second dog, General/Push Modifier, adjust to taste
- Hide the second dog (unless you want overlapping surfaces)

Using a geometry shell is not advised. The hair generation can behave unpredictably on a geometry shell this way.

With **leafy cover**, you can easily substitute any transparency mapped image desired.