

Traveler's Naturals Generic User-guide

Installation:

Unzip the files to your Poser directory (c:/Program Files/Curious Labs/Poser4/..) using the folders option of your unzipping program. I have set up the zip so that the files are placed where they need to be.

There will be 2 additional zips in the main product zip:

Poser 4-PP Files.zip
And
Poser 5-6 Files.zip

Open the one that applies to your version of Poser and Install it as above.

Location: You can find your Props in the Props Library under !Travelers Naturals or Grasslands Foliage

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1 – Using the Props

To use one of the props, simply choose the one you want to use and either click on the check mark at the bottom of the palette window, or double click on the icon. From there you will need to place and scale the prop as you need it. Because of the Transparency it may be hard to see the prop. See the General Scene tips below to get some ideas on how to make scene set-up easier.

2 – General Scene Set-Up Tips

Setting up complex scenes in any 3D program can be a chore. Poser is no different. Here are some tips and tricks to make the work easier:

Camera Types: When setting up a scene take advantage of the different camera views. Especially the top, and right/left camera. These will give you a better view sometimes if you have an item in the right place.

Display Mode Types: Viewing things in texture mode, sometimes will leave you with a false sense of where everything is. From time to time, switch to one of the un-textured polygon based display modes. This can give you another reference to work from so you can see where things actually are in your scene.

You can also turn on one of the modes for objects or figures by using the Display Mode Buttons. I do this for Transmapped objects as it helps to let you see where they are.

Poser's Copy-Paste Feature: While you can't copy and paste whole props around in a scene, Poser will allow you to copy and paste position and scale values from

item to item. This is useful in positioning groups of things. First position your first prop. With the prop selected hit Ctrl-C. Bring in another prop, hit Ctrl-V and the new prop will pop into the same place as the first. Then use the dials to move the new prop a bit. This saves a lot of time in building up clusters of things, a key in scene set-up

3 – Exporting to Other Programs

Saving as an .obj file:

- **File→ Export → Wavefront Object**
- In the Dialog box that pops up, make sure single frame is checked and hit ok.
- The boxes for all of your parts should be checked, but make sure before hitting ok.
- Another Dialog box will pop up, give your file a name and hit ok.
- In the next dialog box, uncheck all of the boxes and then check the box for “Include existing groups in polygon groups”

Then you can do what you want with this .obj, whether it be for re-import into Poser to use as a prop or for use in another program. Most programs, including Poser will keep all of the texture info intact, so you can design your fungi clusters, etc in Poser and then use them easily in programs like Bryce or Vue.

Vue Notes: Because of the way Vue figures Transparency on import of a Poser file, you may need to enter the material area for the props one by one and change the global transparency to 100% on objects using Trans maps in Poser. You can also fix this in Poser by making the Min and Max trans 100% before export to Vue.

Contact Information:

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