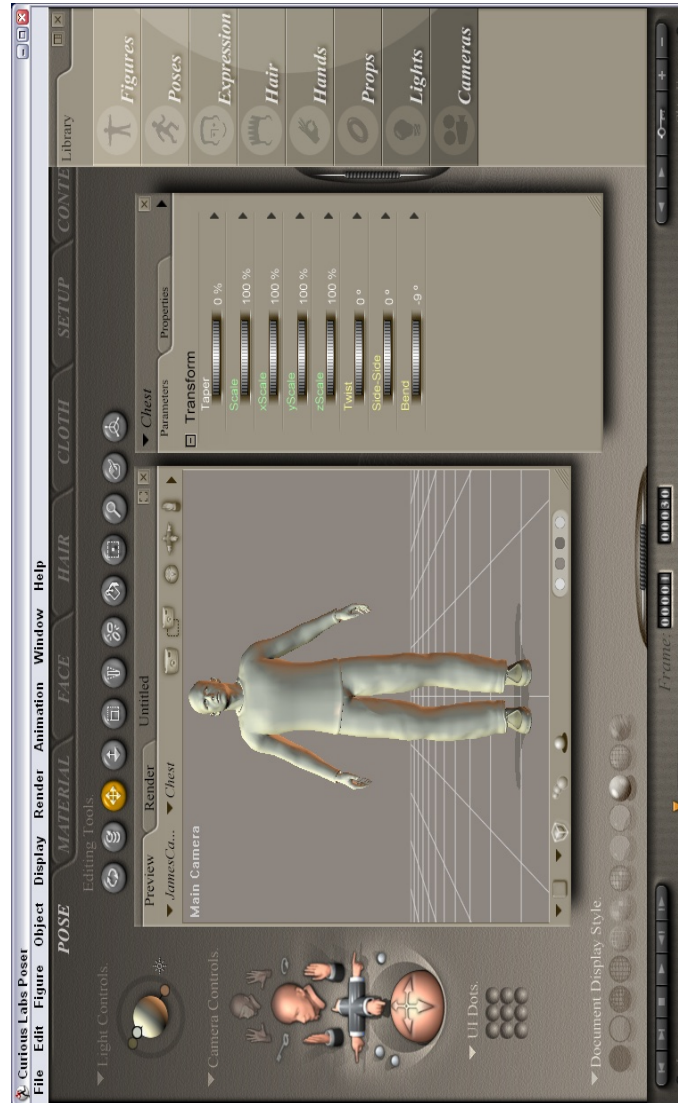


CHANGING FACIAL EXPRESSIONS

There are many things you can do with your poser figures and characters.

- Go to the toolbar at the top of the screen.
- Find the option Face, and select it.
- Open New Face, and scroll down.
- There are many options, such as; cheekbone height, eye shapes, and broad shoulders.
- To change cheekbone height, there is a knob on the bottom right of the screen. Turn either way, higher or lower.
- Turn the knob until you get your desired height.
- If you scroll down the page more you will find other options to apply to your character, such as; facial age, ethnicity, and gender.



The default opening screen of Poser 6

Poser 6



3D Design

Rendering Software

Flash Animation

A Tutorial



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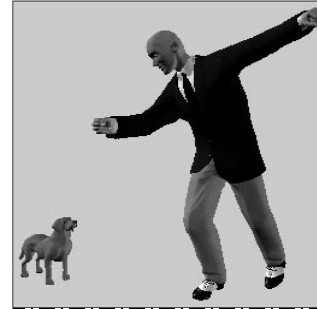
ABOUT POSER 6

- Poser 6 is a practical 3-D program that lets you customize and personalize many types of computerized 3D characters. You can incorporate them into projects, movies, etc.
- You can add clothes, hair, facial expressions, and you can even choose their ethnicity.
- You can put your model in a pose with other models, and you can eventually make an animated scene.

ACTION SCENES

- To make a good action scene, it must look realistic.
 - In order to accomplish realism, you should probably use preset figures and poses because changing a figure manually can make the model deformed or take a position that is not physically possible.
 - You can find these action poses on the right hand side of the screen, on the toolbar.
 - Select Poses, then click Poses 1-4.
 - Select Fighting or Action sets.
- There are a large number and variety of poses to chose, such as;
- the positions for sitting in a chair
 - waving goodbye
 - kicks and other kung fu moves
- Pick the pose you want, double click on it, and your figure will get into that pose.

Importing Preset Figures



- Preset figures are a fast and simple way to get a fully made model into your scene.
- On the figure toolbar on the right side of the screen, there is an option for Figures. Select it.
- Go to Poses 1-4, and then, for example, select “James.” (This is only one figure that you can choose out of many.)
- Select the Business Man and click Apply to Figure.
- Your character will be in a colored and dressed form.

