

Poser Tutorial Library



By Nerd 3D

A resource by Digital Art Live



Introducing Poser 12

Main Features Demonstrated Include:

- New Superfly render engine version
- OIDN Noise reduction. Intel's AI-driven OpenImage denoise.
- Adaptive sampling. Accelerate rendering by automatically tuning the number of samples.
- Post FX to apply denoise and more.
- Optix support for RTX GPU's
- Automatic installation of Included content and purchases.
- Python 3. The good and bad.

- Physically-based shading and rendering for Poser with multiple GPUs supported.
- Performance gains in rendering: hours to minutes
- New artificial intelligence noise reduction for renders
- New post effect palette to apply a preset to a fresh render
- Simplified material management for complex scenes
- Hivewire3D's figures now feature SuperFly materials (Poser's bonus content)
- New Geometric Edge Lines for comic mode
- New rigging features including smooth translation of joints
- Export a partial scene
- New lighting: area lights and caustics

Mastering Animation in Poser 12

Part 1

- Planning your animation
- Choose your animation style
- Keep it simple
- Valuable animation "cheats" and shortcuts
- Animation resources
- Considering the sound track. Voice or animation first?
- Single images to story board
- Story board to key frames
- Introducing the animation tools
- Keys and curves make motion

Part 2

- Secondary keys and more...
- Fully utilising Poser's Walk Designer and perfecting the walk cycle

- Everything on the Talk Designer – bringing your characters to life
- Using dynamic simulations – Cloth, Hair, Bullet.
- Tools for refining your animation
- Rendering your animation
- Compositing (Adobe Premier)

Poser Clinic Volume 1

- How to light outdoor scenes.
- Best use of the Setup Room and the recommended workflow within it.
- Overcoming struggles with Material nodes
- Some basics on working with Mocap (Motion Capture) files in Poser
- Review on the Morph Brush
- The problem of Moire!
- The strengths/weaknesses/best uses of the various characters that come with Poser 2014
- What content is “hot” from a vendor's point of view?

Poser Clinic Volume 2

- How to light outdoor scenes.
- Some pointers on indoor lighting not relying on outdoor light sources.
- Magnets and weight maps
- Editing material nodes to get a photo-real render
- Best use of (Superfly) rendering nodes in the material room
- Weight mapping – specifically on DAZ Michael Gen 4 but also all gen 3 figures and Apollo
- Superfly: some recommended settings to optimize quality but not too much render time.
- Legacy skins in Superfly. In default, they turn white.
- EZSkin not compatible?

- Morphing figures, painting on subdivided morphs, and adaptable rigging.

Top secrets of Poser you'd wished you'd known earlier

- A whole feast of shortcuts, timesaving tips and hacks that you'd wish you had known earlier about Poser.

Mastering Magnets

- Introduction: Three components of magnets – but endless combinations!
- What a magnet is not and what it is
- The magnet base is a foundation for the effect
- Everything is inside the magnet zone
- Getting a hold of the magnet's handle
- Using magnets to effect several objects at once
- The repeatable power of magnets
- Managing interaction with morphs, joints and other magnets
- Advanced control with the Fall Off Graph
- Ultimate control with weight mapped magnets
- Putting all the pieces together
- The magnet's amazing relative: the wave deformer

Mastering the Morph Tool

- Poke-through problems
- Corrective morphs
- Sculpting new characters

Bullet Physics

- Introduction to Poser's Bullet Physics
- Explore the four types of constraints
- Step by step setup of each style of constraint
- How to use Bullet's soft dynamics to make your figure jiggle!
- Built a steam engine with Bullet constraints

Introduction to Poser Cloth Room: Dynamic Clothing & Other Essentials

- How the cloth room has evolved and the engine underneath.
- The esoteric dial ranges.
- The importance of dials and mesh density
- Dealing with simple clothing.

- The four different vertex groups laid bare.
- Converting existing *props to make them dynamic.
- How to use the cloth room from converting from one figure to another.

Poser Dependencies

Session 1: Setting up Super-Conforming Clothing and Introduction to Poser's Dependency Editor

- Some history on dependencies
- Two ways to setup Super-Conforming in clothing
- Introduction of Poser's Dependency Editor (PDE)
- The PDE and it's 2 modes of operation
- Simple corrective morphs
- Using the PDE manually for compatibility with older versions of Poser and other programs.
- How to add a flex morph to a bicep or calf that applies as the joint is bent
- Mastering Crosstalk for SuperConforming
- JCM in clothing
- ABC, The pose dial.
- Using Poser File Editor
- Poser's automatic Match Morph feature.

Session 2: Advanced Dependencies

- How to make a dependent morph that only applies when a joint is rotated on 2 or even 3 axes
- How to make corrective morphs that only activate when another morph is active.
- Cascading morphs.
- Using the PDE to setup dependencies between any two controls within a scene, even materials.
- Fancy Poser math "ARC"
- Pass-through values
- Morph applies when joint is bent in 2 directions, Interlock
- Morph that is removed by another, The Lockout
- Progressive and Cascade Morphs