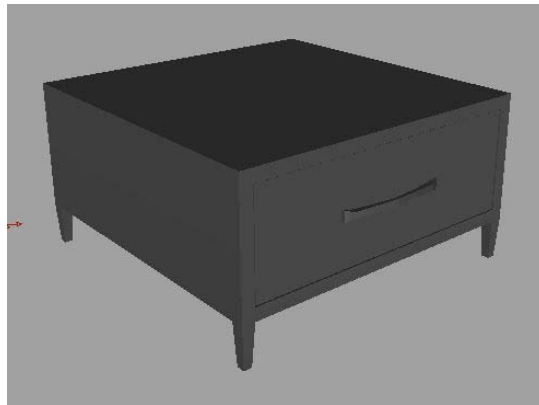


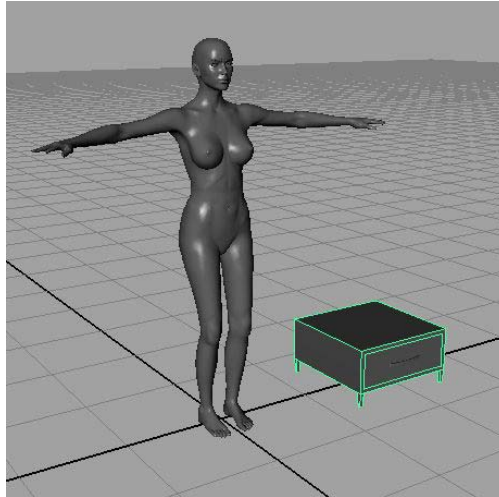
Creating poseable props for use in Poser

1. Create the prop in your favourite 3D modeling package. Have the articulate parts as separate objects (e.g. drawers separate from the cabinet for a dresser).

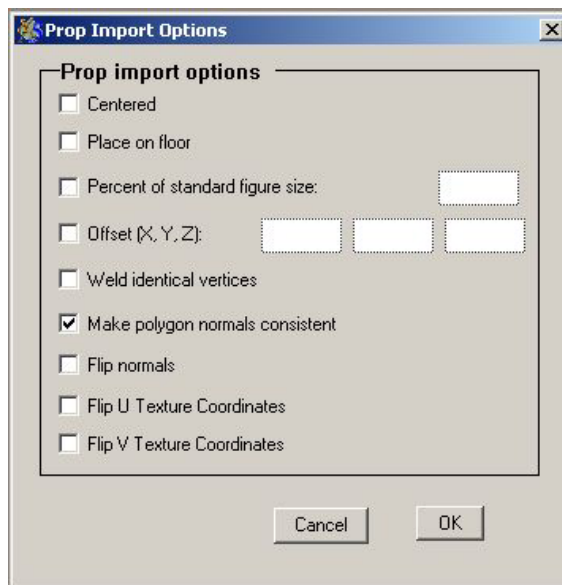


2. In Poser, export your favourite model (Victoria) into an obj file. We will use this as a measure of proportions.
3. Import the saved model (Victoria) into your 3D modeling package into the same project as the prop we are working on.

4. Scale the prop to be the right proportion. That is about right...



5. Export the cabinet and the drawer objects SEPARATELY from the 3d modeling package as obj files.
6. Import the parts of the prop into Poser as obj files.

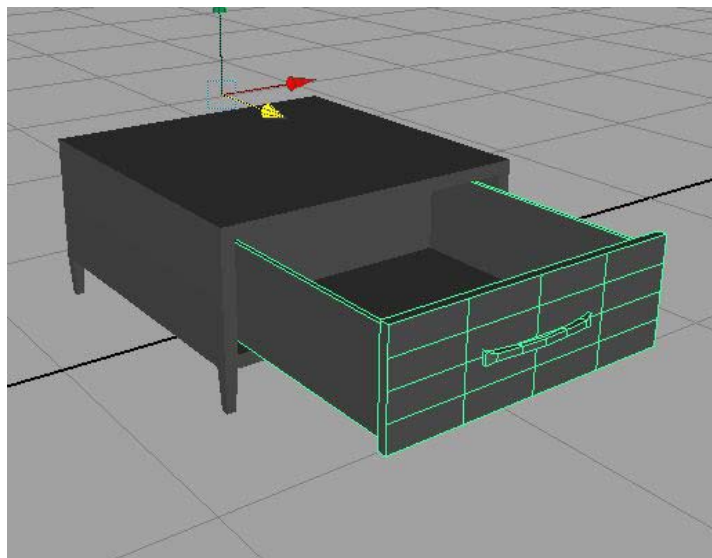


Note what options are checked and unchecked.

7. Once imported, the parts should look like below, all aligned.

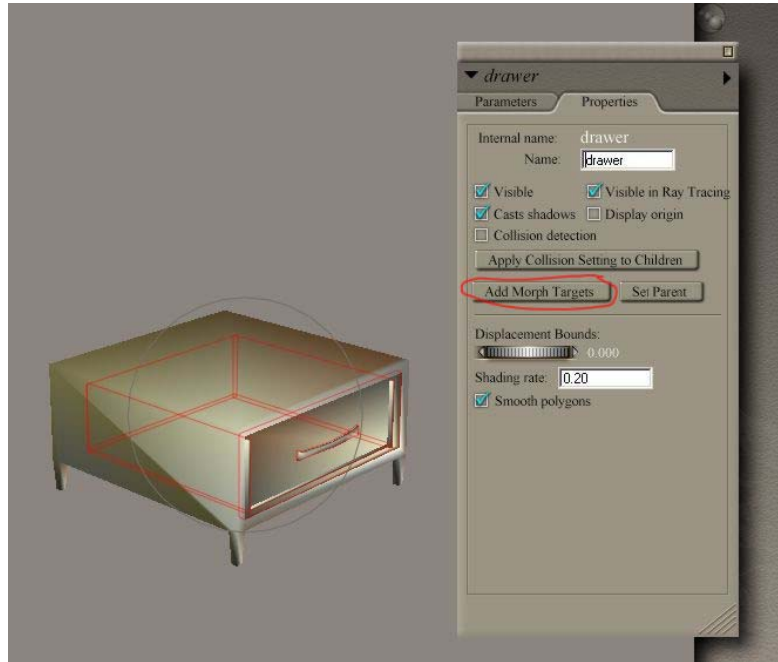


8. Back in your modeling package, deform/displace the part you would like to be poseable.

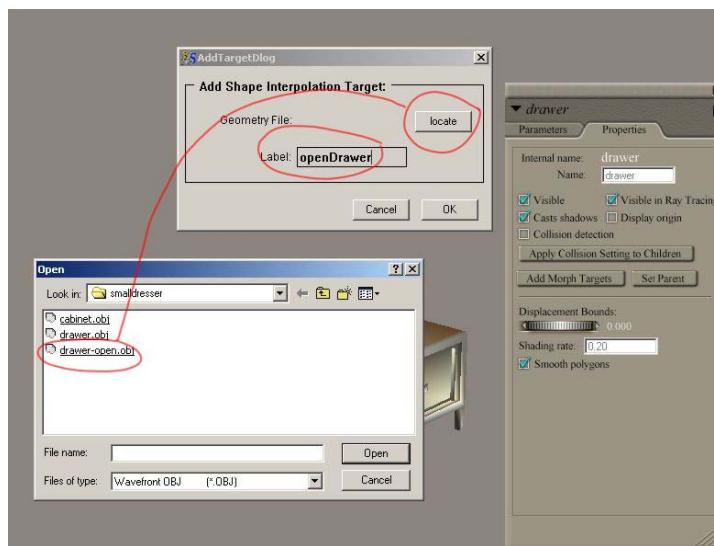


9. Export the changed part ONLY into an obj file.

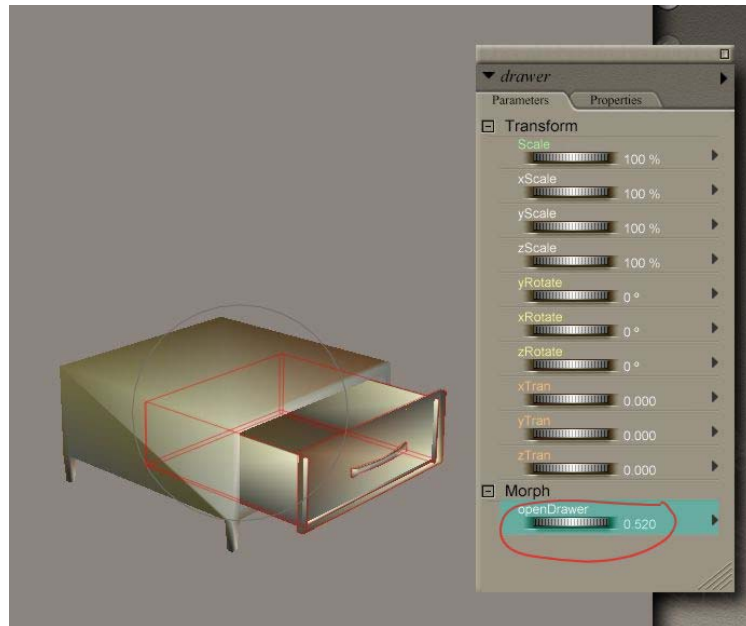
10. Back in Poser, select the poseable part (the drawer in this tutorial) and bring up the properties dialog box, click on Add Morph Targets.



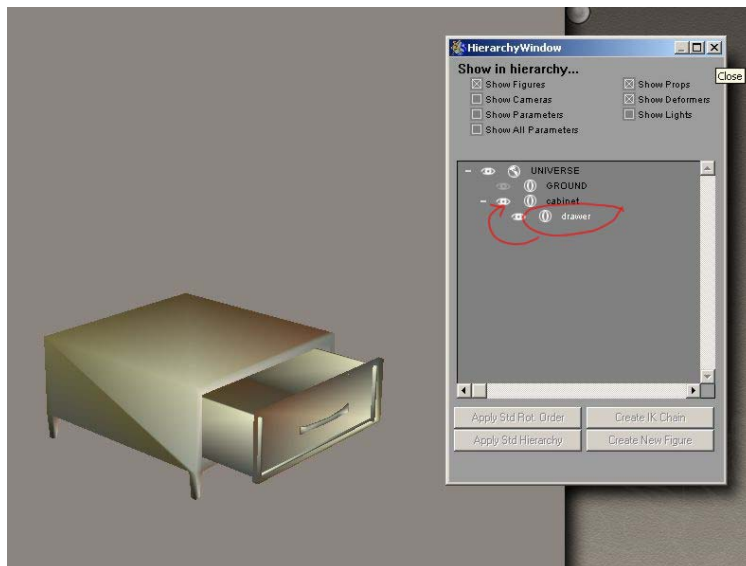
11. Rename the 'Label' to something meaningful (say Open Drawer for the drawer) and click 'locate', find the deformed obj file and click Open, finally in the AddTargetDialog click OK.



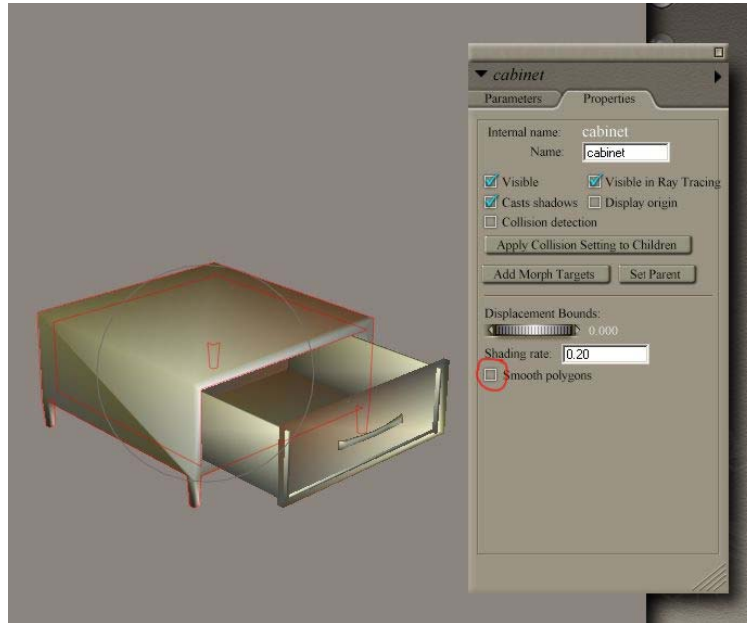
12. Now you have a new dial (with whatever you typed in for 'Label' in step 11). We are almost there!



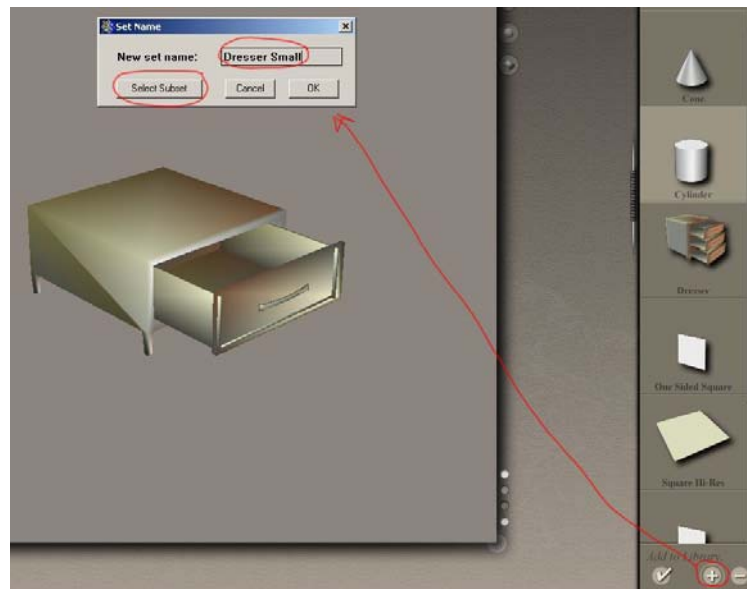
13. Before adding the new poseable prop to the library, we want that the prop is one piece, so we make some changes in to Hierarchy Editor. Drag and drop the 'drawer' item onto the 'cabinet' item, and this way when moving the drawer will move with the cabinet.



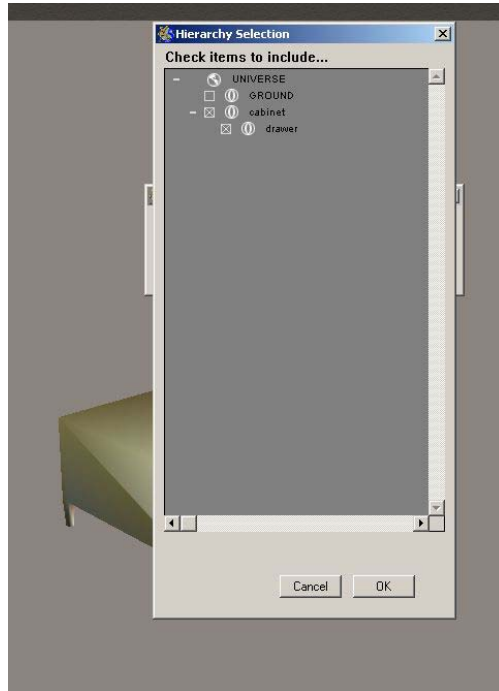
14. Since we have used obj files and Poser likes to smooth out the polygons resulting in some unwanted renders (in most of the cases anyhow), make sure that you uncheck the 'Smooth polygons' in the object properties for BOTH 'drawer' and 'cabinet'.



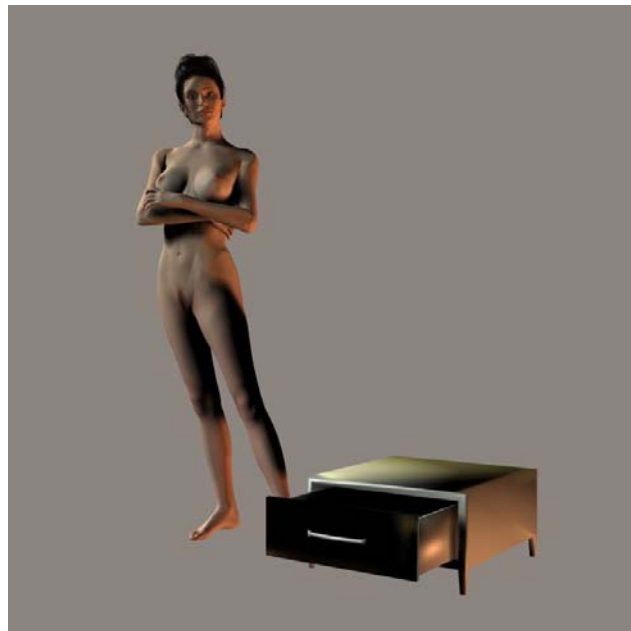
15. Add the new dresser to the library of your choice. Click on the + sign on the library palette. In the dialog box change the name of the prop and click on the 'Select Subset' button.



16. In the 'Hierarchy Selection' check both 'cabinet' and 'dresser' and click OK.



17. And that is about it!



I know, I know, no texture...yet!

18. Wow, I am impressed.

