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Curious Labs Trial Version Poser Pro Pack
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Welcome to the trial version of Poser Pro Pack.   Pro Pack is an essential extension to Poser 4, the Premier 3D-Character Animation Tool.   This version includes one Poser character, two hair sets, and a sample Setup Room prop.

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PRO PACK FEATURES
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Pro Pack builds on the functionality of Poser 4 by adding the following features:

1. Setup Room - Import props in any supported format and create posable figures in a fully graphical environment that requires only 5-10% of the time of the previous text-based figure creation method.

2. Plug-ins - Host Poser scenes complete with animation, materials, and textures inside 3D Studio Max and/or Lightwave.   Plug-ins are disabled in the demo version of Pro Pack.

3. Python script support - Gain unprecedented control over your Poser files using the popular Python scripting language and the custom PoserPython extensions.   Python script support is disabled in the demo version of Pro Pack.

4. Added Export Formats - Export your objects, stills, or animations to Lightwave LWO (mesh objects), Flash, or the exciting new Viewpoint Experience Technology 3D Web format.

5. Multiple View Panes - See your scene from up to 4 angles at once.

6. Compressed File Support - Compress your Runtime folder to conserve valuable hard disk space.

7. Additional figures - Pro Pack includes new Web ready characters (not available with the demo version).

FUNCTIONALITY

Poser 4 with Pro Pack is a 3D-character animation tool for the creation of images, movies and
models that can be incorporated into web, graphics, video and 3D projects. You can also transform static props and imported props into fully posable and animatable Poser figures.

Understanding these basic caveats with the   Poser 4 trial version will enhance your overall experience and productivity-
1.   Click on an Edit Tool to select it, then click and drag a BODY PART to
       manipulate that part only.
2.   Click and Drag on an Edit Tool icon to manipulate the ENTIRE FIGURE.
3. Use all tools in SMALL MOTIONS rather than large motions and results will be
       much more predictable.
4. The parameter dials will control the figure's limbs in more controllable increments.

Be sure to visit the Poser Learning Resource section of our web site at www.curiouslabs.com for more information and tips
about working with Poser 4. You can also link directly to this site from within Poser via the help menu's Web Links.

In the interface Camera Controls, the small previews which by default display
the Face Camera, Right Hand camera and Left Hand camera, can be used to store your current camera choice by ALT Clicking on the small preview. This allows you to quickly click to get to your favorite cameras.

It is recommended that you download and install Apple's latest version of QuickTime to load
Mac Pict image files into Poser 4 and to view .mov movie files.

SETUP ROOM

This information is excerpted from the Pro Pack SR-2 User Guide, which contains more information including images.   You can download this manual free from the Curious Labs Web site at www.curiouslabs.com.

Goldy the Robot was originally created by assembling Poser props from the Props library.   For this example, she will use a skeleton belonging to an existing library figure and adjusted as necessary.

1. Delete the default figure.

2. Open the Props library, switch to the ProPack category, and load the prop.

3. Click the SETUP ROOM tab at the top right of your screen to enter the Setup Room.

4. Set both Full Tracking and the Texture Shaded document display style.

5. Open the Figure library and select Barney.   Click the Change Figure button to load the skeleton.   Note that you can also begin at the hip and create a skeleton from scratch.

6. Select the Translate tool and position the bones on your left (Goldys right) side and center.

7. Select Figure>Symmetry>Right to Left.   Click Yes when prompted to copy joint zone setups.

8. Goldys bones are now aligned side to side.   Select a side view (or multiple pane view) and adjust the front-to-back alignment.   As in the previous step, you can use symmetry to save time.   When you are finished, select the Main camera and fly around Goldy to make sure that the skeleton is correctly placed.

8. At this point, you could use the Auto Group tool.   However, Goldys hoop will not work properly, since the Grouping Tool will assign its polygons to the hips and abdomen, causing the hoop to distort or break as Goldy moves.   To prevent this, select a side view, select the abdomen bone, and draw a new bone protruding from Goldys center to the hoop.

9. The Auto Group tool will assign some of the hoop polygons to the bone you created, and others to the hip, thighs, etc.   Simply select the group corresponding to the bone you created in the previous step, and add the rest of the hoop polygons to the group to make the hoop move properly.

10. Check all of the groups to ensure that the correct polygons are assigned to each group.   Make any necessary adjustments.   When you are finished, exit the Setup Room and try posing Goldy.

11. Not too bad for a few minutes work.   Still, to make Goldy move like a robot instead of an organic figure, you will need to adjust the joint parameters.   You may also need to adjust the bones and/or turn off body part bending by selecting body parts and disabling bending in the Properties dialog as well.   Try using the Walk Designer and playing the resulting animation.

12. The final step is to make Goldy gold.   To do this, open the Surface Materials dialog

and set the ambient and reflective colors as follows:
   - Red: 255
   - Green: 230
   - Blue: 75
Set the Reflection Map Strength to 100% and check the Multiply through Object Color
box.   Render the scene to see Goldy in all her glory!

TRIAL VERSION LIMITED FUNCTIONALITY

This is a 30 day trial.   The continuous day count starts when the trial is
installed. You cannot save or render scenes and cannot import or export any 2D or 3D
data.

WHERE TO BUY

Drop by our website at www.curiouslabs.com for availability and purchase information.