



Seedydeedee's 3D Basics for Poser, Daz and Carrara

Poser 7

The screenshots I'm using for this tutorial are from Poser 7, but the same principles apply for earlier versions too.

This guide covers the basics of what you'll need to know to complete my first tutorials. It explains how to change the view and navigate around your workspace, how to create a shape and move it around, how to parent props and add them to your content libraries, and how to assign a material.

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1. Navigation

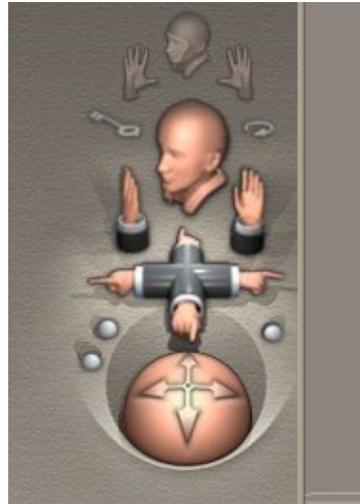
Changing the Camera view.

Click the 'Select Camera' dropdown menu. If you can't see it, go to the Window menu, and make sure Camera View is ticked. Or, simply right click anywhere on the Poser preview window (where you load your figures), and choose your view from the 'Camera View' option.

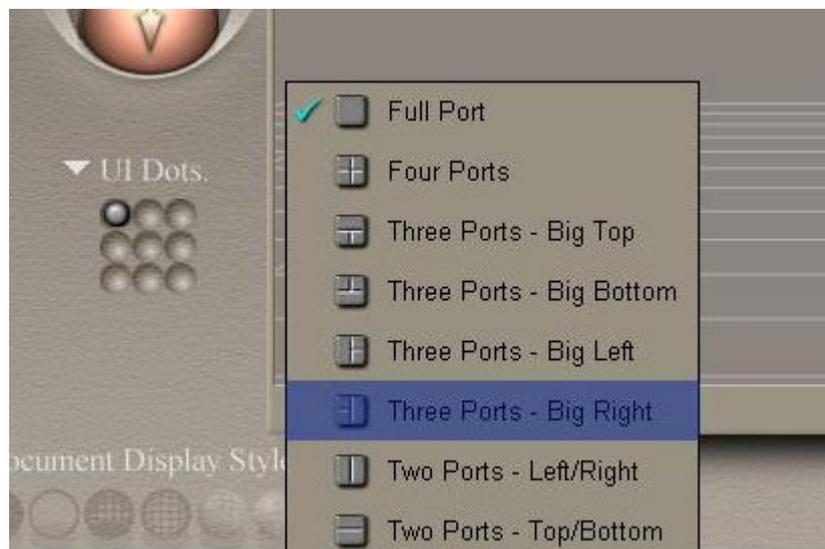
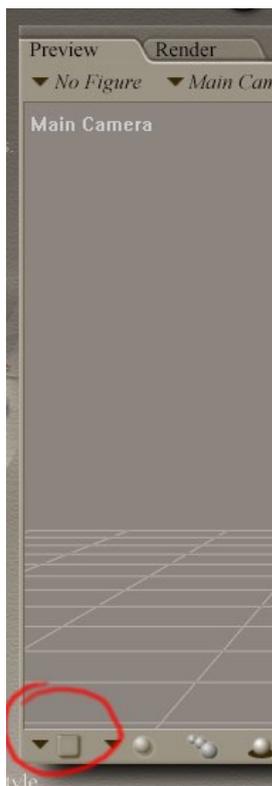


Navigation

To navigate within the scene, experiment with the Camera Control tools below. If you get completely lost, click on the Edit menu, and select Restore > Camera.

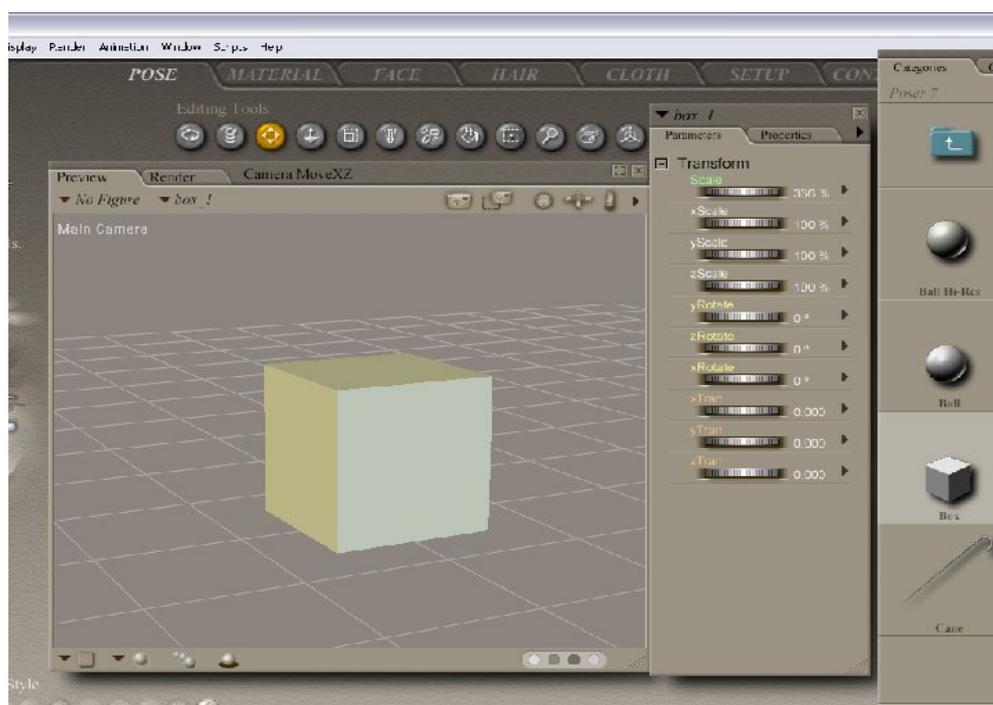


To change the layout of the screen, use the viewport selector at the bottom of the preview window. This enables you to arrange a number of different views on the screen at the same time so that you can see how an item looks, say, from above and from the left side at the same time.



2. Create a basic (primitive) shape

Click on 'Props' in your library palette, and then 'Primitives'. Double click on the shape you want to add it to the scene.



3. Move / resize shapes

You can either use the Editing Tools (if you can't see them, choose Window>Editing Tools) for direct manipulation, or you can use the parameter dials for subtle / precise movements. Personally, I prefer using the parameter dials. It's less intuitive at first, but it is far simpler in the long run, and prevents you from taking the translations / rotations too far.



Editing Using Parameter Dials

If you can't see the parameters tab, click on Window > Parameter dials.

The **Rotation** dials control an object's rotation in 3D space.

The **Scale** dials control its size in 3 dimensions.

The **Tran(slation)** dials control where the object sits in 3D space.

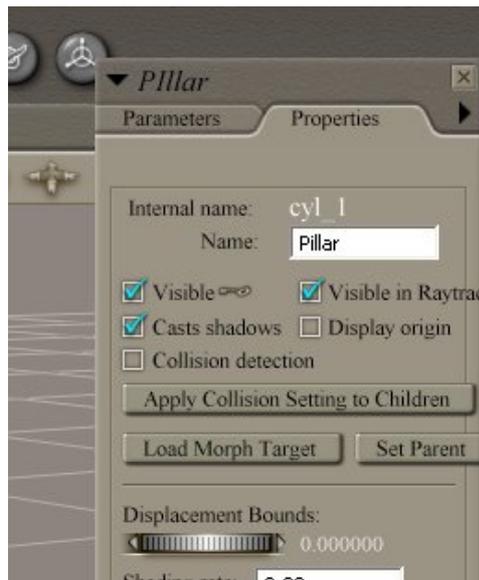
To change any of the above parameters, drag the dials to the left to decrease, and to the right to increase. Fiddle around with them until you see the way they work.

Alternatively, right click on the numbers on the right of the dials to type in the value that you want.

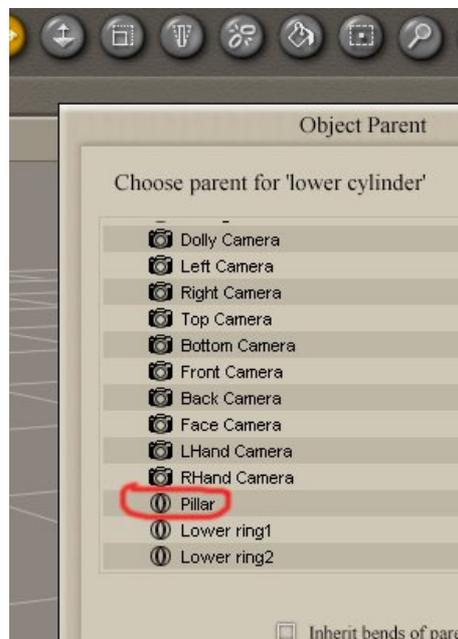
4. Parenting props

If you've added 3 or 4 props to a scene and have arranged them close together, or put something in a character's hand, for example, and decide to move them, it's much easier to group them together so you can move them all at once. It's also a good idea to change the name of each object as you create it, for ease of identification and adding materials later on.

To do this, go to the Parameters window, and click on the Properties tab. In the name box, overwrite whatever's already in there.



Once you've renamed your items, to group them together, click the item you want to be grouped with (or 'parented to') the main item. In this case, I want 'lower cylinder' to be stuck or 'parented' to 'Pillar', so I click 'lower cylinder' and go to Object menu > Change parent. N.B. if the item we wanted to attach to a parent was a figure, we'd use the Figure menu > Set figure parent, but since I'm only covering prop primitives in this tutorial, we'll stick with the Object menu.



Select 'Pillar' from the list that appears (you may have to scroll down) and click OK.

You can now select 'Pillar' and move / translate / rotate it, and 'Lower cylinder' will remain stuck to it in the starting position.

5. Saving props / figures

When you've got yourself a finished prop, or a dressed and posed model, and you want to save it in your library to use again, Navigate to the correct library tab for your item. For example, if it's a prop, open your prop library, or if you want to save a pose, click your pose library (for the prop I'm using in the first tutorial, I saved it as a Prop).



Make sure your object is selected (click on it!) and click on the plus symbol at the bottom of the library window. This adds your prop to the library, and you can load copies of it from there in future.

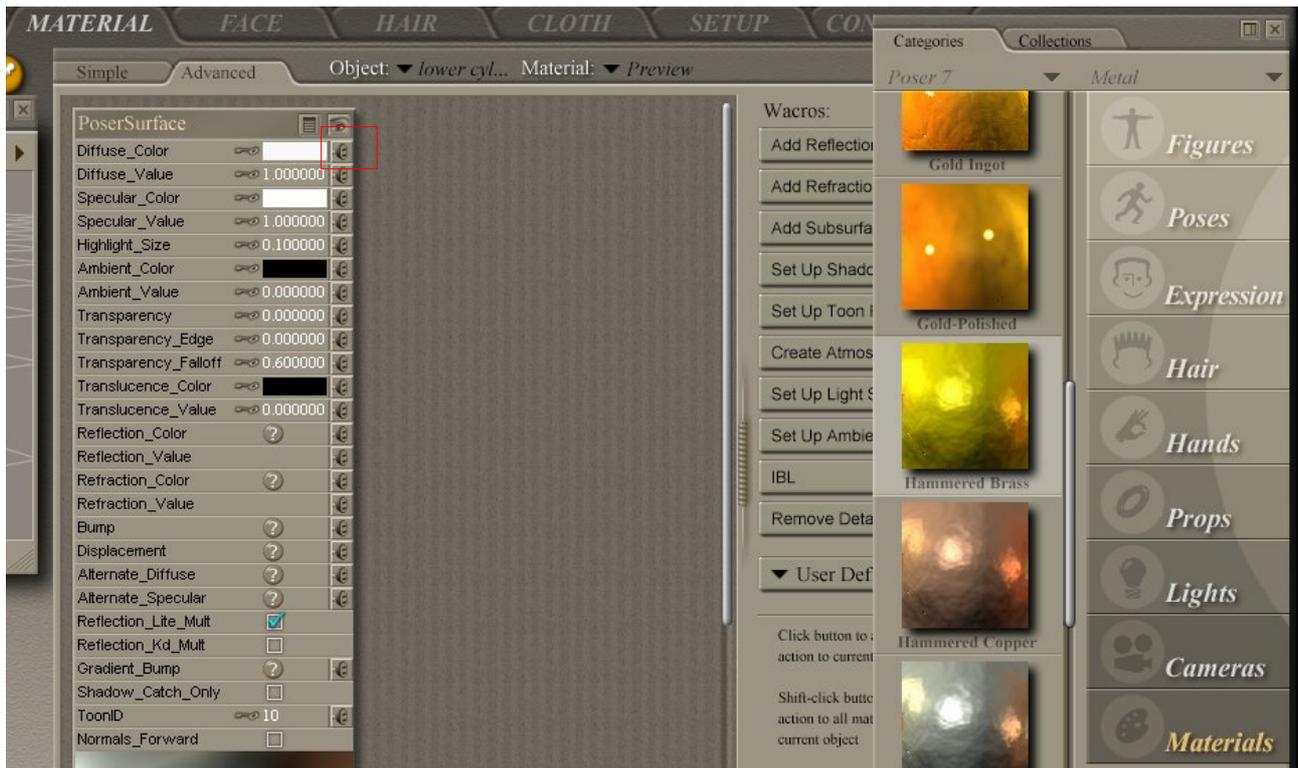
Loading Props / Figures

To load from your saved items, open your library, find the figure / prop you want to put into your scene, and double click it.

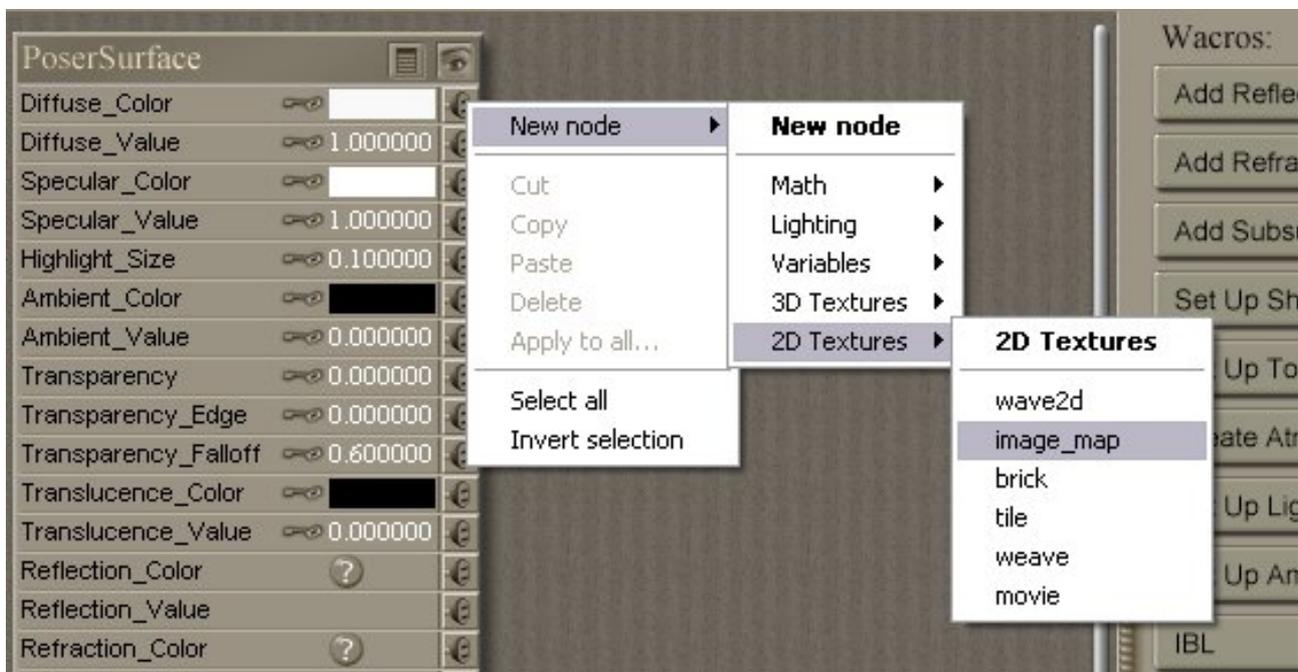
6. Adding textures / assigning materials

Go to the Material Room by clicking the tab at the top of the screen.

Select the item whose texture you want to change. You can change the texture of objects here by changing the diffuse (main) colour and Specular (shiny) colour. You can also specify whether your object's surface has bumps (with the Bump controls!) or is partially or wholly transparent (Transparency). You can make an infinite variety of textures by right clicking on the little plug sockets at the right of each heading, and adding 'nodes', which do all sorts of wonderful things. Or you can choose from a variety of premade textures that come with Poser, by double clicking on a material in the Materials part of the library.



Alternatively, you can use texture maps (any picture files) to add colour / bumps / opacity to an object's surface. To do this, right click on the plug socket at the right of the attribute you want to change (e.g. diffuse colour), select new node > 2D textures > Image map.



If you right click where it says 'Poser Surface' above, you have the option to assign the same texture to all parts of the object. Be careful doing this – it doesn't work well on people (unless you want a statue....)!

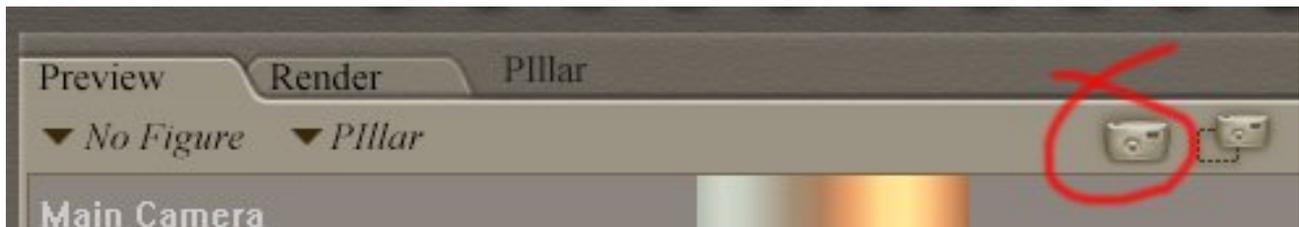
If you have a prop or figure you've downloaded, it may have come with MAT files. Check in the Pose section of the library for MAT files related to your downloaded props / figures.

Select the item you want to change, and double click the relevant MAT file to assign it to your prop / figure.

7. Rendering

To set a backdrop for your scene, go to File > Import Background Picture, and choose an image file for the background of your picture.

To render your picture, click the render button or go to the Render menu. You can also change the render settings and dimensions there.



That should be all you need to know to complete my first basic tutorial using Poser, but if I've missed anything, just let me know! :)

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