

USING IN POSER

There is one big difference between using HD in Poser vs using it in DAZ Studio, and that is that you will have to do some manual adjustments.

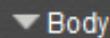
In DAZ Studio you load the item, and when it renders it will render at the highest resolution that it's set up for, usually this is at "SubDivision Level 3", however in Poser it won't render at the higher resolution automatically, and needs setting up manually.

So here is a quick checklist and walkthrough to ensure you get the best looking HD renders.

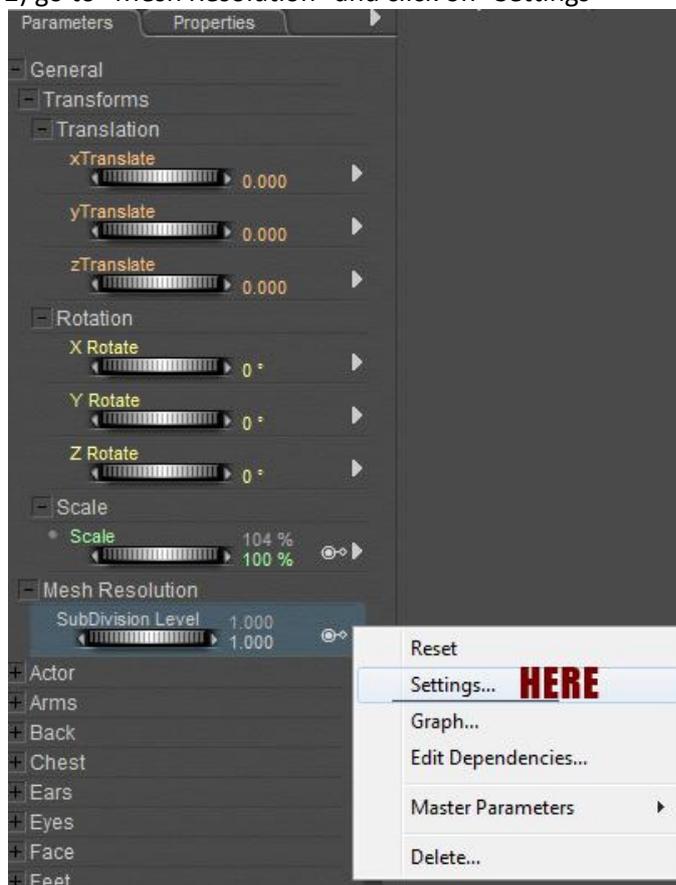
First load your item, let's go with a character, it will load with a SubDivision level at 1, as default. This is good enough to customise the character and have it the way you want it, of course you can always go back and change any options. Now let's say you've added your options and want to add clothing. Normally, non HD characters, you just add the clothing and hair at this point, but HD works slightly different. If you don't have it set to Sub-D level 3 then you'll find that Poser will conform the clothing and hair to the base resolution shape. Which in 9 out of 10 cases will be different, even if just slightly. Therefore the first thing to do is to set your SubD to 3 before adding anything to the character.

OK, so here is how you do it.

1) make sure you have the body selected

 Body

2) go to "Mesh Resolution" and click on "Settings"

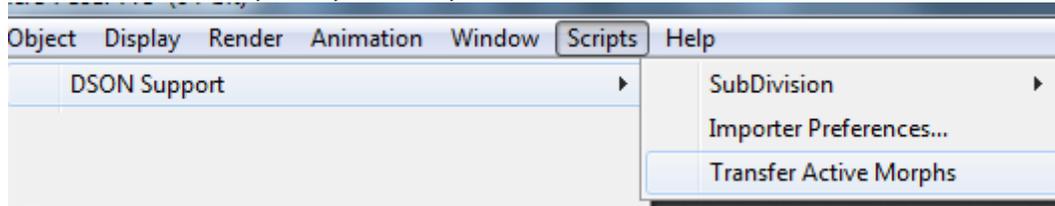


3) Take of the limits Force limits

3) Set to SubDivision Level "3" now



Now when you add clothing, hair, accessories etc, it *should* include the HD morph, and to be honest it usually does, so you're fine. Most clothing will now look right, but remember sometimes some clothing won't conform as well, or include all the needed morphs, for that there is always the "Transfer Active Morphs" Python script



Once clothing, and hair is added, it is a good idea taking the SubD level down to 0. That will speed your posing time up enormously. Just remember to put it back to 3 before rendering, or at least till your final render.

So this is basically it.... And remember, even HD clothing will need this doing, without setting it to SubD 3 you won't notice the HD in your render, or not very well.

Now go and have fun ;)

Fred