Animation

Animation Controls

To Start
To End
Stops
Play
Previous Frame
Next Frame
Scrubber
Drag to preview frames or set new time
Current Frame
Total Frames
Next Keyframe
Previous Keyframe
Skip Keyframes
Toggle frame stepping during playback on/off
Display Animation Controls

Frame: 00001 of 00030

Loop
Slip Frames

Cycle Entire Animations
Toggle looping of animation frames on/off

Time Line

Add Keyframes
Delete Keyframes

Animation Palette

Current Timecode
Position of Animation
Open Graph Palette
Frame Rate
Move by Keyframe
Add/Delete Keyframe
Current Frame, Total Frames

Frame Rate Settings

Interpolation Control
Sets transition between frames as Spline, Linear, Constant or Break Spline

Animation Palette
Rate 30   Time 00:00:00:21   Frame 00322 of 00030

Hierarchy List
Displays all figure elements, lights and cameras

Right Collar
Left Collar
Right Shoulder
Left Shoulder
Right Forearm

Skip Frames   Loop   This Element   All Elements

This Element/All Elements
Add/delete keyframes based on setting

Animation Palette Timeline
Displays frame or timecode depending on choice in "Options"

Play Range

Play Range
Sets range or frames shown in playback
Element Scroll Bar
Interpolated Frames
Automatically created by Poser
Keyframe
Created by changing elements
Sound
When imported, sound is displayed above Play Range
Keyframe Scroll bar

Walk Designer & Material Room

Walk Designer

Set Walk Style
Blend style ingredients to create walk
Blend Styles and Tweaks
Use Tweaks to fine tune components of chosen walk style

Walk Designer

Blend Styles

Walk Preview

View Settings
Select your preferred view

Walk
Click to animate and preview your blended walk cycle
Defaults
Restores Walk Designer to original settings
Load/Save
Save your walk style to load later
Apply
Applies current walk style to your character

Walk Path
Drag 2D walk path to alter direction

Material Editor

Texture Preview Slot
Click to add an image map to any material node
Material Node
Actor Selector
Material Selector
Node Color
Click on the swatch to open the color picker and select a new color

Color Picker

Materials   Object   Alyson   Material   Head

Diffuse Color   Highlight   Ambient   Reflection

Apply texture to highlight

Material Preview

Bone

Advanced Content Indicator
Click to learn more about editing advanced content

Material Preview
Displays the full material settings with the current scene lighting

Rendering

Render Settings

Select Render Engine
Choose between the FireFly, Sketch or Preview render engine

Quality Settings
Move the slider back and forth to your preferred quality level

Render Over
Select what is rendered in the background
Toon Outline
Choose the outline style for your toon renderings
Render Now
Click this button to render your image

Sketch Designer

Sketching
While a sketch is drawing, click anywhere on the screen to stop the rendering

Sliders
Adjust the sliders to create unique sketches. Customize sketch styles for objects, background, and edges

Preset Sketches
Choose from several preset styles in the popup menu, or create and save your own presets

Make Movie

Format
Select your desired movie output format
Render Settings Switches to render settings
Renderer
Select render engine
Antialias
Smooth jagged-looking edges
2D Motion Blur
Adds 2D motion blur to animations. Add 3D motion blur using the Render Settings dialog
Time Span
Displays your movie runtime and total frames
Frame Rate
Specify desired frame rate
Resolution
New Render Window
Creates a separate window of your render

Realtime Preview Options

Display Engine
Choose OpenGL or SreeD for best quality and performance on your computer.
Style Options
Set the display style for wireframe and toon display modes
Transparency Display
Select how transparent objects are displayed
Enable Hardware Shading
(may not be supported by your graphics hardware)
Texture Display
Change resolution of textures displayed in the scene

Main Interface

Pose Room

Tool Name
Drag to reposition and customize interface. Double-click name to open/close tools
Document Name
Current Figure Menu
Mini Camera Controls
Quickly adjust your current camera
Select Actor Menu
Select figures, body parts, props, cameras and lights
Editing Tools
Manipulate scene objects.
Render Dimension
Choose your desired render size
Camera Controls
Quick Scale
Allows you to quickly resize the render to a quarter or half size.
Render Menu
Choose a render engine
Light Controls
Display Controls
Select Actor Menu
Window Options
Click for a popup menu with options for shadow mapping, texture loading and collision settings
Library Palette
Pan
Allows you to pan back and forth when the image is bigger than the render window
New Render Window
Creates a separate window of your render
Render
Render your scene
Parameter and Properties Palette
Access an element's properties and parameters
Right-Click Actor Selection
Select actors under your cursor easily with just right-clicking on the scene
Color Picker Dots
Change the display colors for the Background, Foreground, Shadow and Ground
Animation Controls

Memory Dot Type
Pop-up Control, Choose from Pose, Camera and UI Dots
Memory Dots
Display/Tracking Buttons
Select tracking modes (Box, Fast or Full) and toggle depth cueing and shadows on/off
Render Wipe
Allows you to scrub back and forth between your latest renders
Material Editor
Click to open up the material editor for the current selected item.

Palettes and Controls

Editing Palette

Twist Tool — Twists element around its center
Translate In/Out — Moves element In/Out
Taper — Scale one end of element
Color — Picks color from selected element
Morphing Tool — Visually sculpt morph targets by clicking and dragging

Editing Tools.

Rotate Tool — Rotates element
Translate/Pull — Repositions element
Scale — Increase/Decrease element size uniformly
Chain Break — Breaks chain of parts affected by translation tools
View Magnifier — Zooms in-out of scene without affecting camera
Direct Manipulation — Visually translate, rotate, and/or scale elements

Memory Dots

Click on an empty dot to save a pose, UI or camera setting. ALT-Click (Option-Click on Mac) an occupied dot to clear its setting. Click can pop-up arrow to select which memory dot set you want to use.

Pose

Light Controls

Light Options Menu — Select light options
Light Position — Drag to set light position in studio
Add Light — Right-click to select new light type
Light Intensity — Drag to reduce or increase light intensity
Light Color — Click to set light color
Light Properties — Controls light name, visibility, shadow behavior, color, parent, and infinite/spotlight characteristic
Delete Light

Light Controls.
Spot
Infinite
Point
Diffuse IBL

Docking Controls

☐ Docked
☐ Floating
☑ Drag Docking Enabled
☐ Close

Docking Controls — Click to open and select Docking options

Morphing Tools

Exaggeration Controls — Adjust Morphing Tool sensitivity
Clear Morphs — Click this button to erase your changes and start over
Morphing Tool — Directly manipulate vertices using the Morphing Tool
Clear Pins — Removes all pins
Add Pin — Pin vertices in place to prevent further modification

Morphing Tool

Lock/Unlock All — Disable or enable modifications on all morph targets
Morph Targets — Control which morphs are affected by the Morphing Tool

Camera Palette

Select Camera Menu — Choose camera or view
Right Hand Camera — Zooms to right hand
Animation On/Off — Toggles ability to animate current camera on/off
Move Y and Z — Moves camera Up/Down and In/Out
Scale — Zooms In/Out view
Focal Length — Adjusts focal length of camera
X=Side/Side
Y=Up/Down
Z=In/Out

Face Camera — Zooms to face
Left Hand Camera — Zooms to left hand
Fly Around View
Current Camera — Icon indicates camera in use. Click and drag an icon to select other cameras
Move X and Z — Moves camera In/Out, Side to Side
Roll — Rolls camera left or right
Rotation Trackball — Rotates camera

Camera Controls

Display Controls

Choose to apply display styles to your Document, (current) Figure, or (current) Element (such as a body part or prop). Figure and Element modes allow you to apply a higher category display style to your current selection.

Document Display Style.

Wireframe
Hidden Line
Flat Shaded
Cartoon
Smooth Shaded
Texture Shaded
Silhouette
Outline
Lit Wireframe
Flat lined
Cartoon Lined
Smooth Lined

Library Palette

Current Runtime — Pop-up menu
Dock/Undock — Undocking transforms library drawer into floating palette

Library   Search   Favorites

Category Buttons — Displays top-level library buttons
Hierarchical Pop-up Menu — Quickly access library palette categories and subcategories
Scroll bar
Preview — Select the preview to view detail. Double-click or click-drag to apply the setting onto scene
Add to Library — Adds new content item to current category from scene selection
Delete from Library — Removes selected content item from library

Create New Figure — Add an additional figure to your scene
Create New Folder
Change Figure — Replaces the current figure with one from the library

Parameters

Current Actor Menu — Select an element in your scene
Parameters/Properties Tabs — Switch back and forth between the Parameters and Properties palettes
Parameters Menu — Add, remove, and control dial groups
Grouped Dials — Expand and collapse dial groups and move dials between groups
Parameter Dial Menu — Customize the selected parameter
Driven parameter — Double stacks of values indicate driven parameter. Top number is controlled master. Bottom number is editable.
Parameter Dial — Click and drag to increase or decrease value, double-click to bring up dialog box
Numeric Value — Clicking this value lets you directly enter new values
Master Parameter — Icon indicates a master parameter, click pop-up arrow to display master parameter name.

Keyboard Shortcuts

ACTION	MACINTOSH	WINDOWS
File Menu		
New	z-N	Ctrl-N
Open	z-O	Ctrl-O
Close	z-W	Ctrl-W
Save	z-S	Ctrl-S
Save As	Shift-z-S	Shift-Ctrl-S
Print	z-P	Ctrl-P
Quit	z-Q	Ctrl-Q
Edit Menu		
Undo	z-Z	Ctrl-Z
Redo	Shift-z-Z	Shift-Ctrl-Z
Cut	z-X	Ctrl-X
Copy	z-C	Ctrl-C
Paste	z-V	Ctrl-V
General Preferences	z-K	Ctrl-K
Restore		
Element	z-E	Ctrl-E
Figure	Shift-z-F	Shift-Ctrl-F
Lights	Shift-z-L	Shift-Ctrl-L
Camera	Shift-z-X	Shift-Ctrl-H
All	z-A	Ctrl-A
Memorize		
Element	Opt z-E	Alt Ctrl-E
Figure	Opt z-F	Alt Ctrl-F
Lights	Opt z-L	Alt Ctrl-L
Camera	Opt z-X	Alt Ctrl-H
All	Opt z-A	Alt Ctrl-A
Figure Menu		
Drop To Floor	z-D	Ctrl-D
Hide Figure	z-H	Ctrl-H
Object Menu		
Properties	z-I	Ctrl-I
Display Menu		
Depth Cued	Shift z-D	Shift Ctrl-D
Show/Hide Bkgrd Picture	Shift z-B	Ctrl-B
OpenGL Preview Drawing	Opt z-O	Alt Ctrl-O
SreeD Preview Drawing	Opt z-S	Alt Ctrl-S
Camera Views		
Main	z-M	Ctrl-M
From Left	z-;	Ctrl-;
From Right	z-'	Ctrl-'
From Top	z-0	Ctrl-0
From Front	z-F	Ctrl-F
Face Camera	z-=	Ctrl-=
Posing Camera	z-,	Ctrl-,
Left Hand Camera	z-[	Ctrl-[
Right Hand Camera	z-]	Ctrl-]
Dolly Camera	z-\	Ctrl-\
Flyaround	z-L	Ctrl-L
Document Style		
Silhouette	z-1	Ctrl-1
Outline	z-2	Ctrl-2
Wireframe	z-3	Ctrl-3
Hidden Line	z-4	Ctrl-4
Lit Wireframe	z-5	Ctrl-5
Flat Shaded	z-6	Ctrl-6
Cartoon w/Lines	z-7	Ctrl-7
Smooth Shaded	z-8	Ctrl-8
Texture Shaded	z-9	Ctrl 9

ACTION	MACINTOSH	WINDOWS
Figure Style		
Use Document Style	Shift-Ctrl-0	Alt Ctrl-0
Silhouette	Shift-Ctrl-1	Alt Ctrl-1
Outline	Shift-Ctrl-2	Alt Ctrl-2
Wireframe	Shift-Ctrl-3	Alt Ctrl-3
Hidden Line	Shift-Ctrl-4	Alt Ctrl-4
Lit Wireframe	Shift-Ctrl-5	Alt Ctrl-5
Flat Shaded	Shift-Ctrl-6	Alt Ctrl-6
Cartoon w/ Lines	Shift-Ctrl-7	Alt Ctrl-7
Smooth Shaded	Shift-Ctrl-8	Alt Ctrl-8
Texture Shaded	Shift-Ctrl-9	Alt Ctrl-9
Element Style		
Use Figure Style	Opt z-0	Shift Ctrl-0
Silhouette	Opt z-1	Shift Ctrl-1
Outline	Opt z-2	Shift Ctrl-2
Wireframe	Opt z-3	Shift Ctrl-3
Hidden Line	Opt z-4	Shift Ctrl-4
Lit Wireframe	Opt z-5	Shift Ctrl-5
Flat Shaded	Opt z-6	Shift Ctrl-6
Cartoon w/ Lines	Opt z-7	Shift Ctrl-7
Smooth Shaded	Opt z-8	Shift Ctrl-8
Texture Shaded	Opt z-9	Shift Ctrl-9
Tracking		
Bounding Boxes Only	Shift-z-X	Shift Ctrl-B
Fast Tracking	Shift-z-X	Shift Ctrl-F
Full Tracking	Shift-z-C	Shift Ctrl-C
Guides		
Ground Plane	z-G	Ctrl-G
Render Menu		
Render	z-R	Ctrl-R
Area Render	Opt z-R	Alt Ctrl-R
Anti-alias doc window	Opt z-A	Alt Ctrl-A
Render Settings	z-Y	Ctrl-Y
Render Dimensions	Shift z-Y	Alt Ctrl-D
Materials	z-U	Ctrl-U
Animation Menu		
Make Movie	z-J	Ctrl-J
Window Menu		
Show/Hide Animation Palette	Shift z-V	Shift Ctrl-V
Show/Hide Libraries	Shift z-B	Shift Ctrl-B
Show/Hide Walk Designer	Shift z-W	Shift Ctrl-W
Show/Hide Camera Controls	Shift z-R	Shift Ctrl-R
Show/Hide Preview Styles	Shift z-I	Shift Ctrl-I
Show/Hide Editing Tools	Shift z-T	Shift Ctrl-T
Show/Hide Light Controls	Shift z-I	Shift Ctrl-I
Show/Hide Memory Dots	Shift z-M	Shift Ctrl-M
Show/Hide Parameter Dials	Shift z-N	Shift Ctrl-N
Show/Hide Animation Controls	Shift z-P	Shift Ctrl-P

Hidden Shortcuts

	MAC	WIN
Pose Mode	J	J
Body Mode	J	J
Camera Mode	J	J
Light Mode	J	J
Rotate Tool	J	J
Translate/Pull Tool	J	J
Scale Tool	J	J
Chain Break Tool	t	t
Twist Tool	w	w
Translate In/Out Tool	e	e
Taper Tool	r	r
Color Tool	y	y
Camera Cursor	Opt key while dragging tool	Alt key while dragging tools
X/Y Translate Camera	Spacebar drag in window	Spacebar drag in window
Z Translate Camera	z-Spacebar drag	Ctrl-Spacebar drag
Pivot Camera	Opt-Spacebar drag	Alt-Spacebar drag
Axis Constraint	Shift-drag camera tools	Shift-drag camera tools
Reset Focal	Alt-click Focal	Alt-click Focal
Reset Scale	Opt-click Scale	Alt-click Scale
Reset Roll	Opt-click Roll	Alt-click Roll
Reset Desktop Color	Opt-click Desktop	Alt-click Desktop
Reset Param Dials	Opt-click Param Dials	Alt-click Param Dials
Lights On/Off	Opt-click Lights	Alt-click Lights
System Color Picker	Opt-click Picker	Alt-click Picker
Special Color change	using Color tool-figure part	Ctrl-click Color tool on figure part
Layout Switcher	Display Tools	"Opt-click" "Display" "tools"
Layout Switcher Edit Tools	"Opt-click" "Edit Tools"	"Alt-click" "Edit Tools"
Clear Memory Dots	Alt-click occupied dot	Alt-click occupied dot
Cycle thru elements	Opt-click Picker	Alt-click Picker
Play Animation	Return	Enter
Stop Animation	Return	Enter
Step Thru Frames	Right/Left Arrows	Right/Left Arrows
Advance Thru Keyframes	Tab	Tab
Retreat Thru Keyframes	Shift-Tab	Shift-Tab
Interrupt Flyaround	Mouse click	Mouse click
Flyaround Rotate	Mouse Right/Left	Mouse Right/Left
Flyaround Pitch	Mouse Up/Down	Mouse Up/Down
Flyaround Zoom	z-Mouse Up/Down	Ctrl-mouse Up/Down
Flyaround Pause	Hold Down Spacebar	Hold Down Spacebar
Move Selected Keyframes	Drag selected frames	Hold Down Spacebar
Duplicate Keyframes	Option-click frames	Option-click drag
Paste Selected Keyframes	z+V w/frames selected	Ctrl-V w/frames selected
Duplicate Selected Keyframes	Opt-drag selected frames	Alt-drag selected frames
Select Graph Range	Click-drag in Graph	Click-drag in Graph
Increase/Decrease Selected Range	Shift-drag in selected graph range	Shift-drag in selected graph range
Create Graph Marker(s)	Click in graph display	Click in graph display
Move Graph Marker(s) in time	Drag selected graph range	Drag selected graph range
Move Graph Marker Vertical	z-drag selected marker	Ctrl-drag selected marker
Duplicate Graph Marker(s)	Opt-drag selected graph range	Alt-drag selected graph range
Delete Graph Marker(s)	Delete key	Delete key
Delete Object (figure or prop)	Delete (selected object)	Delete (selected object)
Delete Object (list undo)	Shift-Delete (selected object)	Shift-Delete (selected object)
Maintain Selection in a Document Window	Shift-Click	Shift-click

Installation

For Macintosh:
1. Read and agree to the Poser End User License Agreement (EULA).
2. Insert the disc into your DVD drive and double-click the icon to open the DVD window.
3. Double-Click on the "Install Poser" icon to launch the installer application.
4. Choose Installation Location and Type (normally you would choose "Full Install").
5. Click the "Install" button to proceed with installation.
6. Register. We encourage you to register this product with Smith Micro.

For Windows:
1. Read and agree to the Poser End User License Agreement (EULA).
2. Insert the disc into your DVD drive. The "Install Poser" window automatically appears.
3. Click on the "Install Poser" button and review the installation options.
4. Choose Installation Location and Type (normally you would choose "Full Install").
5. Click the "Install" button to proceed with installation.
6. Register. We encourage you to register this product with Smith Micro.

SmithMicro SOFTWARE

POSER DEBUT
The Fun Way to Learn 3D

Quick Reference Card