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SOFTWARE



QUICK START GUIDE

POSER[®] PRO 2014

Professional 3D Figure Design & Animation

POSER[®] PRO 2014

Professional 3D Figure Design & Animation

Please write your Poser Pro 2014 serial number here.

Poser[®] Pro 2014

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A Message From Larry Weinberg

In the 1980's, my secret ambition was to become an illustrator, to draw like the great old masters. But something was lacking in my brain that kept me from being able to visualize my characters' complex poses. I knew what I wanted to draw, and I knew what was great when I saw it, but starting from a blank page just never worked. I dropped into my local art supply shop and bought one of those little wooden mannequins that I thought would be my friend. He wasn't very nice to me and never did what I asked of him. I quickly became determined to put him out of a job and thus set out to build the world a better mannequin. At the time, I was programming and animating in Hollywood, mostly for Rhythm and Hues Studios. I had built up a wealth of 3D math and computer graphics knowledge. Why not make a digital mannequin? So, while giving life to flaming match characters, Mr. Peanut, and billowing sheets of fabric softener during my day job, I began creating Poser at night.

All I wanted was a simple visualization tool, one that would be easy to pose with and quick to use for any artist. I wasn't yet thinking about high quality rendering, shadows, animation, textures, or anything else. But Poser, like old John Henry, had a mind of its own. Poser 1 was released in 1995, and grew quickly. I knew Poser could be a useful tool but the response was overwhelming and the art it helped create was mind blowing.

Throughout the subsequent version releases, Poser's community kept growing and diversifying, with people beginning to incorporate Poser into scientific, medical, architectural, CAD, theatrical, and dance-based projects and presentations. Ideas kept pouring in as more and more people joined the Poser community. Poser also evolved to include a new friendlier interface, more rendering powers, new content, and many new features.

The following that Poser attracted continues to amaze us all, as does the community's ongoing diversity, creativity, talent, and passion. The Poser artists and modelers of the world have pushed far beyond anything I thought possible. Poser has been used in award winning character animations, as design for huge sculptures, for comic books, for medical illustration and instruction, for legal reconstruction, and for unleashing the kind of astounding images that, well, move us all.

In 2000 Curious Labs took Poser's reigns. Our team began looking at where Poser and human simulation could (and should) continue growing. We knew we needed to remain committed to making products that would be easy enough for every artist to use. We also knew we needed to integrate our capabilities with the world of professional 3D graphics productions and with the new emerging Web-deployable technologies. Poser 4 Pro Pack was born of these needs, allowing Poser scenes and characters to be hosted inside high end professional packages such as 3D Studio MAX, Lightwave, and Cinema 4D. We also added Flash and Viewpoint Experience Technology capabilities for real time display via the Web.

Today, Poser has obtained huge levels of growth through the courageous efforts by many extremely talented and motivated professionals. Believe me, Poser is no longer written by me coding alone into the night. It's a powerful graphics product that is the culmination of the work of a very talented group that spans the globe.

While streamlining our interface, we've integrated a large database of scanned human heads into a phenomenal face-designing environment. We added realistic rendering capabilities far beyond where we started, with the ability to create networks of complex shading nodes for unlimited textures and materials. We also added physical simulation of cloth and hair. By combining these new powers with a new suite of human models and poses, and a new portal to allow people to find content on the internet, Poser should, well, change the world—again.

Each of us at Smith Micro Software sees what we do as a labor of love. Poser could never have gotten this far without each and every one of our dedicated staff. And, Poser could certainly never have evolved this far without the involvement of the Poser community, who has supported our efforts with enthusiasm, forum inundations, email blasts, contributions to the product, and a stream of unbelievable images.

Thanks to everyone who has touched or been touched by Poser.

Larry Weinberg
Original Poser Creator

Welcome to Poser®

Thank you for purchasing Poser. If you've never used Poser before, welcome! Are you upgrading from an earlier version of Poser? Welcome back!

Poser is the complete 3D figure design and animation solution. Artists and animators can create 3D scenes from a diverse collection of ready-to-use 3D human and animal models quickly and easily using Poser's intuitive interface. You can also realistically customize your figures and scenes by mapping facial photos to create realistic 3D portraits, growing and styling real spline-based hair, and creating dynamic cloth objects. With Poser, you can create stills and animations and can quickly output movies and images for use in Web, print, and video projects. You can also export posed figures as 3D objects to add life to scenes created in other 3D applications. 3D novices, digital artists, and hobbyists alike can use Poser to quickly create breathtaking results!

Poser is offered as the world's most complete, easy to use 3D character solution for artists, illustrators, animators and hobbyists. Poser's collection of powerful features shortcut the traditional complexities of working with 3D figures by combining an intuitive interface with a large library of ready to use content. Poser takes the mystery and challenge out of using 3D characters, allowing new users to start making art immediately. For experienced 3D users, Poser provides a sophisticated, fully featured character animation system, letting them incorporate 3D figure content into riveting 3D images and animation for both personal and professional projects.

Dramatic new Poser features include the Pro only Fitting Room, to convert existing clothing or props to fit any figure. Other new shared features include the use of Pixar's OpenSubDiv to provide Subdivision Surfaces on any prop or figure, Bullet Physics for soft body and rigid body dynamics, a Comic Book preview mode, an interactive Raytrace Preview, Material Compound Nodes and powerful new Morph Brush features that let you Tighten, Loosen or paint in Sag to match your figure or prop's shape. Lastly, we've included 7 new cartoon figures and 2 new humans optimized for Subdivision and Poser's new Magnets with Weight Maps.

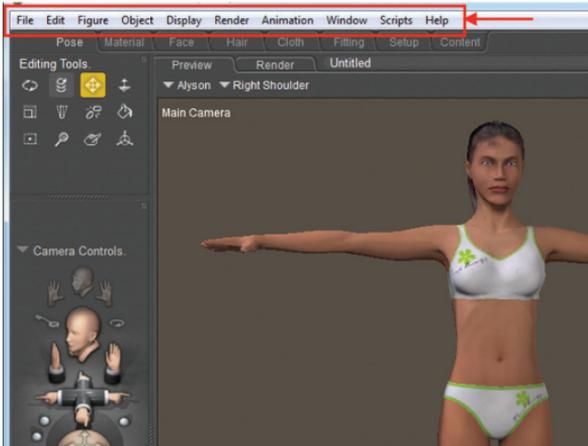
The Pose Room

The **Pose room** is the focal point for much of your Poser activity. This is where you add figures and props to your scene and perform your desired posing/animation of figures and props. The following images identify the controls available in the **Pose room**.



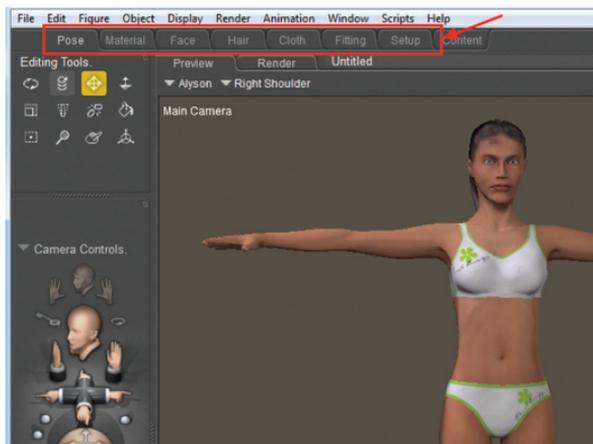
The Menu Bar

The **Menu Bar** consists of a series of pull-down menus used for accessing Poser functionality. Some menus and/or submenus duplicate other on-screen interface elements.



Room Tabs

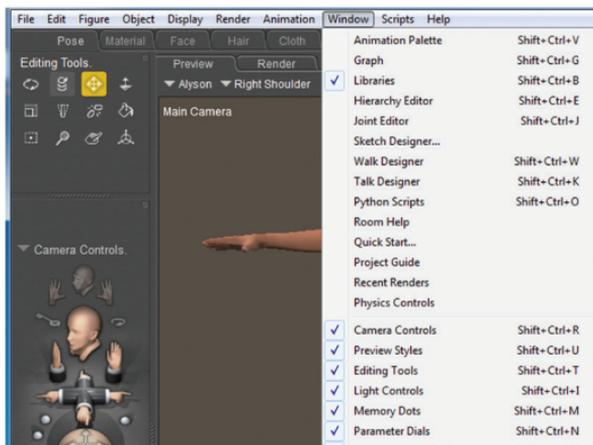
The **Room tabs** allow you to switch from room to room within Poser: **Pose**, **Material**, **Face**, **Hair**, **Cloth**, **Setup** and **Content**. To enter a room, simply click its tab.



Showing/Hiding Windows & Palettes

The **Window** menu commands allow you to show or hide the main windows and palettes that you use in Poser. If a palette or window is hidden, use the menu command to display the desired item. Then you can dock or float palettes as needed to customize your interface.

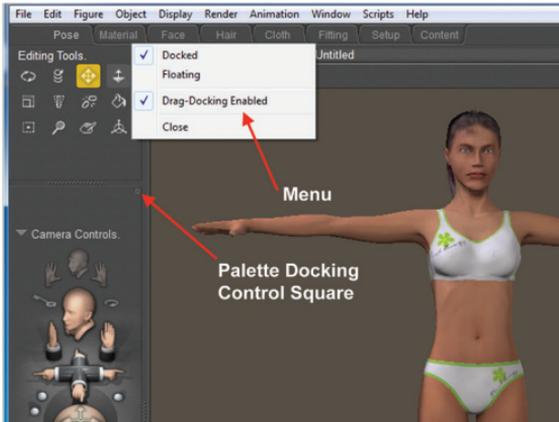
Palettes for the **Material**, **Face**, **Hair**, and **Cloth** rooms are found in the **Window > Room Tools** submenu when you are in the associated room.



Docking and Floating Palettes

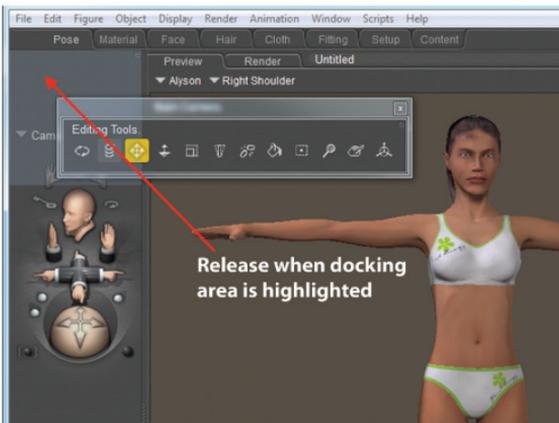
A **Palette Docking Control Square** appears at the top right corner of each palette. Click this square to display a menu of commands that allow you to dock or float palettes, enable or disable palette docking, and to close the selected palette.

A floating palette returns to its last docked position when you dock it.



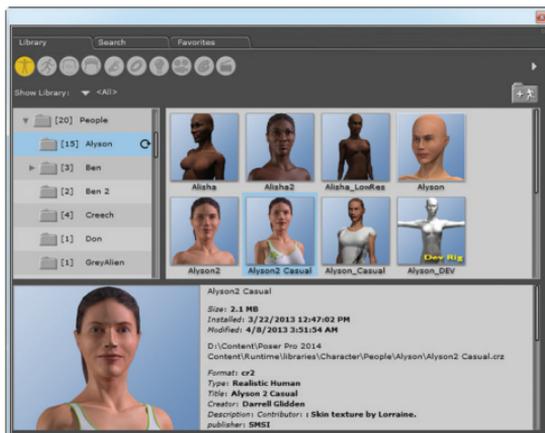
Docking and Floating by Dragging

You can also dock and float palettes by dragging from their title bar area into your document window or to another monitor. To redock the floating palette, drag the palette toward the area in which you want it to dock, and release the mouse when the desired docking area is highlighted as shown in the figure.



The Library

Poser's library allows you to view and search through a single library folder, or throughout all of the library folders in your collection (including external Poser libraries). Use the **Show Library** menu to display one or all libraries in your collection. Library items are displayed in a hierarchical structure, in folders that you can expand or collapse. The 32-bit library runs as an embedded or external application, while the 64-bit Windows library runs in the external mode only.



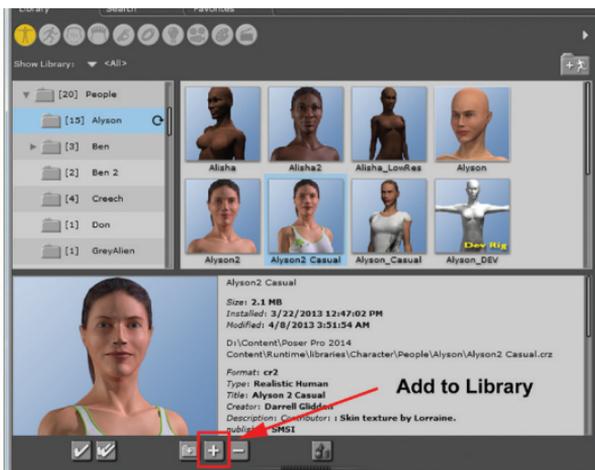
Library Categories

Library category symbols allow you to easily browse through the **Figures, Poses, Faces, Hair, Hands, Props, Lights, Cameras, Materials, and Scenes** categories. Select the symbol for the category that you want to display, and Poser Pro 2014 displays the contents of one or all libraries in that category. The number of items or subfolders contained within a library folder appears in brackets.



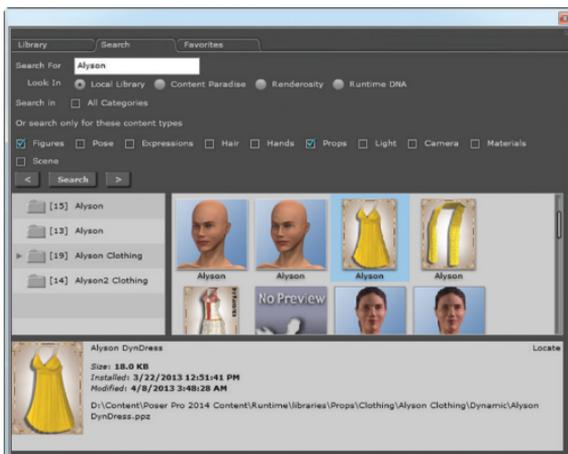
Saving Items to the Library

Poser makes it easy to save your customized items to the library. Simply select the item in your scene that you want to save, click the appropriate category (such as Figures, Poses, or Hair), select the folder you want to save the item to, and click the **Add to Library** button at the bottom of the Library palette.



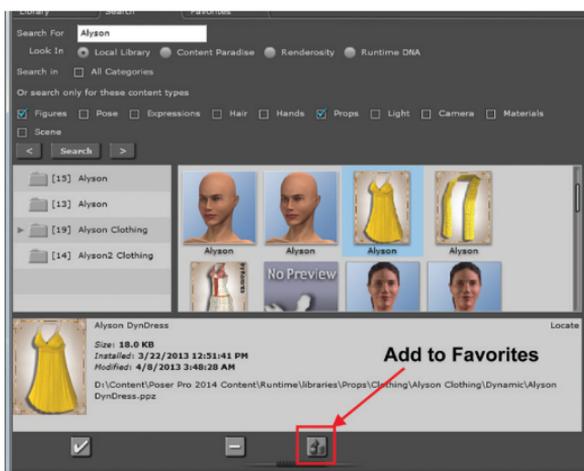
Searching Through the Library

The Search tab in the Poser Library allows you to perform searches on the content in your library. Your search can include all content categories, or specific categories such as **Figures** or **Props** (as shown in the figure). You can also use the Search tab to search through and purchase items from Content Paradise. Select the categories that you want to search. Enter a keyword or keywords in the **Search For** field and click the **Search** button.



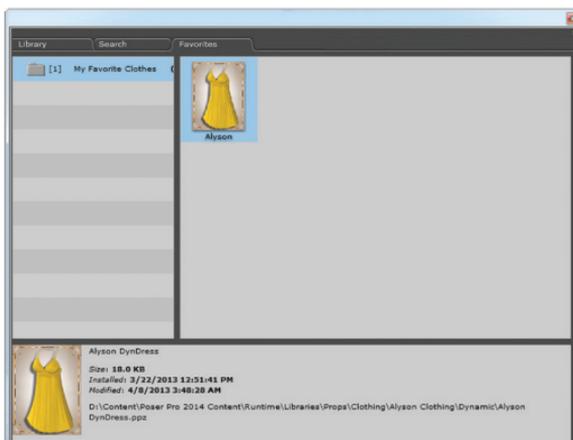
Adding Items to Favorites

When you find an item in the library that you know you'll use over and over again, you can add the selected library item to your favorites. Click to select the desired library item, and then click the **Add to Favorites** button at the bottom of the Library window. You will be prompted to create or select a Library folder to store the favorite item.



The Favorites Tab

After you add an item to **Favorites**, you can easily recall it by switching to the **Favorites** tab and expanding the folder that you stored your item or items into. You can then select the favorite item and add it to your scene like any other library item.



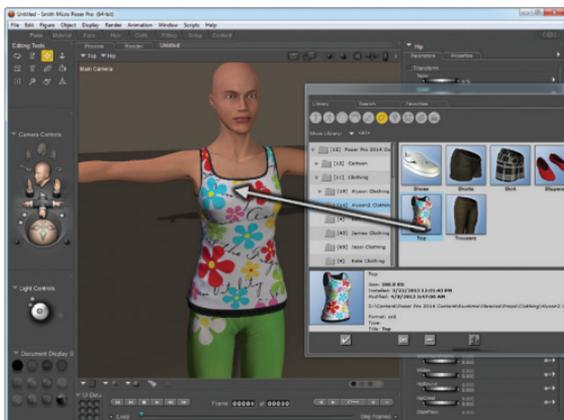
Adding a Figure

The Figures category contains poseable figures, animals, clothing, and other articulated objects. You can delete the default character from your scene, and then add another figure such as Poser's female, Alyson 2. Locate the desired figure and drag it into the scene or use the **Apply to Scene** (single check) button to replace the selected figure in your scene, or the **Add to Scene** (double check) button in the Library window to add clothing or additional characters into the scene.



Adding Clothing

Clothing appears in the **Props** library (where it can be conforming or dynamic), or in the **Figures** library (where it is conforming to clothing). To auto-conform clothing, click to select the figure in your scene. Drag clothing from the **Props** or **Figures** category, and drop it on the figure. You can also attach conforming clothing to your figure with the **Figure > Conform To** command.



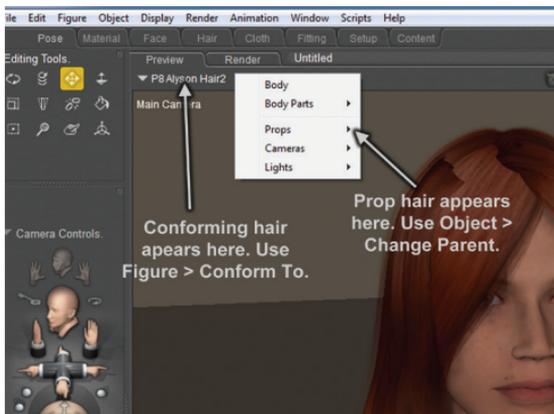
Adding Hair

The Hair library stores hair props, conforming hair, and strand-based hair. Some types of hair are designed to fit specific figures, while others offer morph dials or library poses that will adjust the hair to fit many supported Poser figures. Add hair to your scene from the Hair category of your choice, either by dragging from the Library or by the **Add/Apply to Scene** buttons.



Attaching Hair

If your hair is conforming hair, it appears in the **Select Figure** menu at the top of the Document window. If conforming hair does not automatically conform during drag and drop (as mentioned in "Adding Clothing"), use the **Figure > Conform To** command to attach it to the desired character. Prop or strand-based hair appears in the **Current Actor > Props** menus. In this case, use the **Object > Change Parent** command to attach it to your desired figure.



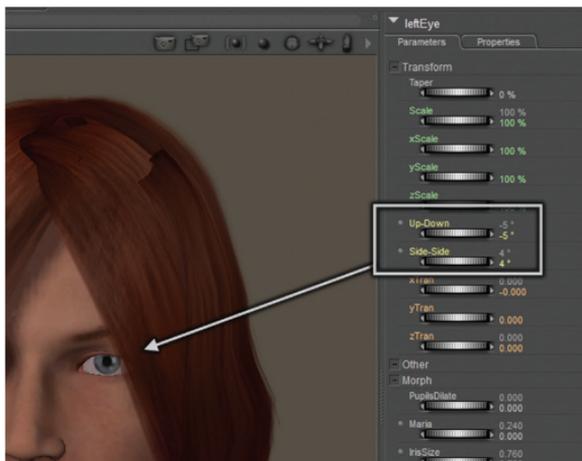
Posing the Figure

The Poses library contains many figure-specific and universal poses that you can apply to your figure. Select the human figure (not a clothing item) and then apply the pose by dragging, or by clicking the **Add/Apply to Figure** buttons. You can also select a specific body part (such as the right foot) and use the **Parameter dials** to rotate, twist, or bend the selected part; or, use the **Editing tools** to select and pose visually.



Posing Eyes

You can pose eyes in a couple of different ways. Poser Pro 2014's figures include **LookUp-Down** and **LookSide-Side** parameter dials in the **Head Morphs > Eye Expressions** section of the **Parameters Palette** to pose eyes, lids, and surrounding areas accordingly. You can also select the **Right Eye** or **Left Eye** and use the **Up-Down** or **Side-Side** dials to adjust the eye positions.



Editing Tools (Part 1)

Rotate: Rotates the selected item.

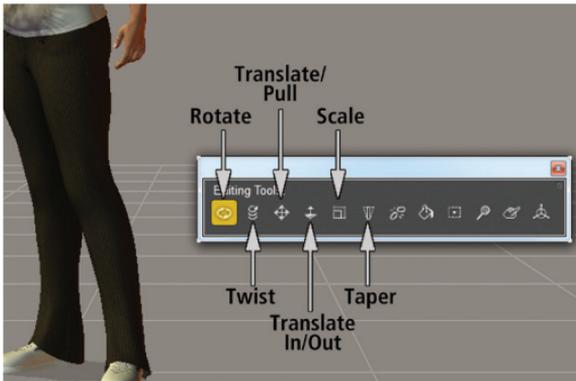
Twist: Twists the selected item.

Translate/Pull: Moves the selected item up/down and left/right.

Translate In/Out: Moves the selected item in/out.

Scale: Grows or shrinks the selected item.

Taper: Grows or shrinks one end of the selected item.



Editing Tools (Part 2)

Chain Break: Breaks chains of movement at the selected joint.

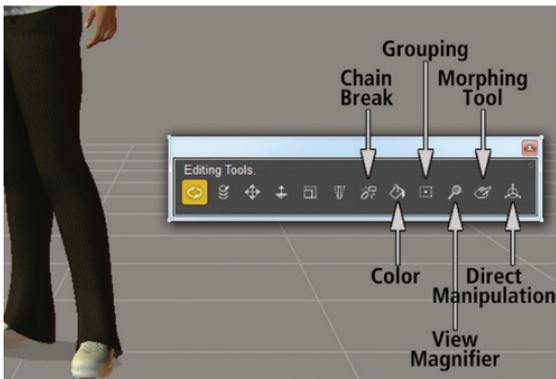
Color: Allows you to choose a color for the selected item.

Grouping: Opens the Grouping Tool palette.

View Magnifier: Zooms into and out of your scene.

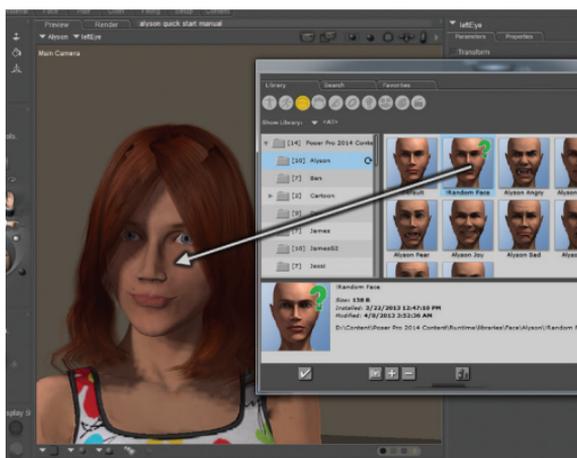
Morphing Tool: Visually sculpt morph targets.

Direct Manipulation: Translate, rotate, and scale an item.



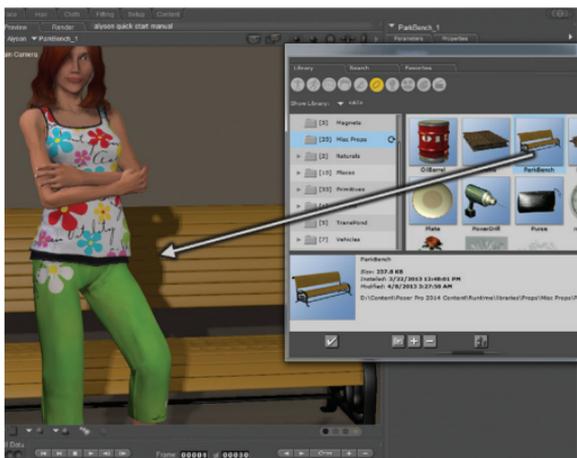
Adding Facial Expressions

The **Faces** category contains poses that apply facial expressions to your characters. These poses are usually character-specific. For example, when you want to change the expression for Alyson 2 or Ryan 2, use **Face** poses from the **Poser Pro 2014 Content > Alyson** or **Ryan** folder. Poser Pro 2014 also furnishes face expressions that are compatible with legacy figures such as James, Jessi, Don, and Judy.



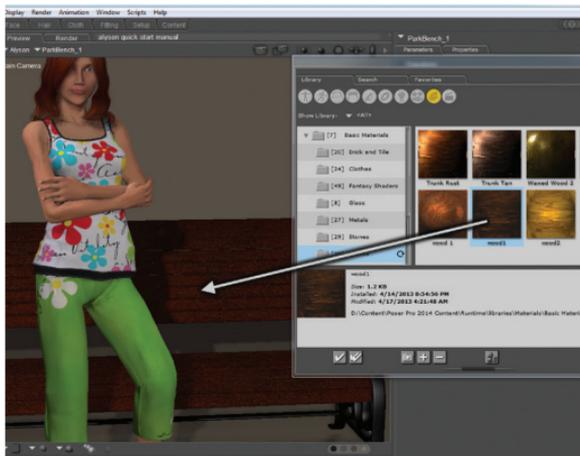
Adding a Prop

The Props library contains many scene elements other than clothing. You'll find seats, utensils, scenery, vehicles, and many other useful items in this folder. If you add a prop that you want your character to hold, use the **Object > Change Parent** command to attach it to the desired hand, and position the prop as needed with the **Editing tools** or **Parameter dials**.



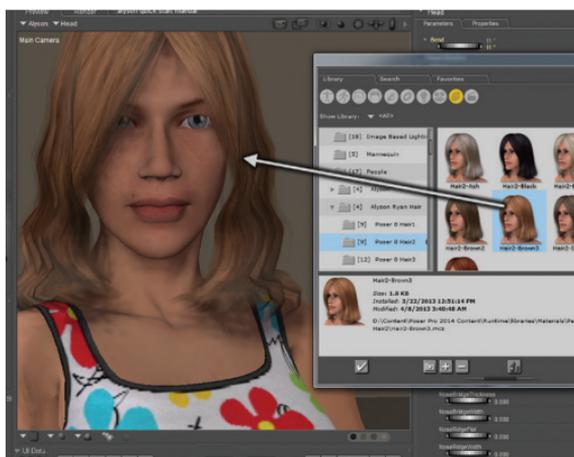
Changing a Single Material

The Materials library contains shader and material presets. Single materials (which change a single material region) typically use a flat preview of the material or shader. When you drag a single material to an object, a tooltip displays **Apply Material to <object name>**, indicating the name of the object that will receive the single material setting.



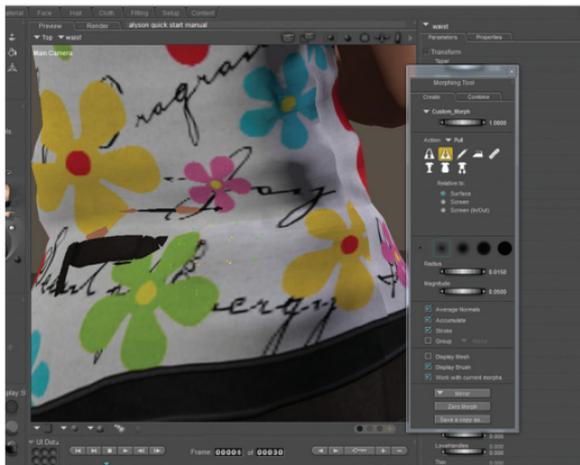
Changing a Material Collection

Objects such as hair, human figures, props and clothing often have multiple material zones. You will also find **Material Collection** presets in the Materials library, which usually change all materials in the object, rather than one region. Material collection thumbnails usually feature the object for which the materials apply. When you drag a Material Collection to an object, the tooltip reads **Apply Material Collection**.



The Morph Tools

Use the Morph Tool (in the Editing tools palette) to fix clothing pokes or create cross-body part morphs for your figures. Any changes you make can be saved as a full body morph, complete with dials for each body part and a common Body parameter dial that drives them all at the same time.



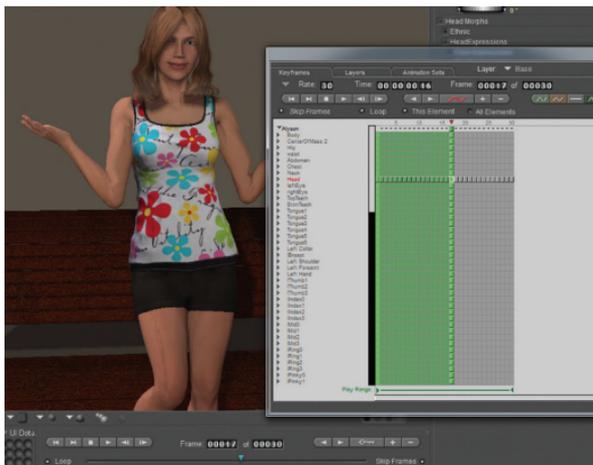
The Animation Controls

The **Animation** controls appear at the bottom of the interface (though it may be initially hidden at lower screen resolutions). Choose **Window > Animation Controls** to display the hidden palette. Use this control to add animation keyframes and to scrub through the timeline to play or preview your animations.



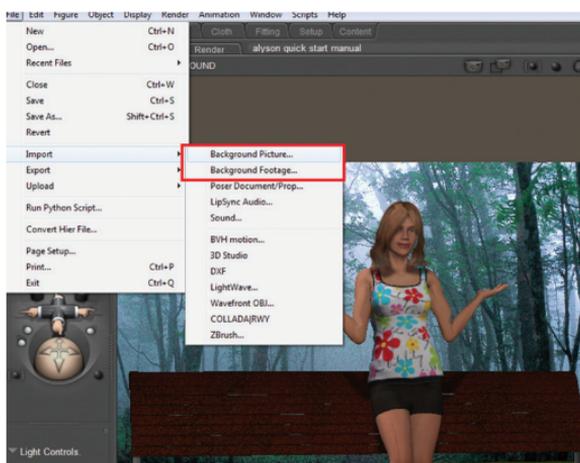
Adding Keyframes

The easiest way to add keyframes is to advance to the frame where you want a change to occur, and repose, move, or rotate the desired actor. You can also create keyframes in the **Animation Palette (Window > Animation Palette)**, or by applying different poses. Keyframes are also automatically generated on each frame when you import a BVH motion capture file (**File > Import > BVH motion**).



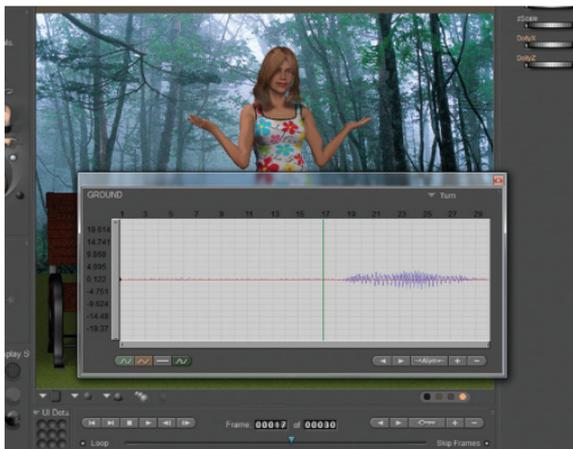
Adding Movies and Pictures

Import a still image with the **File > Import > Background Picture** command. You can also import an animation in AVI® format (Windows) or QuickTime® MOV format (Mac) and use the animated background as a backdrop for an animated movie. Commands in the **Display** menu also allow you to show or clear the background images and movies from your scene.



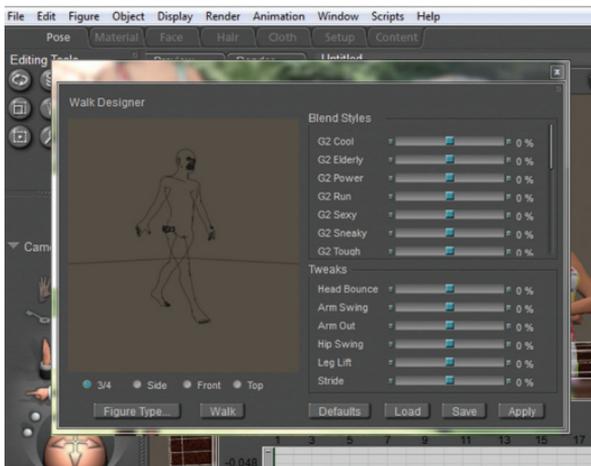
Adding Sounds

Use the **File > Import > Sound** command to import sounds for your animations. Sounds are also used in conjunction with the **Talk Designer** to generate lip sync motion. You can toggle display of the sound waveform on and off in the **Graph** palette (**Window > Graph**) so that you can easily determine where to add keyframes that correspond to the audio.



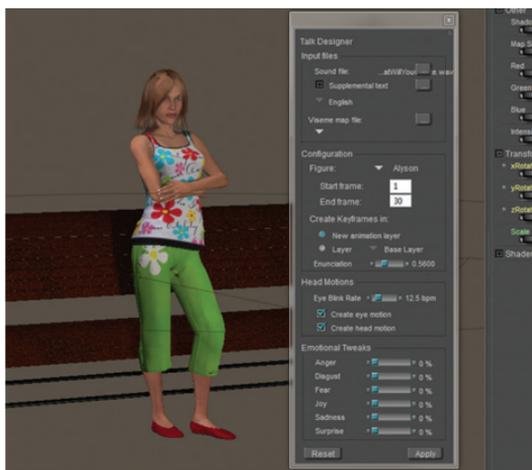
The Walk Designer

Choose **Window > Walk Designer** to quickly generate a walk-in-place animation, or use it in combination with a walk path (**Figure > Create Walk Path**) to make your character walk through your scene. The **Walk Designer** allows you to combine several different walk styles such as **Cool**, **Elderly**, or **Tough**, and add head arm and hip movements that make your walk totally unique.



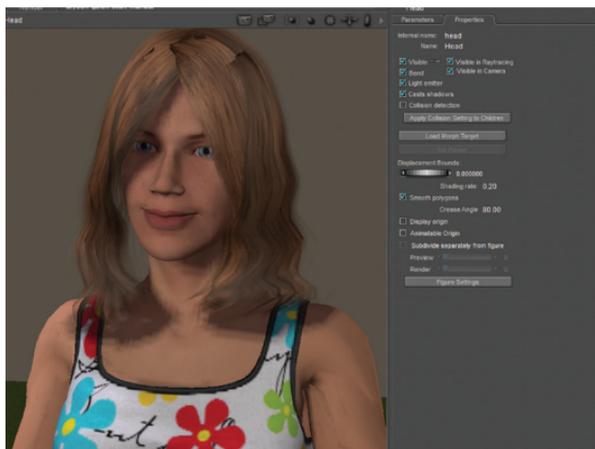
The Talk Designer

Choose **Window > Talk Designer** to select a sound file and automatically generate lip-synced animation. Add supplemental text to increase accuracy, or if you want to use the **Talk Designer** to speak languages other than English (French, German, or Japanese). Specify the start and end frames for the speech, and add other motions and emotional tweaks. The **Talk Designer** makes it easy to add talking characters to your scenes.



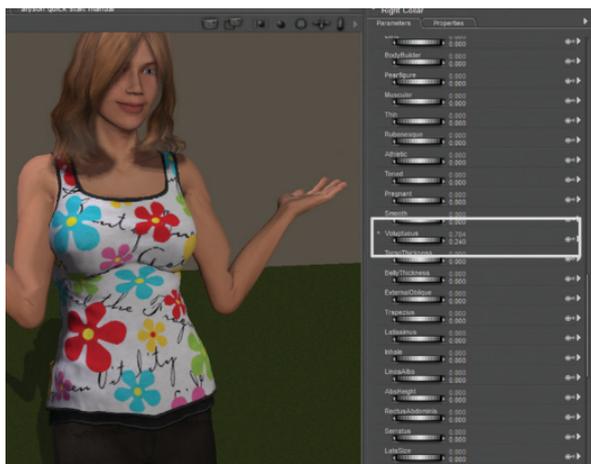
The Properties Palette

Use the **Properties** palette to show or hide a figure, turn bending on or off, enable or disable casting of shadows, enable or disable collision detection for dynamic hair or cloth, and to set other rendering properties such as displacement bounds, shading rate, and smoothing settings. The purpose of these settings are described in detail in the Poser Reference Manual included on the Installer Disc.



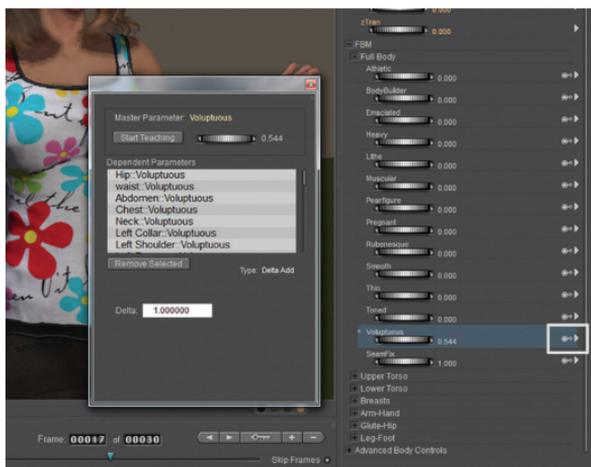
The Parameters Palette

The **Parameter** palette contains translation, rotation, and scale parameter dials, as well as many of the custom controls and parameters already discussed. Some morph dials have two values to indicate that they are controlled by another dial (called a master parameter). The bottom value is the **natural (local) value** of the parameter. The top value is the **driven value**, a combination of the natural value and the value set with a master parameter (see **Dependent Parameters**, next).



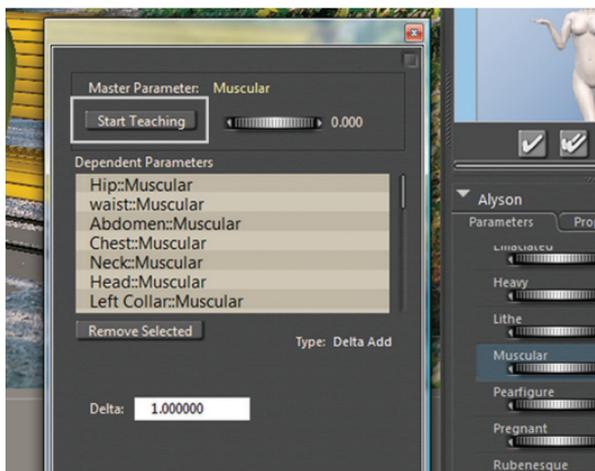
Dependent Parameters

When a parameter dial serves as a master parameter dial that drives other (dependent) parameter dials, a dependent parameter indicator appears to the right of the dial. Click the indicator to open the **Dependent Parameters** editor, where you can teach other joints how to behave when you move the master parameter.



Dependent Parameters Editor

To teach joints, click the **Start Teaching** button. Then define which parameters are controlled when the master parameter is in at least two values (such as 0% or 100%). Any changes you make until you click **Stop Teaching** are recorded in the **Dependent Parameters** list. See the Reference Manual for detailed information.



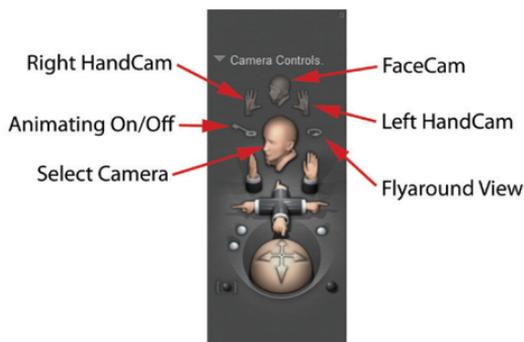
The Lighting Controls

The **Light** controls provide an easy way to position the lights in your scene. Light indicators provide a visual clue of where lights appear in relation to the objects in your scene. Other controls allow you to create or delete lights, open the **Properties** palette, or change light color and intensity.



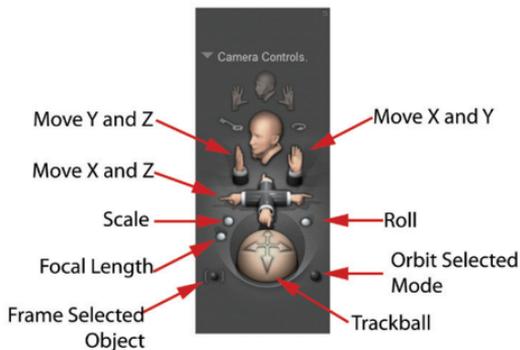
The Camera Controls

The top section of the Camera controls allow you to quickly select one of Poser's many cameras. Position your cursor over the **Select Camera** control and drag right or left to select the camera you want to view. Other icons allow you to quickly select the **Face**, **Right Hand**, or **Left Hand** cameras, or to turn camera animation on or off. The **Flyaround** camera rotates the camera around your scene while looking at its center.



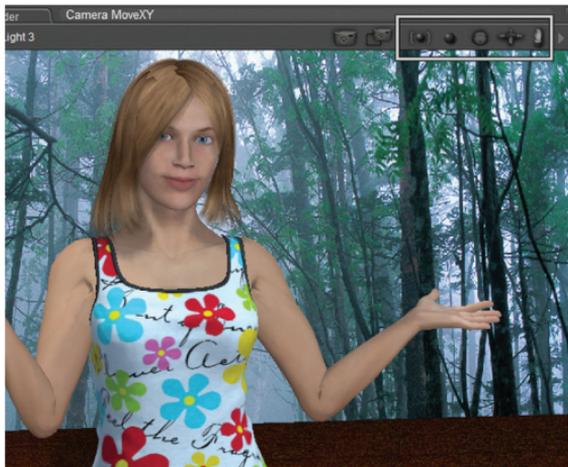
Camera Position Controls

The Position controls appear below these controls and are used to move or rotate the currently selected camera. The Camera Plane position controls move the camera along the X, Y, and/or Z axis, while the Trackball rotates the currently selected camera without changing its location in 3D space. To use the Camera controls, simply click and drag your desired control. Moving a camera does not change the locations or poses of figures, props, and other elements in your scene. The **Frame Selected Object** control fits the camera around the selected object, and **Orbit Selected Mode** toggles rotation on and off around the selected object.



Mini Camera Controls

A subset of the Camera controls appears in the upper-right corner of the Document window. From left to right, you'll find **Frame Selected Object**, **Orbit Selected Mode**, a trackball, Camera Plane control, and Move YZ control.



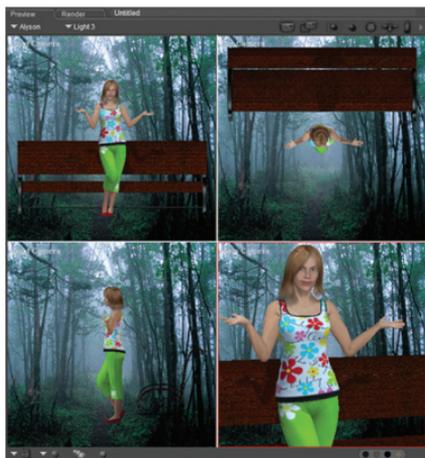
Document Window

The **Document** window is your viewport into the Poser Studio where you view and pose your figure and interact directly with your scene. You can position cameras to view your scene from any angle or distance and can resize the **Document** window to suit your needs. In addition, the **Document** window has numerous controls around its edges that you use to change the appearance of scene elements.



Multiple Views

When it's hard to position things while looking through one camera, you can display multiple views. Several presets can be found by clicking the **Port Setup** menu, located at the lower-left corner of the **Document** window. Choose from a variety of two-view, three-view, or four-view layouts. You can customize the view in each viewport by selecting a camera from the top-left corner of each view.



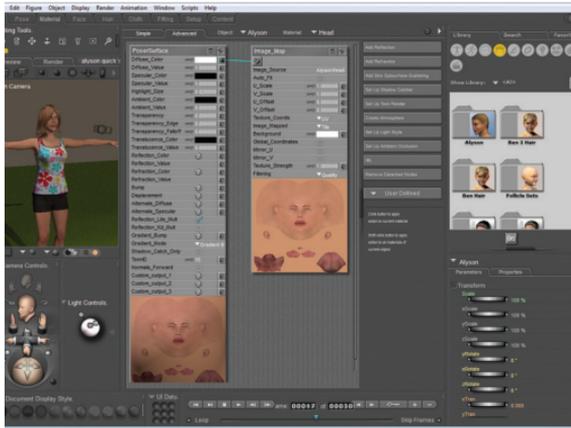
Display Controls

The **Display** controls allow you to select your desired preview mode for your entire scene, a figure or prop, and/or specific elements of your currently selected figure/prop. From top-left to bottom-right, you can select **Silhouette**, **Outline**, **Wireframe**, **Hidden Line**, **Lit Wireframe**, **Flat Shaded**, **Flat Lined**, **Cartoon**, **Cartoon w/Line**, **Smooth Shaded**, **Smooth Lined**, or **Texture Shaded** display styles.



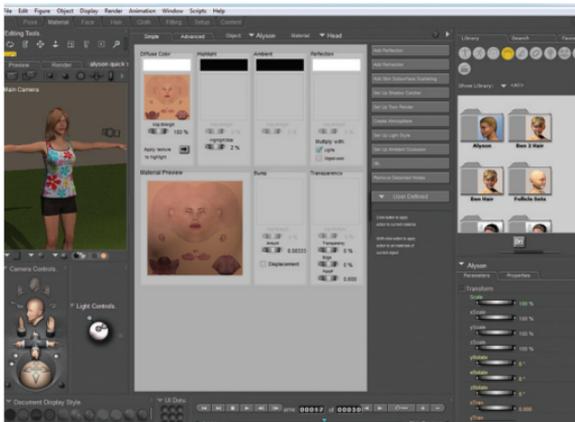
Material Room

You can control how objects in your Poser scene appear when rendered by connecting shader nodes together in unlimited combinations. The **Material room** includes powerful procedural textures, realistic raytraced reflection and refractions, special lighting models, and other powerful blending and mathematical nodes. Load and modify pre-built materials from the **Library palette** to see how nodes work and affect each other to create the final result.



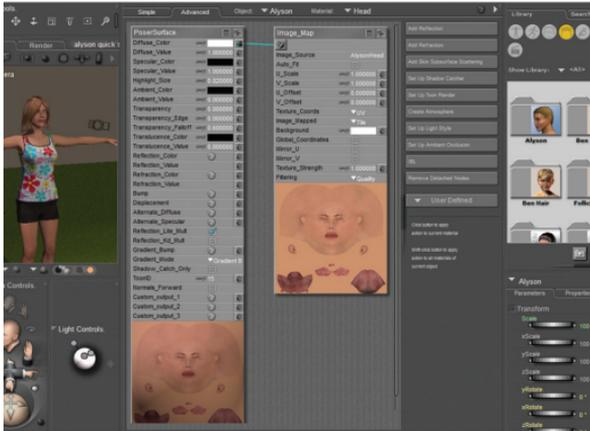
Material Room Simple View

For those new to Poser, the **Simple View** in the **Material Room** allows you to quickly select the basics required for a material. Choose **Diffuse**, **Highlight**, **Ambient**, and **Reflection** colors and textures, and specify other types of maps such as bump, transparency, and displacement.



Material Room Advanced View

Use the Advanced view of the **Material room** to connect dozens of nodes together in endless combinations that allow you to create any type of material. From metals to velvets, from reflective to refractive surfaces, the advanced material settings allows you to combine textures with powerful building blocks to create highly realistic materials:



Face Room

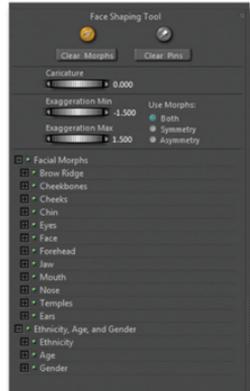
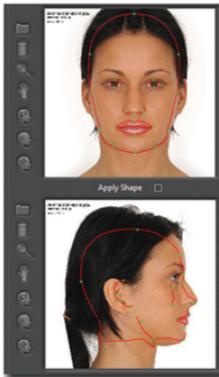
The **Face room** creates heads for use with the standard Poser male and female figures. It appears as shown here. Five areas (**Photo Lineup**, **Face Shaping**, **Face Texture**, **Face Preview**, and **Texture Preview**) combine together to help you create custom faces and characters from two photographs.



Photo Lineup Area

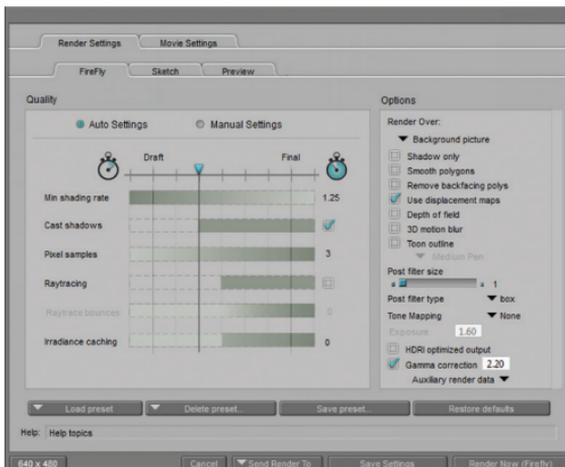
The **Photo Lineup** area is where you load images and align them using a variety of tools. The texture map based on the photos gets generated on the fly.

The **Face Shaping** tool, also shown here, allows you to adjust the shape of the head using morphs that vary the shape of facial features, ethnicity, age, and gender. The changes you make can be asymmetrical (for a more natural appearance) or symmetrical.



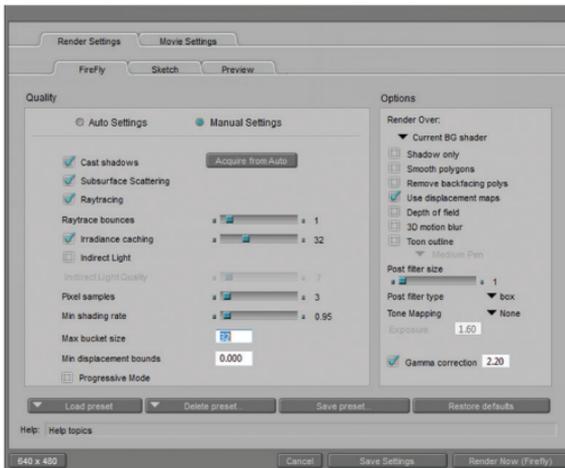
Render Settings: Auto

The **Auto Render Settings** provide a quick way to achieve renders that range from draft quality to full production quality. Gradient bars indicate which features are included at each level as you slide the selector from left to right. Render quality increases as you move the slider to the right. Additional options appear in the **Options** section at the right of the window.



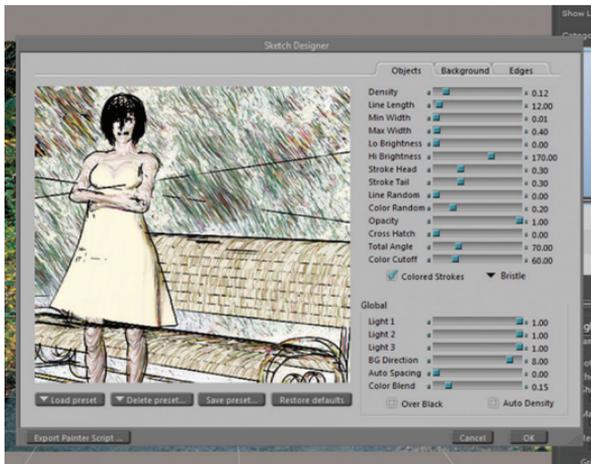
Render Settings: Manual

For fine tuning of render settings, or to enable advanced features such as **Global Illumination (Indirect Light)**, use the **Manual Settings** of the **Render Settings** dialog. This allows you to customize settings to achieve the right balance between render quality and system resources. You can also adjust bucket size and global displacement bounds in this window.



Sketch Designer

Use the **Sketch Designer** to simulate drawings made with pencils and paper. Several settings allow you to adjust stroke width and color, along with several other settings, to obtain renders that have the appearance of pencil, charcoal, and colored pencils. Save your presets, or use one of several that are already made for you.



Content Paradise™

Obtain additional content for your Poser stills and animations at the click of a button. Use the **Content** tab to open Poser's in-application browser, and navigate to Content Paradise, where you can obtain additional figures, scenery, clothing, poses, and more.



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