

# Animation

**Animation Controls**

- To Start
- To End
- Previous Frame
- Next Frame
- Scrubber Drag to preview frames or set new time
- Current Frame
- Total Frames
- Next Keyframe
- Previous Keyframe
- Display Animation Controls
- Loop
- Cycle Entire Animations: Toggle looping of animation frames on/off
- Time Line
- Skip Keyframes: Toggle frame dropping during playback on/off
- Add Keyframes
- Delete Keyframes

**Animation Palette**

- Current Frame Tab
- Current Timecode Position of Animation
- Move Keyframe by
- Open Graph Palette
- Add/Delete Keyframes
- Current Frame
- Display Options: Set options in timeline and interpolation
- Total Frames: Click in all number windows to enter new values
- This Element/All Elements: Add/delete keyframes based on setting
- Interpolation Control: Sets transition between frames as Spline, Linear, Constant or Break Spline
- Animation Palette Timeline: Displays frame or timecode depending on choice in "options"
- Frame Rate Settings
- Frame Rate
- Time
- Frame
- Element List Scroll Bar
- Hierarchy List: Displays all figure elements, lights and cameras
- Play Range: Sets range of frames shown in playback
- Interpolated Frames: Automatically created by Poser
- Keyframe: Created by changing elements
- Sound: When imported, sound is displayed above Play Range
- Keyframe Scroll bar

**Animation Palette Layers Tab**

- Current Layer: Select layers from the pop-up menu
- Current Layer Only: Temporarily exclude other animation layers from playback
- Layer Name: Individually name animation layers and include or hide them in animation playback
- Move Up/Down: Reorder animation layers
- Start/End Frame: Set start and end frames for each animation layer
- New/Delete: Add and remove animation layers
- Layers Display: Visualize and directly edit individual animation layer settings
- Blend In/Out Frames: Fade animation layer effects in and out
- Composite Method: Replace or combine animation effects with subsequent layers
- Walk Designer: Set Walk Style, Blend style, ingredients to create walk, Adjust Secondary Walk Motion, Use Tweaks to fine tune components of chosen walk style
- Walk Preview
- Walk Path: Drag 2D walk path to alter direction

# Material Room and Rendering

**Material Room**

- Material Picker
- Document Window
- Select Object Menu: Select an object in your scene
- Material Menu: Select an object's material
- Shader Nodes: Modify the base node by adding as many nodes as you wish from different categories
- Node Options Menu: Add, remove, and select nodes using this menu
- Materials Library: Available in the Material room—allows you to save and use materials
- Connectors: See how nodes are connected and how they interact to produce the final material
- Wacros: Easy access to complex materials
- Lighting Controls
- Display Controls
- Camera Controls
- Shader Tree Window: Choose between simple or advanced mode

**Make Movie**

- Format: Select your desired movie output format
- Renderers: 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
- Resolution

**Render Settings Dialog (FireFly™ Renderer Selected)**

- Quality Settings: Select auto or manual, then choose your settings including raytracing, cast shadows and texture filtering
- Render Now: Click this button to render your image
- Restore Defaults: Restore default Render settings
- Draft/Final Mode: Move the slider back and forth to your preferred quality level

**Sketch Designer**

- Preset Sketches: Choose from several preset styles in the popup menu, or create and save your own presets
- Sliders: Adjust the sliders to create unique sketches. Customize sketch styles for objects, background, and edges
- Sketching: While a sketch is drawing, click anywhere on the screen to stop the rendering

# Keyboard Shortcuts

ACTION	MACINTOSH	WINDOWS
<b>File Menu</b>		
New	⌘-N	Ctrl-N
Open	⌘-O	Ctrl-O
Close	⌘-W	Ctrl-W
Save	⌘-S	Ctrl-S
Save As	Shift-⌘-S	Shift-Ctrl-S
Print	⌘-P	Ctrl-P
Quit	⌘-Q	Ctrl-Q
<b>Edit Menu</b>		
Undo	⌘-Z	Shift-Ctrl-Z
Redo	⌘-Z	Shift-Ctrl-Z
Copy	⌘-C	Ctrl-C
Paste	⌘-V	Ctrl-V
General Preferences	⌘-K	Ctrl-K
<b>Restore</b>		
Element	⌘-E	Ctrl-E
Figure	Shift-⌘-F	Shift-Ctrl-F
Lights	Shift-⌘-L	Shift-Ctrl-L
Camera	Shift-⌘-E	Shift-Ctrl-H
All	⌘-A	Ctrl-A
<b>Figure Menu</b>		
Drop To Floor	⌘-D	Ctrl-D
Hide Figure	⌘-H	Ctrl-H
<b>Object Menu</b>		
Properties	⌘-I	Ctrl-I
<b>Display Menu</b>		
Show/Hide Bkgd Picture	Shift-⌘-D	Shift-Ctrl-D
Show/Hide Bkgd Picture	Shift-⌘-B	Shift-Ctrl-B
Open/CL Preview Drawing	⌘-O	Alt-Ctrl-O
Screenshot	⌘-S	Alt-Ctrl-S
<b>Camera Views</b>		
Main	⌘-M	Ctrl-M
From Left	⌘-L	Ctrl-L
From Right	⌘-R	Ctrl-R
From Front	⌘-F	Ctrl-F
Face Camera	⌘-C	Ctrl-C
Posting Camera	⌘-P	Ctrl-P
Left Hand Camera	⌘-H	Ctrl-H
Right Hand Camera	⌘-R	Ctrl-R
Dolly Camera	⌘-D	Ctrl-D
Flyaround	⌘-F	Ctrl-F
<b>Document Style</b>		
Silhouette	⌘-1	Ctrl-1
Outline	⌘-2	Ctrl-2
Wireframe	⌘-3	Ctrl-3
Hidden Line	⌘-4	Ctrl-4
Flat Shaded	⌘-5	Ctrl-5
Cartoon w/Lines	⌘-6	Ctrl-6
Smooth Shaded	⌘-7	Ctrl-7
Texture Shaded	⌘-8	Ctrl-8
	⌘-9	Ctrl-9
<b>Figure Style</b>		
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
<b>Element Style</b>		
Use Figure Style	Opt-⌘-0	Shift-Ctrl-0
Silhouette	Opt-⌘-1	Shift-Ctrl-1
XY Translate Camera	Opt-⌘-2	Shift-Ctrl-2
Z Translate Camera	⌘-Spacebar	Ctrl-Spacebar
Pivot Camera	Opt-⌘-3	Shift-Ctrl-3
Axis Constraint	Opt-⌘-4	Shift-Ctrl-4
Reset Focal	Opt-⌘-5	Shift-Ctrl-5
Reset Scale	Opt-⌘-6	Shift-Ctrl-6
Reset Roll	Opt-⌘-7	Shift-Ctrl-7
Reset Desktop Color	Opt-⌘-8	Shift-Ctrl-8
Reset Param Dials	Opt-⌘-9	Shift-Ctrl-9
<b>Tracking</b>		
Bounding Boxes Only	Shift-⌘-A	Shift-Ctrl-A
Fast Tracking	Shift-⌘-X	Shift-Ctrl-X
Full Tracking	Shift-⌘-C	Shift-Ctrl-C
<b>Guides</b>		
Ground Plane	⌘-G	Ctrl-G
<b>Render Menu</b>		
Render	⌘-R	Ctrl-R
Area Render	Opt-⌘-N	Alt-Ctrl-N
Flyaround Rotate	⌘-Y	Ctrl-Y
Flyaround Pitch	Shift-⌘-Y	Alt-Ctrl-Y
Flyaround Zoom	⌘-U	Ctrl-U
<b>Animation Menu</b>		
Make Movie	⌘-J	Ctrl-J
<b>Window Menu</b>		
Show/Hide Animation Palette	Shift-Ctrl-V	Shift-Ctrl-V
Show/Hide Graph	Shift-Ctrl-G	Shift-Ctrl-G
Show/Hide Libraries	Shift-⌘-B	Shift-Ctrl-B
Show/Hide Walk Designer	Shift-⌘-W	Shift-Ctrl-W
Show/Hide Camera Controls	Ctrl-'	Ctrl-'
Show/Hide Parameter Dials	Shift-⌘-P	Shift-Ctrl-P
Show/Hide Editing Tools	Shift-⌘-T	Shift-Ctrl-T
Show/Hide Light Controls	Shift-⌘-I	Shift-Ctrl-I
Show/Hide Memory Dots	Shift-⌘-M	Shift-Ctrl-M
Show/Hide Animation Dials	Shift-⌘-N	Shift-Ctrl-N
Show/Hide Animation Controls	Shift-⌘-F	Shift-Ctrl-F
Show/Hide Hierarchy Editor	Ctrl-'	Ctrl-'
Show/Hide Joint Editor	Shift-⌘-J	Shift-Ctrl-J
Show/Hide Talk Designer	Shift-⌘-K	Shift-Ctrl-K
Show/Hide Python Palette	Shift-⌘-X	Shift-Ctrl-X
Show/Hide Tool Titles	⌘-'	Ctrl-'
<b>Hidden Shortcuts</b>		
Pose Mode	1	1
Body Mode	2	2
Camera Mode	3	3
Light Mode	4	4
Rotate Tool	r	r
Translate/Pull Tool	t	t
Scale Tool	s	s
Chain Break Tool	1	1
Twist Tool	w	w
Translate In/Out Tool	z	z
Taper Tool	p	p
Color Tool	c	c
Camera Cursor	⌘-Z	Alt key while dragging tools
XY Translate Camera	Shift-Ctrl-2	Alt key while dragging tools
Z Translate Camera	⌘-Spacebar	Spacebar drag in window
Pivot Camera	Opt-⌘-3	Ctrl-Spacebar drag
Axis Constraint	Opt-⌘-4	Alt-Spacebar drag
Reset Focal	Opt-⌘-5	Shift-drag camera tools
Reset Scale	Opt-⌘-6	Alt-click Scale
Reset Roll	Opt-⌘-7	Alt-click Roll
Reset Desktop Color	Opt-⌘-8	Alt-click Desktop
Reset Param Dials	Opt-⌘-9	Alt-click Param Dials
Lights On/Off	Opt-click Lights	Alt-click Lights
System Color Picker using Color tool/pickers	Opt-click Color tool on figure part	Alt-click Color tool on figure part
Specular Color change using Color tool	Opt-click "Display" Tools	Alt-click "Display"
Layout Switcher Display Tools	Opt-click "Edit" Tools	Alt-click "Edit" Tools
Clear Memory Dots	Opt-click occupied dot	Alt-click occupied dot
Cycle thru elements	Up/Down Arrows	Up/Down Arrows
Play Animation	Enter	Enter
Stop Animation	Return	Return
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	2-Mouse Up/Down	Ctrl-mouse Up/Down
Flyaround Pause/Resume	Hold Down Spacebar	Hold Down Spacebar
Move Selected Keyframes	Drag selected frames	Alt-click drag
Copy Selected Keyframes	⌘-V w/frames selected	Ctrl-V w/frames selected
Paste Selected Keyframes	⌘-V w/frames selected	Ctrl-V w/frames selected
Duplicate Selected Keyframes	Alt-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	⌘-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 (selected object)
Delete Object (figure or prop)	Shift-Delete (selected object)	Shift-Delete (selected object)
Delete Object (undo)	Shift-Delete (selected object)	Shift-Delete (selected object)
Maintain Selection in a Document Window	Shift-Click	Shift-click
<b>SYSTEM REQUIREMENTS</b>		
Windows: Windows® 8, 7, Vista™ or XP® (64-bit OS required for 64-bit installation)   1.3 GHz Pentium 4 or newer, Athlon 64 or newer (1.65 GHz or faster recommended)   Windows® Internet Explorer™ 7 or newer   Hosting plugins require a valid English language installation of their respective host application: Maxon CINEMA 4D R10-14 (64 & 32-bit), Autodesk Maya 2010-2014 (64 & 32-bit), Autodesk Light Wave 3D™		
Mac: Mac OS® X 10.6, 10.7 or 10.8   1.5 GHz Intel Core processor (Core 2 Duo or faster recommended, 64-bit CPU required for 64-bit support)   Hosting plugins require a valid English language installation of their respective host application: Maxon CINEMA 4D R10-14 (64 & 32-bit), Autodesk Maya 2010-2014 (64 & 32-bit), Autodesk Light Wave 3D™		
Common System Requirements: 1 GB system RAM (4 GB or more recommended)   OpenGL enabled graphics card or chipset recommended (recent NVIDIA GeForce and ATI Radeon required for advanced real-time preview features)   24-bit color display, 1440 x 900 minimum resolution   3 GB free hard disk space (6 GB recommended)   DVD-ROM drive   Internet connection required for Content Paradise   Adobe® Flash® Player 11 or newer   Adobe® AIR® (optional library)		
*Go to posesmithmicro.com for info		

# Main Interface and Pose Room

**Editing Tools**: Manipulate scene objects

**Room Tabs**: Switch rooms by clicking these tabs

**Render your scene**

**Light Controls**

**Display Controls**

**Memory Dot Type**: Choose from Pose, Camera and UI Dots

**Memory Dots**

**Area Render**: Click and drag the box over part of your scene to render just that area

**New Render Window**: Creates a separate window of your render

**Pan**: Allows you to pan back and forth when the image is bigger than the render window

**Render Wipe**: Allows you to scrub back and forth between your latest renders

**Animation Controls**

**Tool Name**: Drag to reposition and customize interface. Double-click name to open/close tools

**Current Figure Menu**: Select figure, body parts, props, cameras and lights

**Select Actor Menu**: Select figure, body parts, props, cameras and lights

**Document Name**

**Mini Camera Controls**: Quickly adjust your current camera

**External Library Pop-Up**: Library shown, 32-bit mode only

**Library Palette**: Embedded Library shown, 32-bit mode only

**Document Window Options**: Click for a popup menu with options for shadow mapping, texture loading and collision settings

**Right-Click Context Menus**: Select and modify figures, actors, lights, cameras, and more by just right-clicking on them.

**Window Size Control**: Change figure, Animation Palette, Conform Figure, Align to, Use Inverse Kinematics, Figure Style, Camera View, OpenGL, Speed, Toon Tools

**Studio Color Picker Dots**: Change the display colors for the Background, Foreground, Shadow and Ground

**Parameter and Properties Palette**: Access an element's properties and parameters

**Display/Tracking Buttons**: Select tracking modes (Box, Fast or Full) and toggle depth cueing and shadows on/off

**QUICK REFERENCE CARD**

# Installation and Pose Room

**Installation For Windows:**

1. Read the EULA. Read and agree to the Poser End User License Agreement (EULA).
2. Insert DVD. Insert the Application DVD into your DVD drive. The Install Poser dialog window automatically appears.
3. Click on the "Install Poser" button. This will 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 Macintosh:**

1. Read the EULA. Read and agree to the Poser End User License Agreement (EULA).
2. Insert DVD. Insert the Application DVD into your DVD drive. Double-click icon to open the DVD window.
3. Double-Click on the "Install Poser" icon. This will launch the installer application.
4. Verify Installation Type and Install Location. 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.

**POSER PRO 2014** Professional 3D Figure Design & Animation

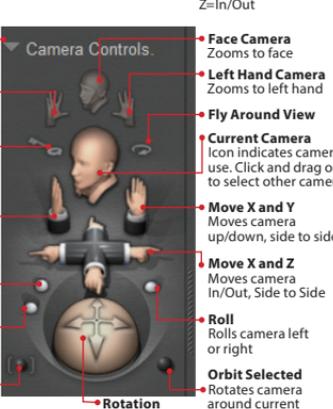
# Palettes and Controls

## Talk Designer



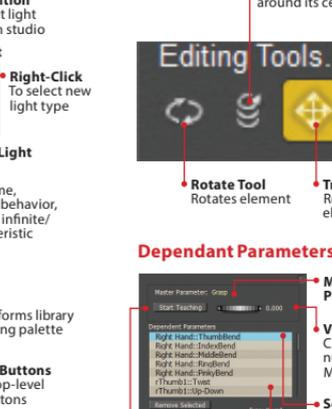
- Input Files** Specify a sound file and add optional transcript text
- Viseme Map File** Maps speech sounds to facial expressions
- Figure** Select a figure to animate
- Start/End Frame** Specify a Start and End frame for your lipsync animation
- Create Keyframes In** Select a new or existing animation layer for your lipsync animation keyframes
- Enunciation** Amplify or reduce energy influence
- Head Motions** Add realistic eye and head movements
- Emotional Tweaks** Customize your animation by adjusting emotion morph targets

## Camera Palette



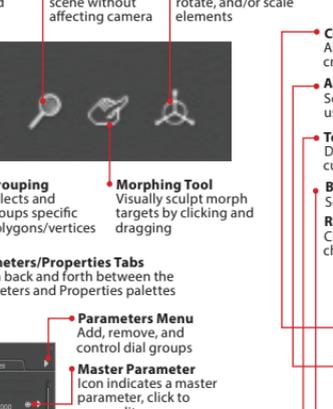
- Select Camera Menu** Choose camera or view
- Right Hand Camera** Zooms to right hand
- Animation On/Off** Toggles ability to animate current camera on/off
- Move Y and Z** Moves camera Up/Down and In/Out
- Scale** Zooms In/Out view
- Focal Length** Adjusts focal length of camera
- Frame Selected** Fits camera around currently selected actor

## Light Controls



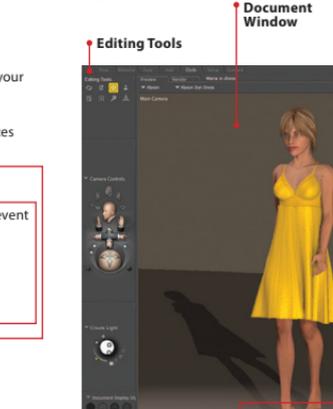
- Light Options Menu** Select light options
- Light Intensity** Drag to reduce or increase light intensity
- Light Color** Click to set light color
- Light Properties** Controls light name, visibility, shadow behavior, color, parent, and infinite/spotlight characteristic

## Edit Palette



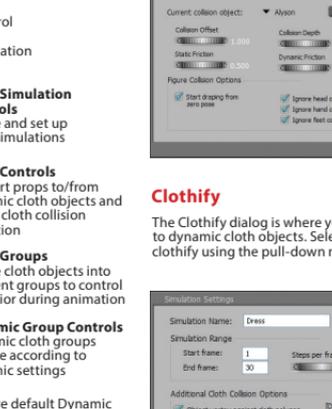
- Rotate Tool** Rotates element
- Translate/Pull** Repositions element
- Scale** Increase/Decrease element size uniformly
- Chain Break** Breaks chain of parts affected by translation tools
- Grouping** Selects and groups specific polygons/vertices
- Morphing Tool** Visually sculpt morph targets by clicking and dragging

## Morphing Tool



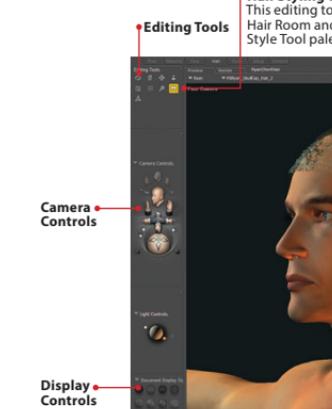
- Custom Morph** Allows you to name and create a new morph
- Action Buttons** Select the action you wish to use to modify vertices
- Tool Options** Displays options for the current brush
- Brush Style** Select a brush style
- Radius and Magnitude** Customize the way in which your changes will affect the mesh

## Dependant Parameters



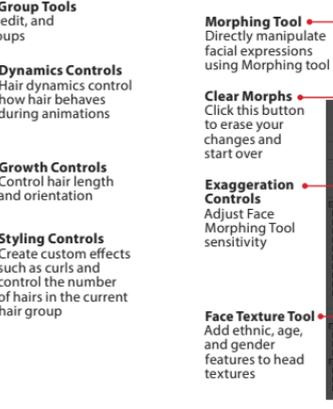
- Master Parameter Name** Value Slider Click/drag or enter numerical values for Master Parameter
- Selected Dependent Parm** Select to edit values
- Dependent Parameter List** Parameters to be driven by Master Parameter
- Graph Editor** Edit selected dependent parm value by click/drag in graph

## Parameters



- Current Actor Menu** Select an element in your scene
- Grouped Dials** Expand and collapse dial groups and move dials between groups from default setting
- Parameter Change Indicator** Indicates when parameter changes from default setting
- 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
- Driven parameter** Double stacks of values indicate driven parameter. Top number is controlled by master. Bottom number is editable.

## Library Palette



- Current Runtime** Pop-up menu
- Breadcrumbs** Dock/Undock Undocking transforms library drawer into floating palette
- Switch to Category Buttons** Displays top-level library buttons
- Add Additional Runtimes**
- Hierarchical Pop-up Menu** Quickly access library palette categories and subcategories
- Item List Panel**
- Preview** Select the preview to view detail. Double-click or click-drag to apply the setting onto scene
- Extended Details**
- Add to Library** Adds new content item to current category from scene selection
- Add to Favorites**
- Delete from Library** Removes selected content item from library
- Create New Figure** Adds an additional figure to your scene
- Create New Folder**
- Library Preferences** Click to open and set preferences

## Display Controls



- Wireframe**
- Hidden Line**
- Flat Shaded**
- Cartoon**
- Smooth Shaded**
- Texture Shaded**

## Hierarchy Editor



- Display Options** Check items to display or hide on the Hierarchy list
- Properties** Double-click an item to open its properties
- Visibility Icon** Toggles visibility of the item in the document window
- Figure Creation** Use these options to create figures or set up IK chains

## Group Editor



- Select Groups**
- Create or Delete Groups**
- Edit Selected Polygons/Vertices**
- Choose Display Options**
- Create Prop from Selection**
- Setup Smoothing Group**

## Content Room



- Save Copy As** Save a copy of your morph target
- Zero Morph** Reset the mesh to its neutral state
- Mirror** Change across various axes
- Display Options** Help you visualize your changes
- Morphing Tool Create Options** Configure the degree and range of mesh modifications

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## Setup Room



- Bone Tool** The Bone tool lets you add and remove bones
- Bones Control** how your figures move. When manipulating the position of bone ends, the cursor changes to a bulls eye as shown.

## Face Room



- Face Shaping Tool Window** Interactively sculpt facial expressions with Morphing Tool Technology
- Random Face** One click creates a totally random face and texture!
- Reset Face Room** Restore Face Room defaults
- Texture Preview** See the current texture map
- Texture Variations** Add ethnic, age, and gender features to head textures

## Face Shaping Tool



- Morphing Tool** Directly manipulate facial expressions using Morphing tool
- Clear Morphs** Click this button to erase your changes and start over
- Exaggeration Controls** Adjust Face Morphing Tool sensitivity
- Face Texture Tool** Add ethnic, age, and gender features to head textures

## Face Shaping Tool Window



- Photo Lineup Area** Create 3D heads using two photos (front and side)
- Apply Shape** Apply the custom shape to the head
- Photo/Geometry Tools** Align photos and geometry for best fit and highest realism

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- Photo Lineup Area** Create 3D heads using two photos (front and side)
- Apply Shape** Apply the custom shape to the head
- Photo/Geometry Tools** Align photos and geometry for best fit and highest realism

## Face Shaping Tool



- Morphing Tool** Directly manipulate facial expressions using Morphing tool
- Clear Morphs** Click this button to erase your changes and start over
- Exaggeration Controls** Adjust Face Morphing Tool sensitivity
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