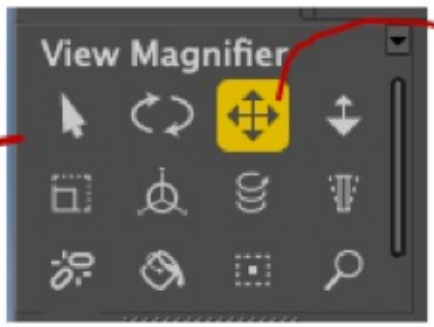
# POSER® 11 desktop

Become familiar with the desktop. Windows are dockable *or* floating – your choice. Floating windows allow use of multiple monitors while building your scene. Also, close windows not in use to free more desktop space.

Poser File Edit Figure Object Display Render Animation Window Scripts Help

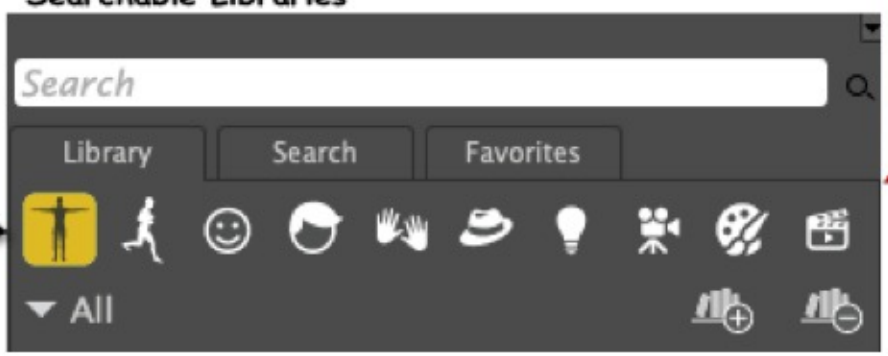
Check out all the drop-down menus.




Translate/pull
Default cursor
– USE THIS

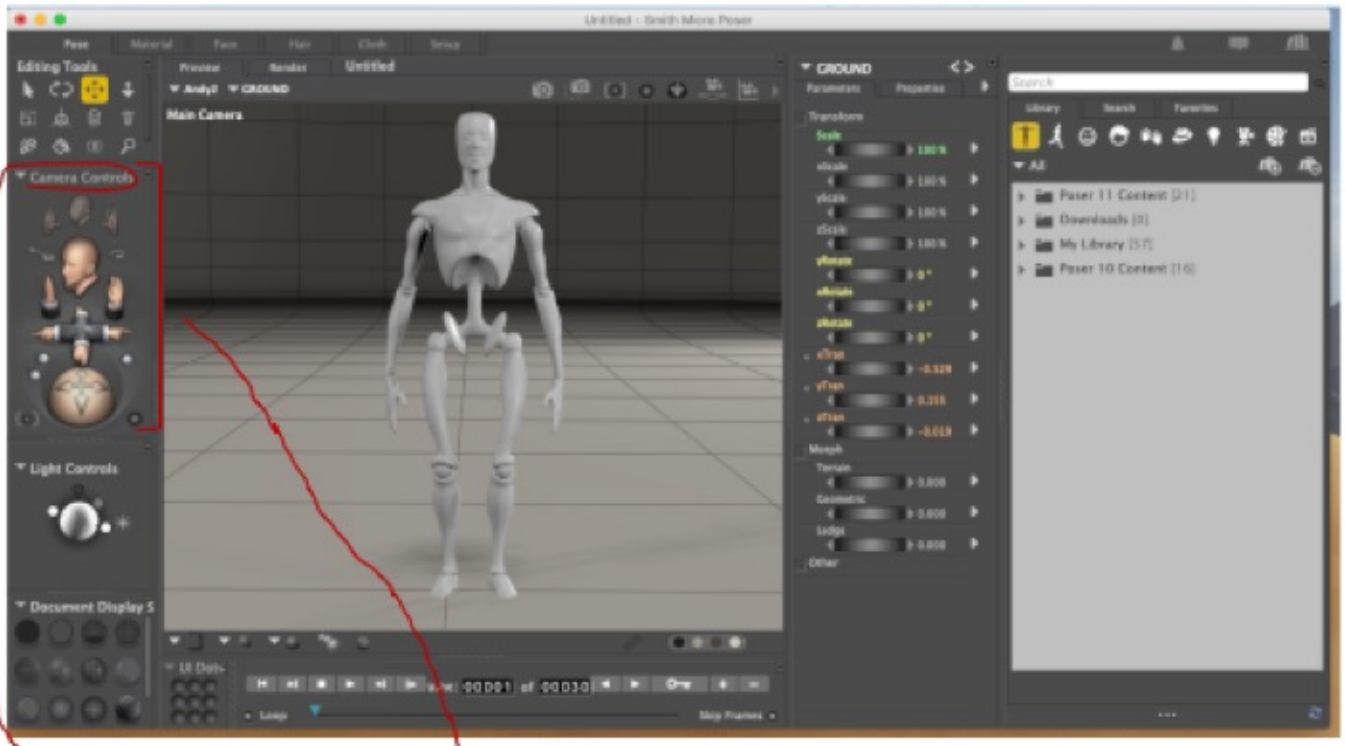
Use parameters dials and numbers to make adjustments or move items in scene. This provides more control.

Searchable Libraries




Change figure or add another figure

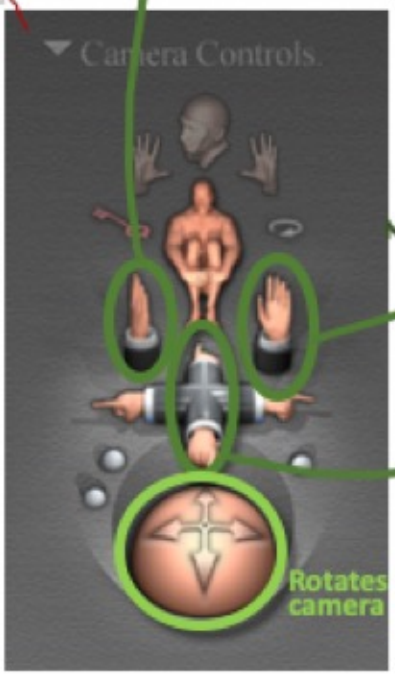
# POSER® 11 desktop




**CAMERA CONTROLS drop down menu lists cameras**

- ✓ Main Camera ⌘M
- Aux Camera
- From Left ⌘;
- From Right ⌘'
- From Top ⌘T
- From Bottom
- From Front ⌘F
- From Back
- Face Camera ⌘=
- Posing Camera ⌘,
- Right Hand Camera ⌘]
- Left Hand Camera ⌘[
- Dolly Camera ⌘/
- Fly Around ⌘L
- Shadow Cam Lite 1
- Shadow Cam Lite 4
- Shadow Cam Lite 2
- Shadow Cam Lite 3

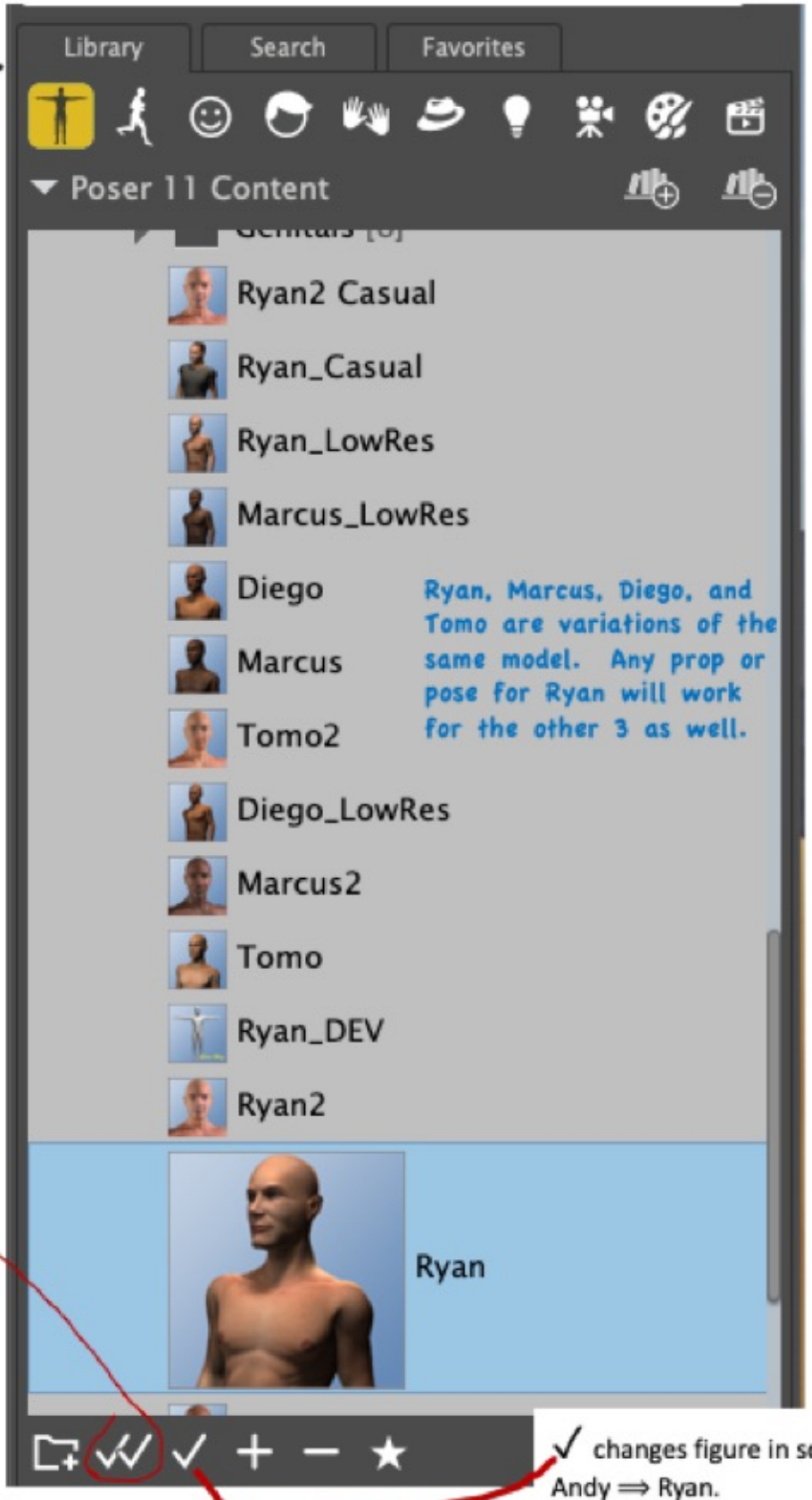
NOTE: changing camera views does not move character!



# ADDING or CHANGING FIGURES

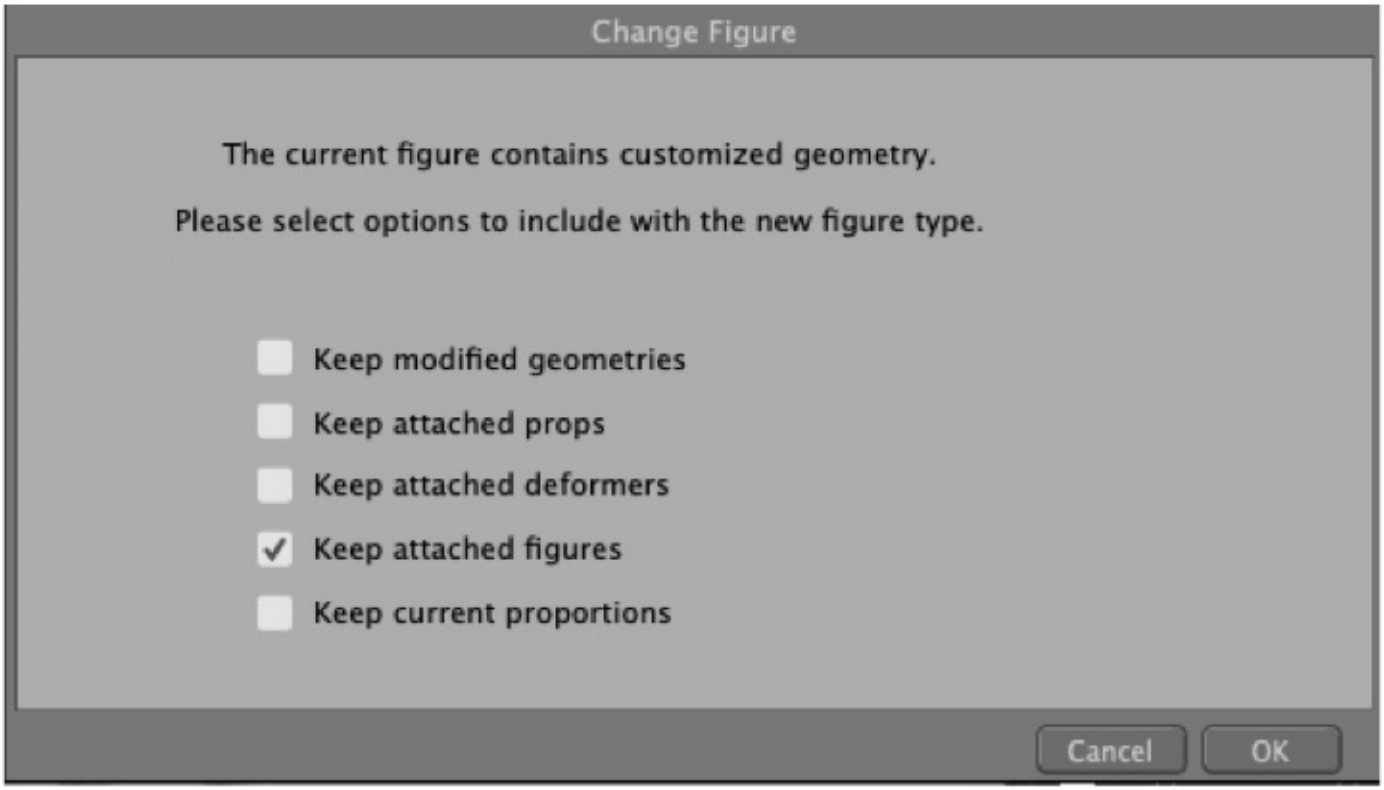
Default figure is MilkManAndy. We will change that figure to a people figure.

Click on character library, then People / Ryan.




✓✓ will add second figure to scene.

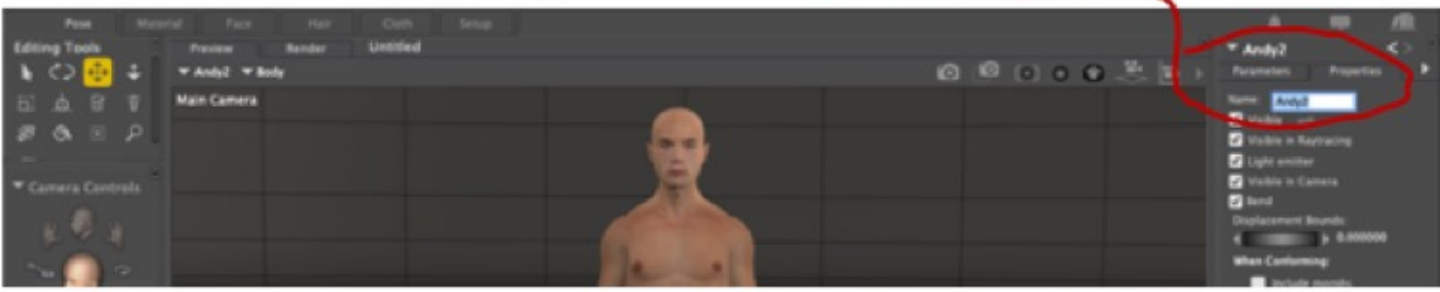
✓ changes figure in scene. Andy ⟹ Ryan.

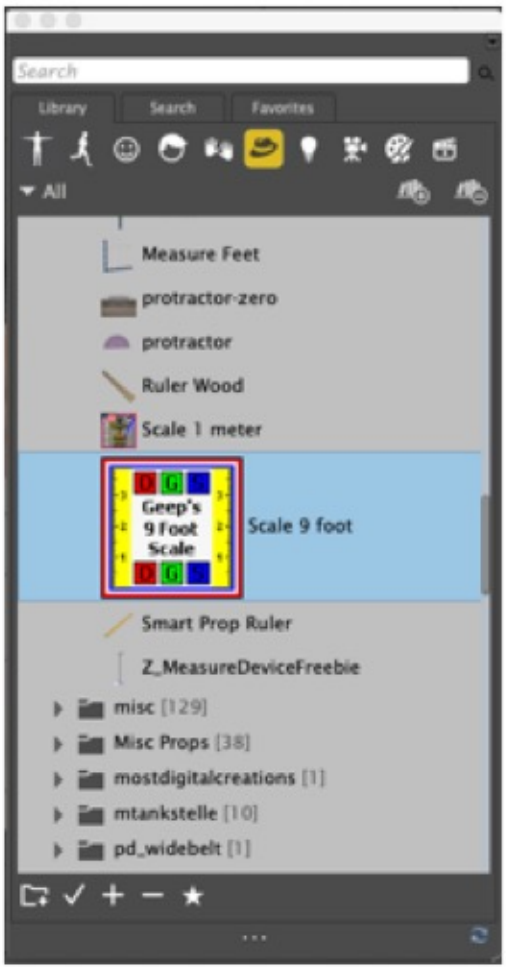



This is important if we modified a figure, added props to figure, or changed size/shape of figure then wanted to change to a different figure. At this point can uncheck all or not and "OK".
Andy becomes Ryan. The new figure takes the name of the previous figure, so now he's "Andy".

Click Window, uncheck Libraries.
Allows larger document window.

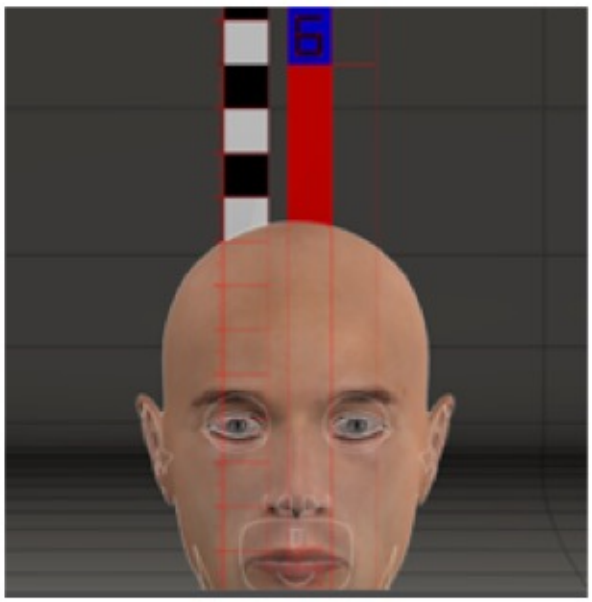

The figure's name can be changed by selecting the Properties tab in the Parameter Dials window, click on the name and type new name.

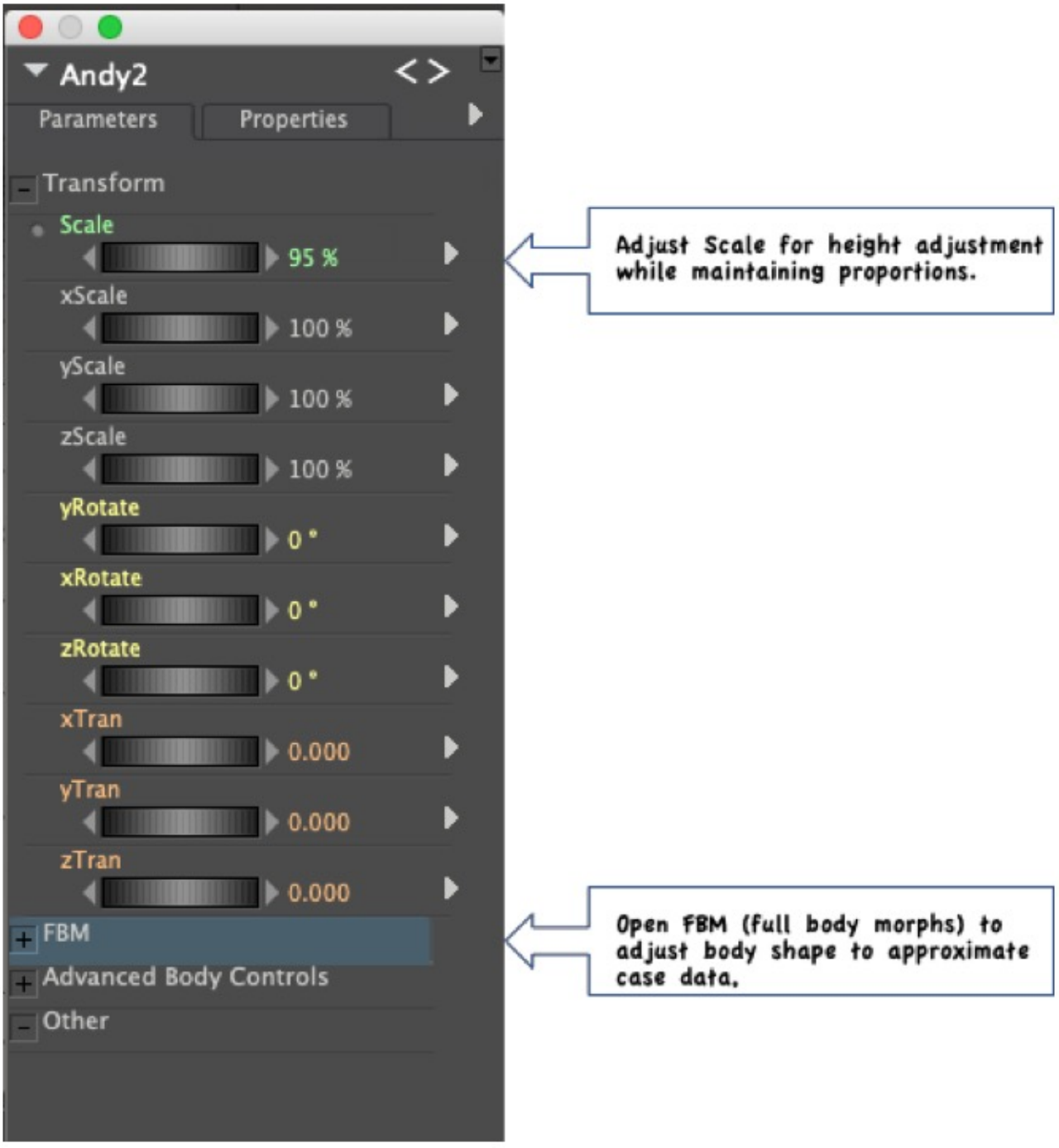



Poser®11 has a measurement tool, but I prefer the old-fashioned method using a measuring stick. I have had this 9ft scale prop for many years and the method works well.
Prop available upon request. Insert prop into your library.
Open Library window, open Props, locate scale prop, double click.
Prop will be inserted at zero point in scene.

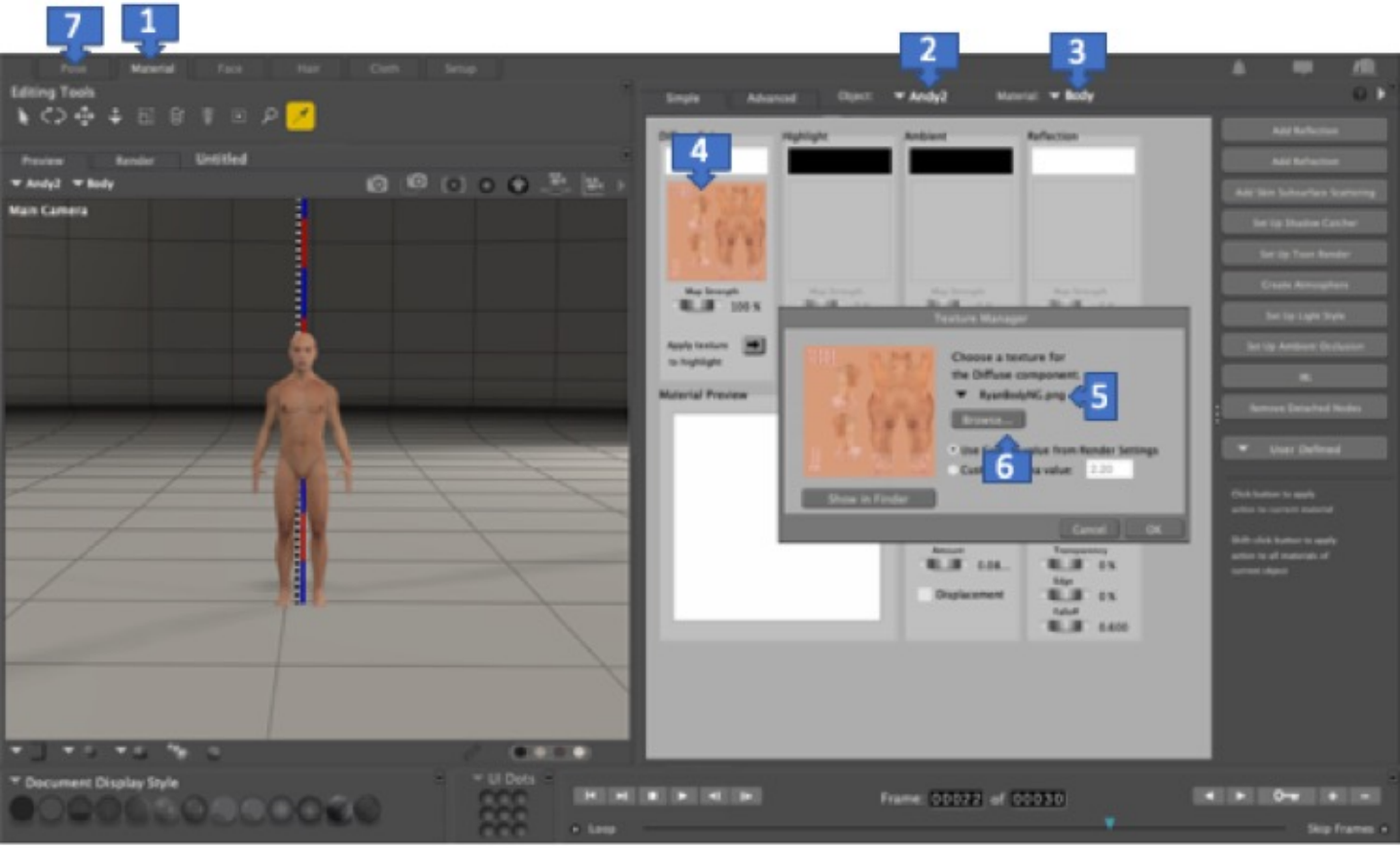
Switch to Face Camera. With scale prop selected, move cursor over face to measure figure height. Select figure and adjust scale until figure's height matches case data.



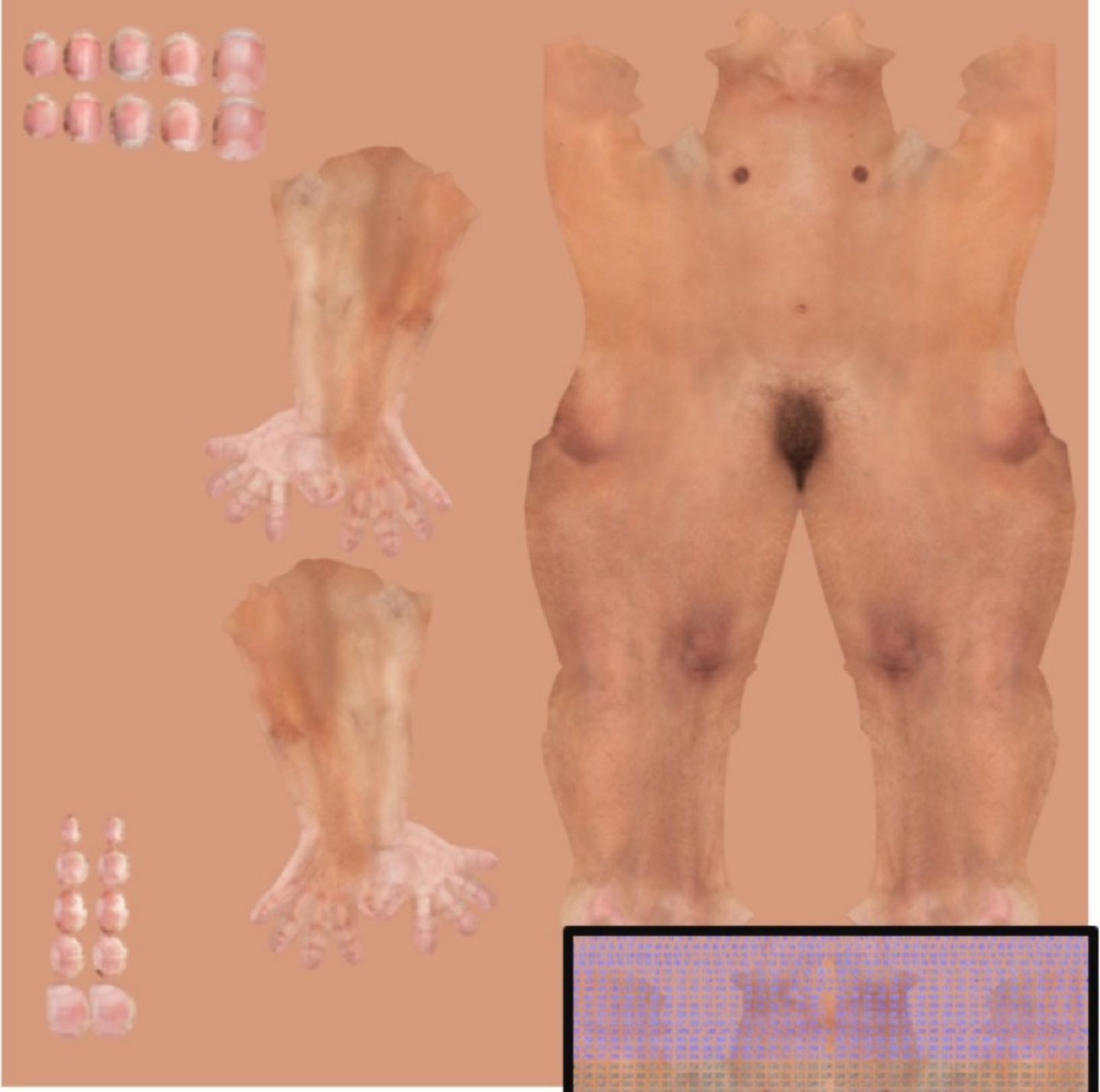

Andy2
Parameters
Properties
Transform
Scale
95 %
xScale
100 %
yScale
100 %
zScale
100 %
yRotate
0 °
xRotate
0 °
zRotate
0 °
xTran
0.000
yTran
0.000
zTran
0.000
FBM
Advanced Body Controls
Other
Adjust Scale for height adjustment while maintaining proportions.
Open FBM (full body morphs) to adjust body shape to approximate case data.

# LOCATING WOUNDS ON BODY

## NUMBER GRID

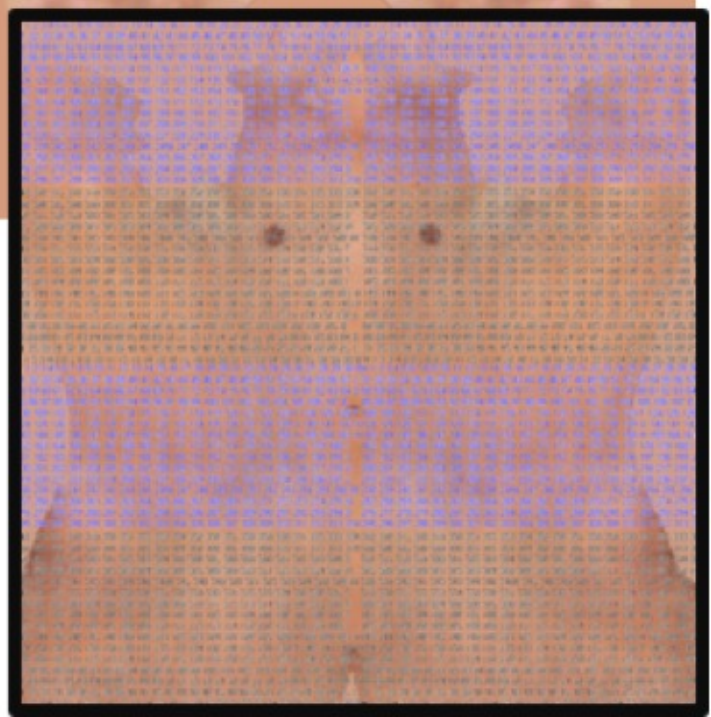



1. Click on the Material room tab.
2. If the figure is not selected, click on the down arrow next to Object to locate the figure.
3. Click the down arrow next to Material, locate and select Body. The material window for Body will open.
4. The texture image will display under Diffuse Color. Click on the image; the Texture Manager window will appear.
5. Note the name of the texture image file. Locate this image file on your computer;
    1. Open the image file in your image editing program (I use Gimp).
    2. In your image editing program, duplicate the image to create layers.
    3. Add a number grid image layer.
    4. Merge to a body layer and save as a .png file.
    5. Return to Poser program.
6. Select Browse, locate and select your body-number grid image.
7. Return to Pose room.



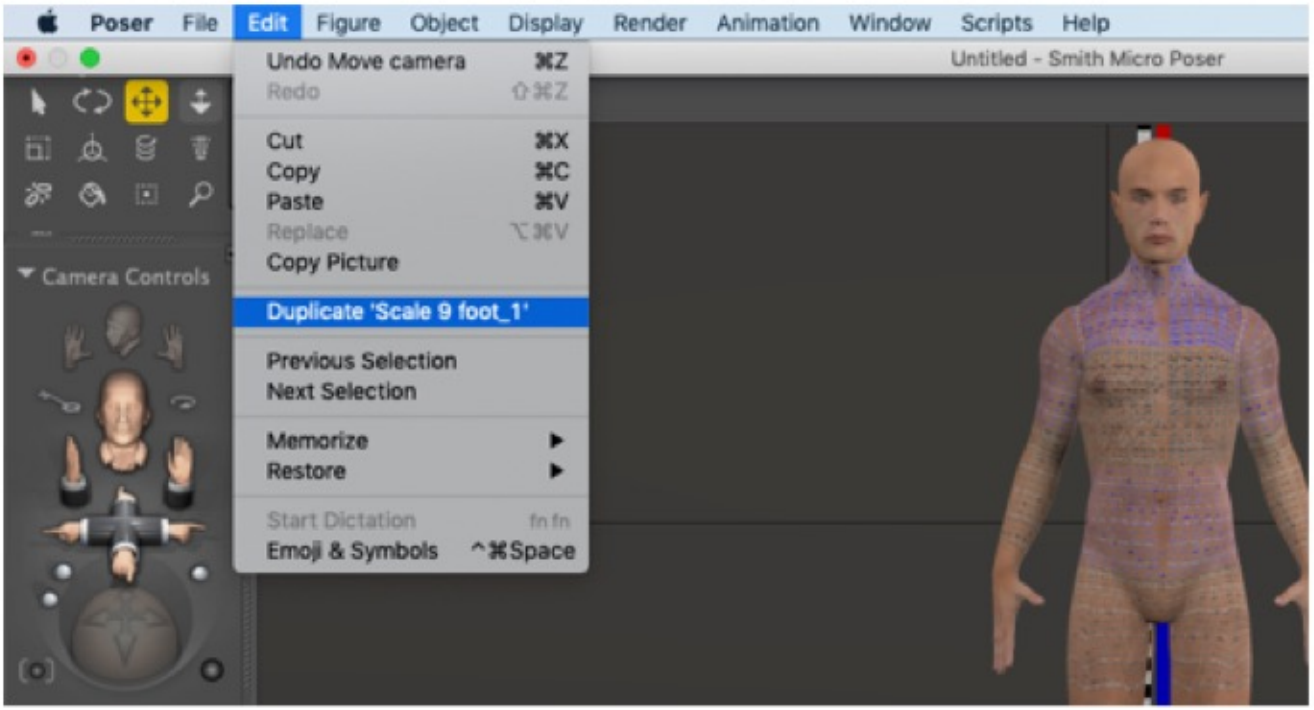
STEP 5 from previous:
Note the name of the texture image file.
Locate this image file on your computer;

1. Open the image file in your image editing program (I use Gimp).
2. In your image editing program, duplicate the image to create layers.
3. Add a number grid image layer.
4. Merge to a body layer and save as .png file.

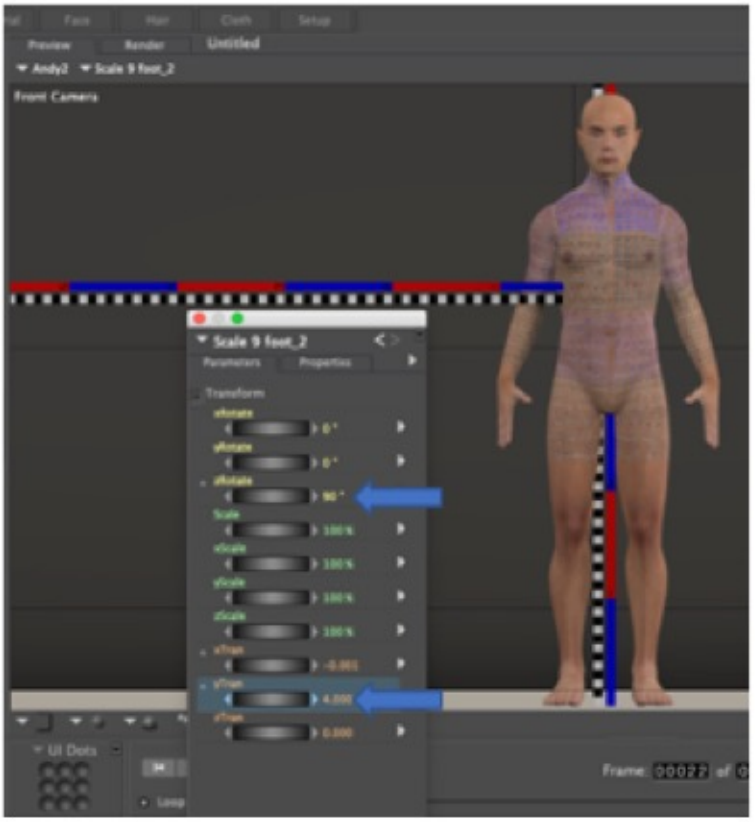


# LOCATING WOUNDS ON BODY

## DUPLICATE SCALES

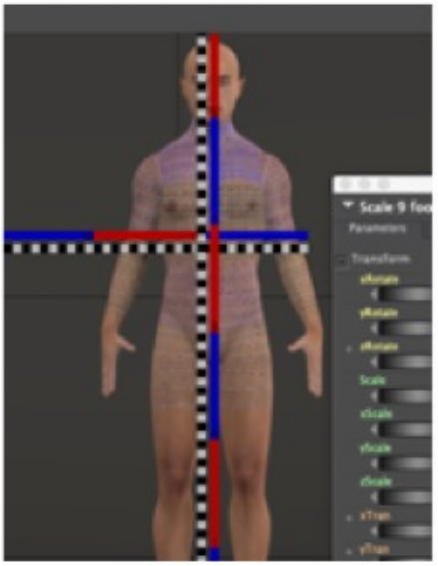



Duplicate the Scale. The new Scale will automatically be named with a number added. Both scales will be in same location, so will need to move one to see both. Select Scale 2, then zRotate 90° and yTran to desired height.

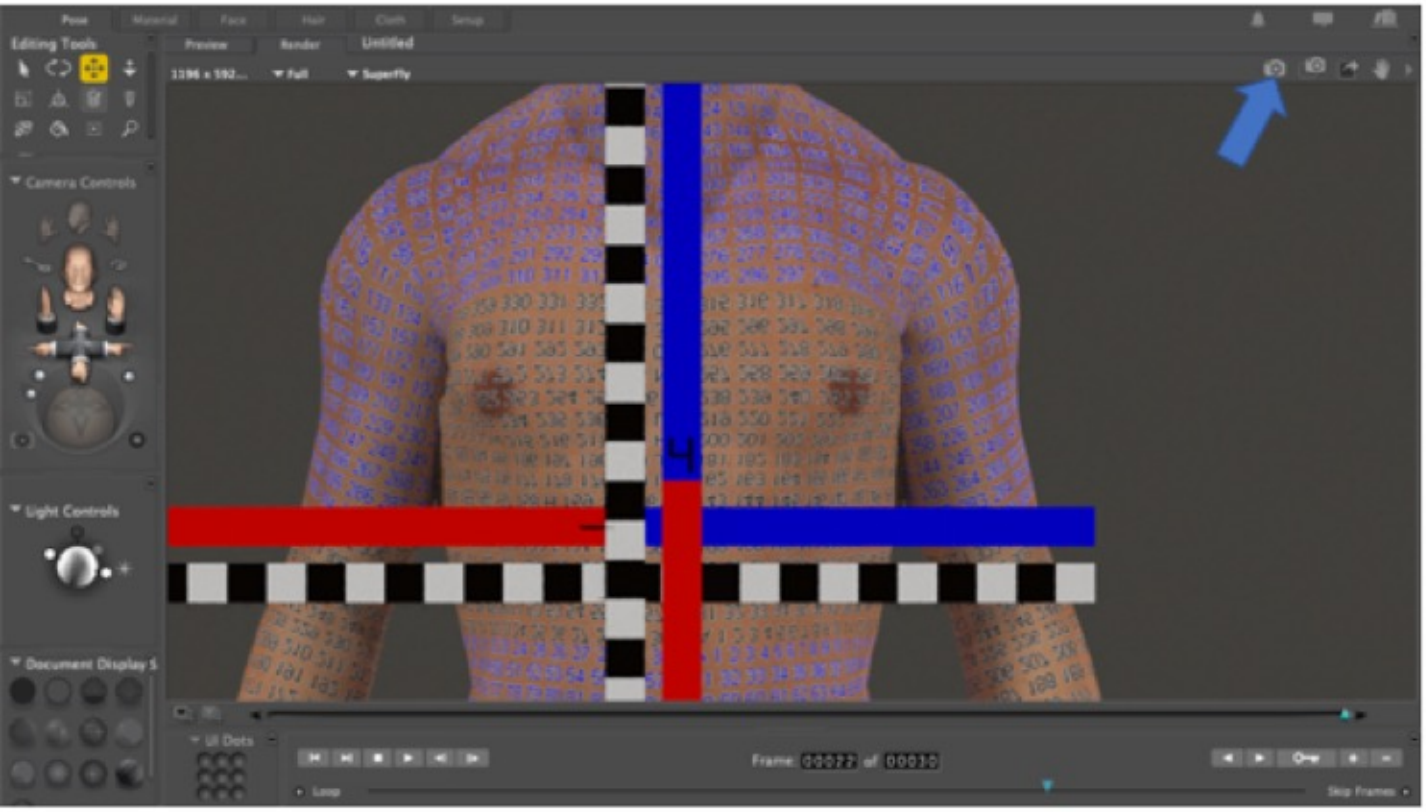


xTran Scale 2 (horizontal scale) so that is crosses Scale 1 (vertical)

zTran Scale 1 until the scale is visible in front of figure.



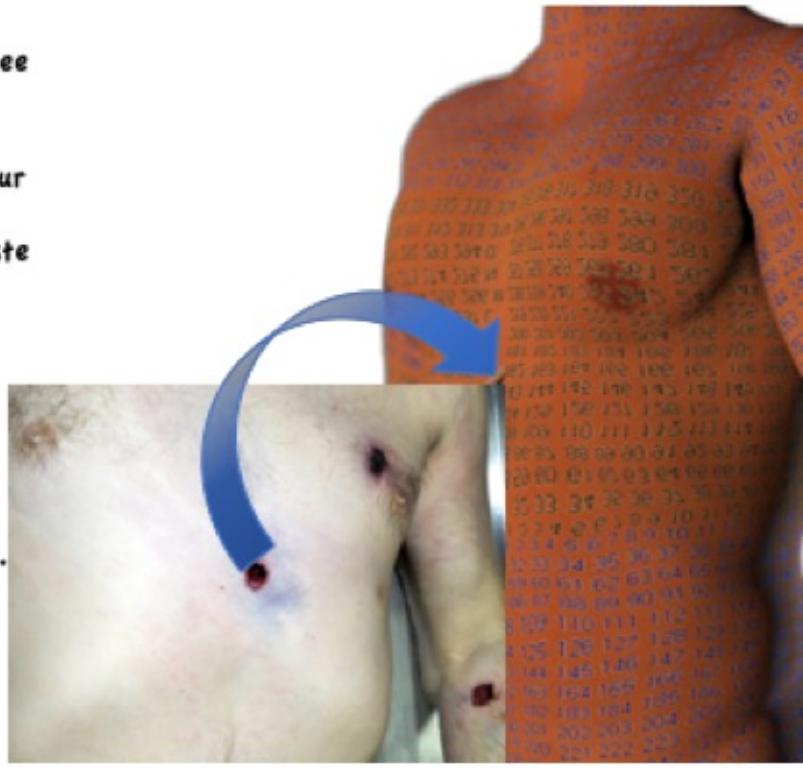
Do NOT xTran or yTran Scale 1. As seen in the image below, the midline is along the vertical center of the scale. Use this as reference for locating the wound right or left of the midline.
Adjust Scale 2 to locate the wound height (read from Scale 1, and distance from midline.

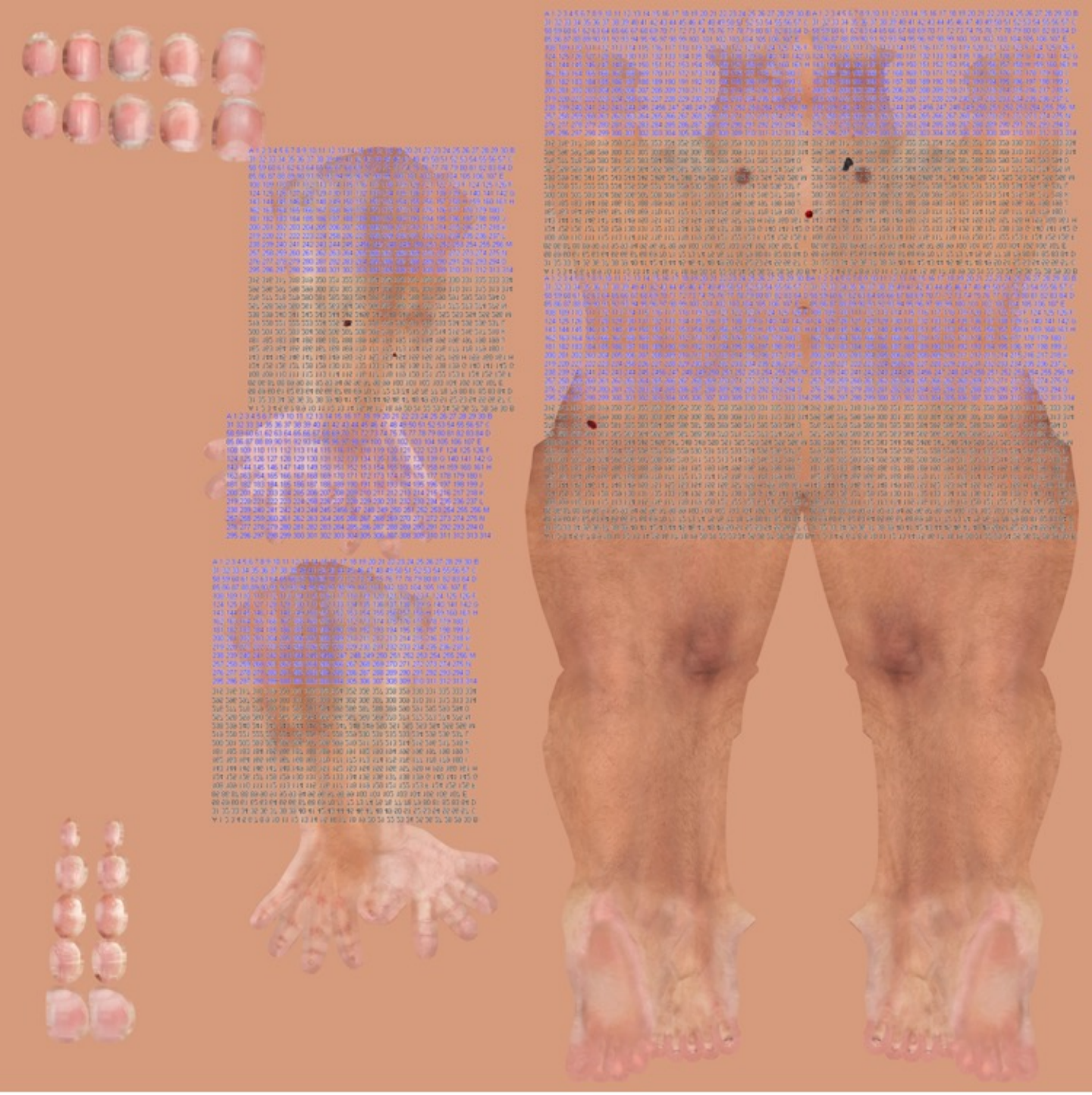


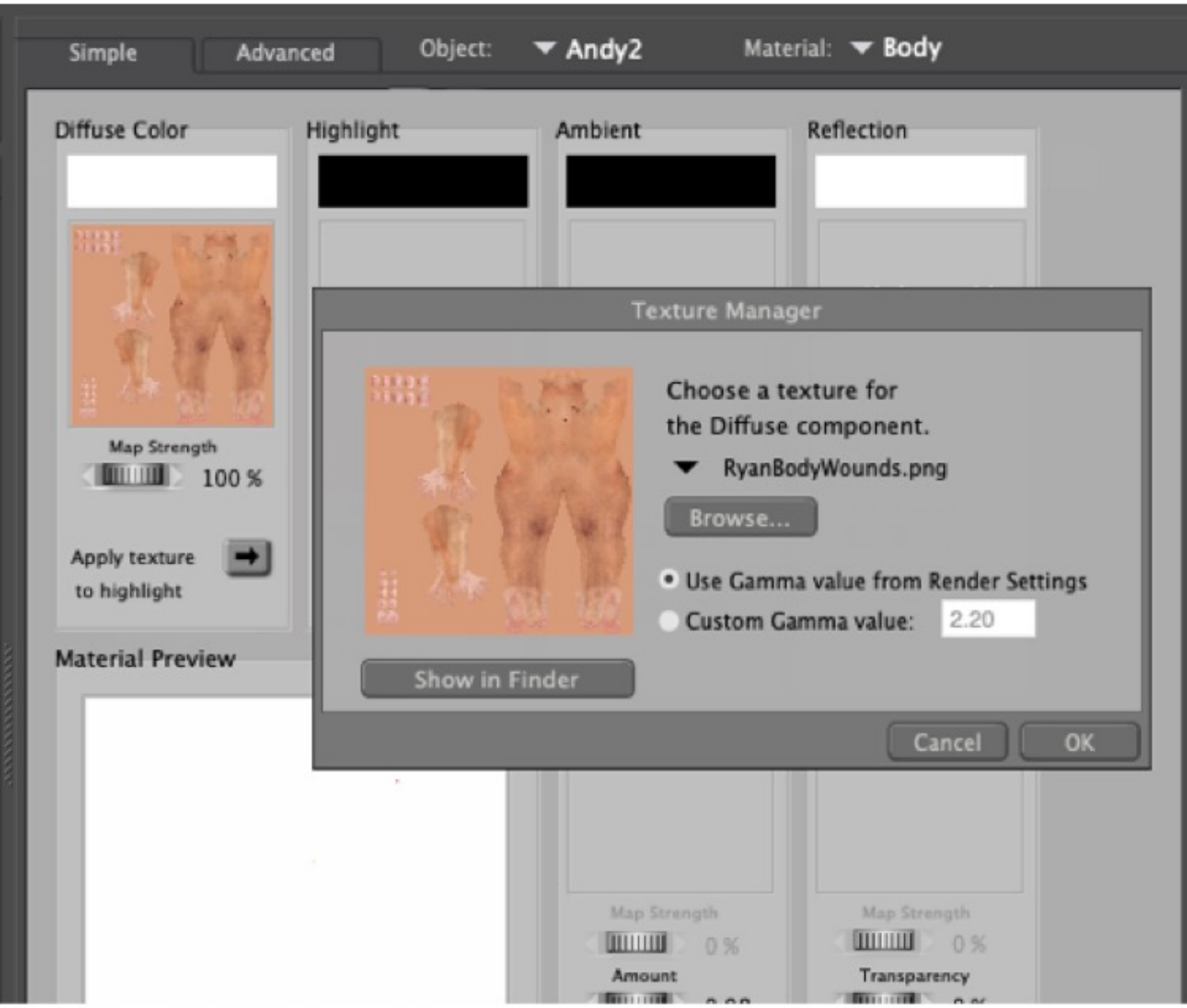
Note the pattern of numbers at the wound site. These will be easier to see in a preliminary render by clicking on the camera icon.
Locate the same number pattern in your image editing program.
Copy the wound from case images, paste wound at appropriate location and orientation on texture image layer.

Repeat process until all wounds have been placed.

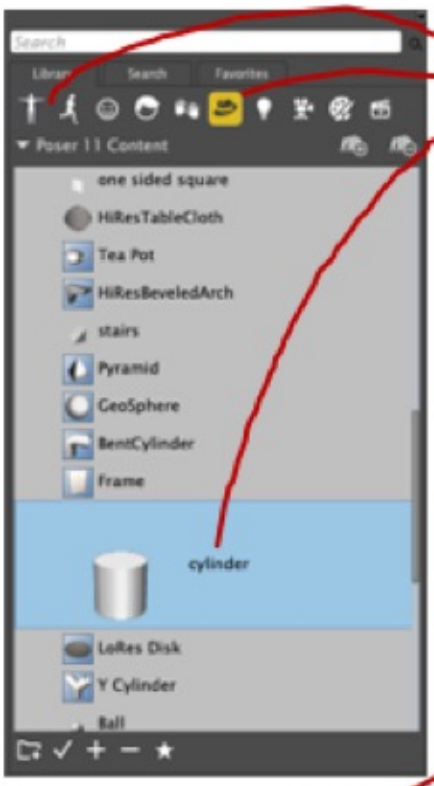
Delete number grid layer.
Save texture-wound image as .png file.



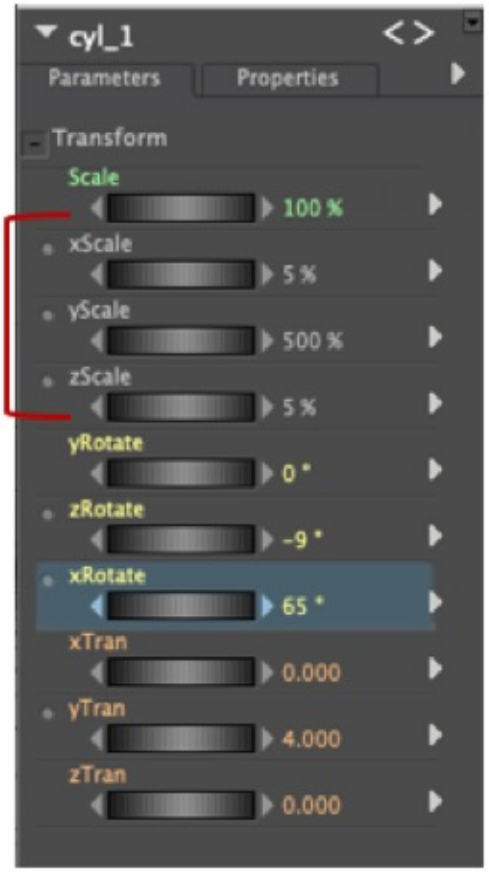




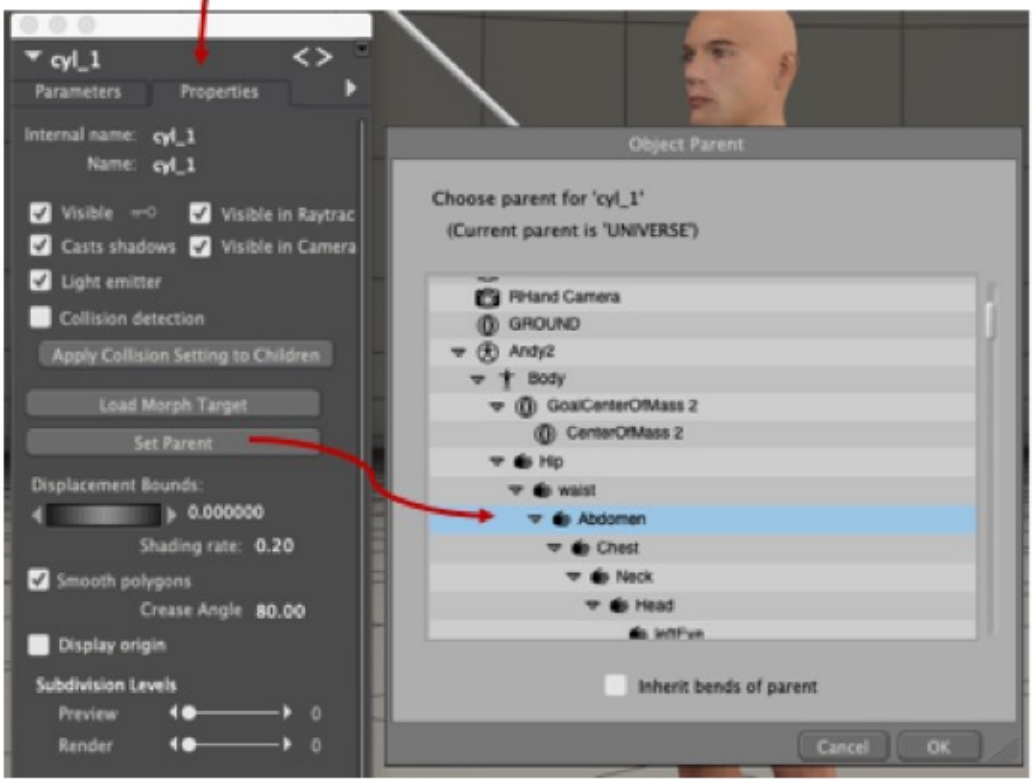

1. Click on the Material room tab.
2. If the figure is not selected, click on the down arrow next to Object to locate the figure.
3. Click the down arrow next to Material, locate and select Body. The material window for Body will open.
4. The texture image will display under Diffuse Color. Click on the image; the Texture Manager window will appear.
5. 
6. Select Browse, locate and select your body-wound image.
7. Return to Pose room.

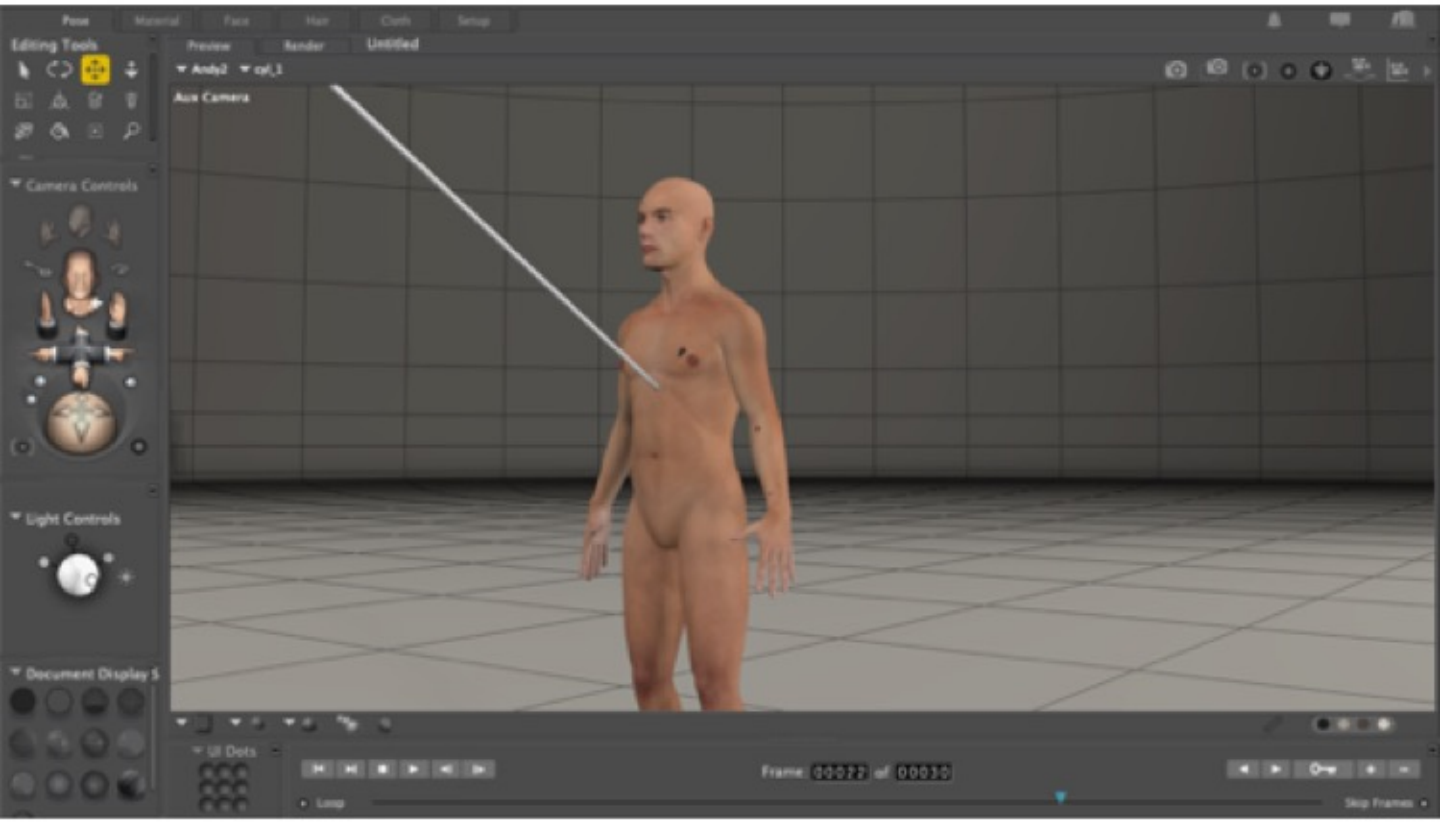



1. Open Libraries window.
2. Select Props / Primitives / Cylinder.
3. Double-click on cylinder or select ✓ at bottom to add cylinder to scene.




4. Reduce xScale and zScale, increase yScale.
5. Place the bottom end of cylinder in the exit wound.
6. Set the cylinder parent to the body part that contains the exit wound.
7. xRotate and zRotate the cylinder until it passes






Body is ready to pose. After any alteration of pose, check that cylinder continues to pass thru entry wound. Re-rotate cylinder as needed to ensure the cylinder is in the correct positions.

This method also works for adding bloodstains to the body.

The scene can be built in Poser, or the scene can be built is another program (SweetHome3D) and imported into Poser as an .obj file. After importing, resize the obj to scale comparing the obj to the same scales used to size the body and position the cylinder. Make as many duplicates of the scale as needed.

The body with or without attached objects can be exported as an object and imported into other programs such as SweetHome3D. The body is poseable in Poser; the object is not poseable.