



Using Depth Of Field in Poser Pro

Introduction

This is a quick-start guide for anyone who wants to have a go at rendering in Poser and getting those nice blurry focal effects you see everywhere these days.

It is not intended to be a thorough explanation of depth of field, fStop settings, focal lengths etc, just an aid to getting started.

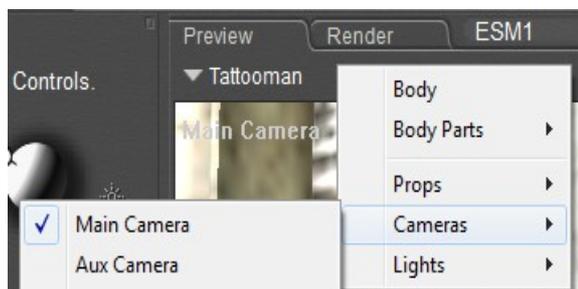
Step 1 - Set up your camera

First and foremost, decide on your camera position and angle. We're going to be setting our focus distance in a moment, so it's best to get your camera sorted first - it saves swearing and unnecessary fiddling around later.

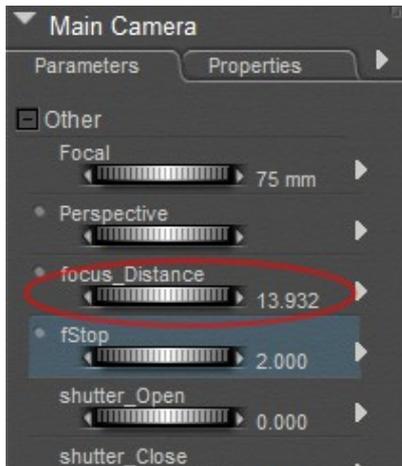
Step 2 - Set your focus distance

Now you need to set the focus distance on your chosen rendering camera.

To view the parameters for your camera, click on the selection dropdown at the top of the screen, select 'Cameras' and find the one you're using to render.



Now locate the Focus Distance dial in the parameters tab for your chosen camera.



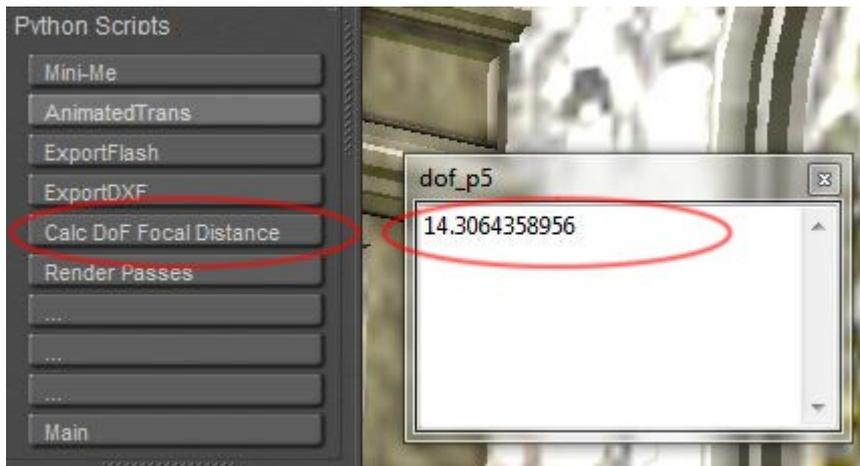
There are now two ways you can set the focus distance for the object you want to be in focus.

1. By dragging the camera's 'Focus Distance' parameter dial

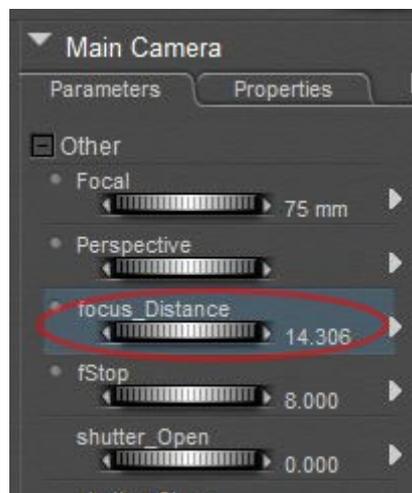
When you click and drag the Focus Distance dial as illustrated above, you'll see a black crosshair appear on the screen. Place this on the object you want to be most in focus.



2. Using the built-in Python Script 'Calc DoF Focal Distance'.
 - Click on the object, figure, or part of the figure (e.g. head) that you want to be in focus.
 - If you don't already have them visible in your workspace, go to Window > Python Scripts. This should display the Scripts palette.
 - Click on the 'Render I/O' menu option in your Scripts palette.
 - You should see a menu item called 'Calc DoF Focal Distance'. With your chosen item (e.g. your character's head) selected, click 'Calc DoF Focal Distance'.



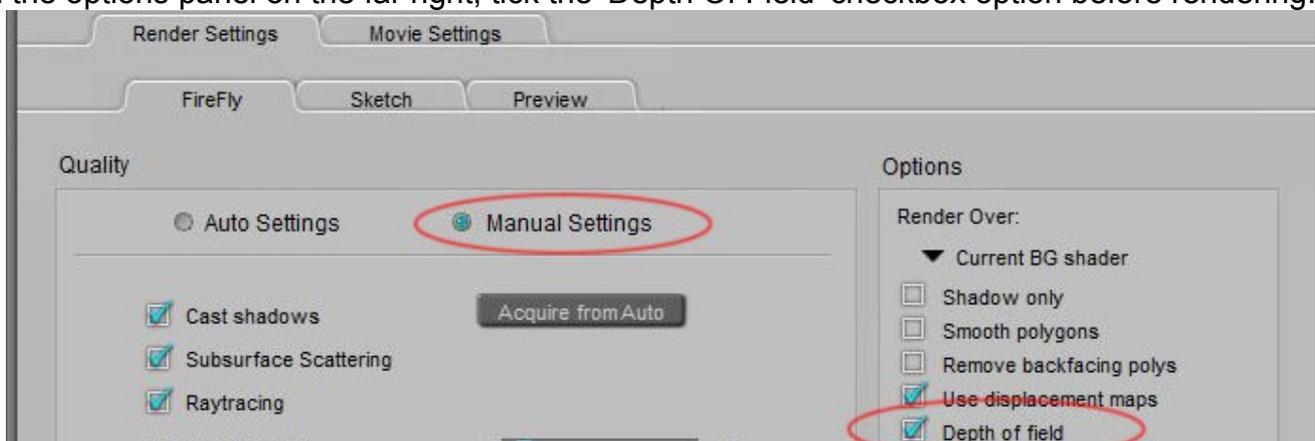
You'll see a calculation appear in a popup as above. Copy this value and paste it into the Focal Distance parameter for your chosen rendering Camera.



Step 3 - Turn on Depth of Field

Go into Render menu > Render Settings > Firefly > Manual Settings

In the options panel on the far right, tick the 'Depth Of Field' checkbox option before rendering.



Step 4 - Set the FStop value

To set the strength of the blur effect, adjust the fStop value.



- Lower values produce more blur.
- Higher values produce less blur

High Values

Example of a 'high' value (although you can set the value as high as you like). The background is slightly out of focus.

fStop value = 14



Low Value

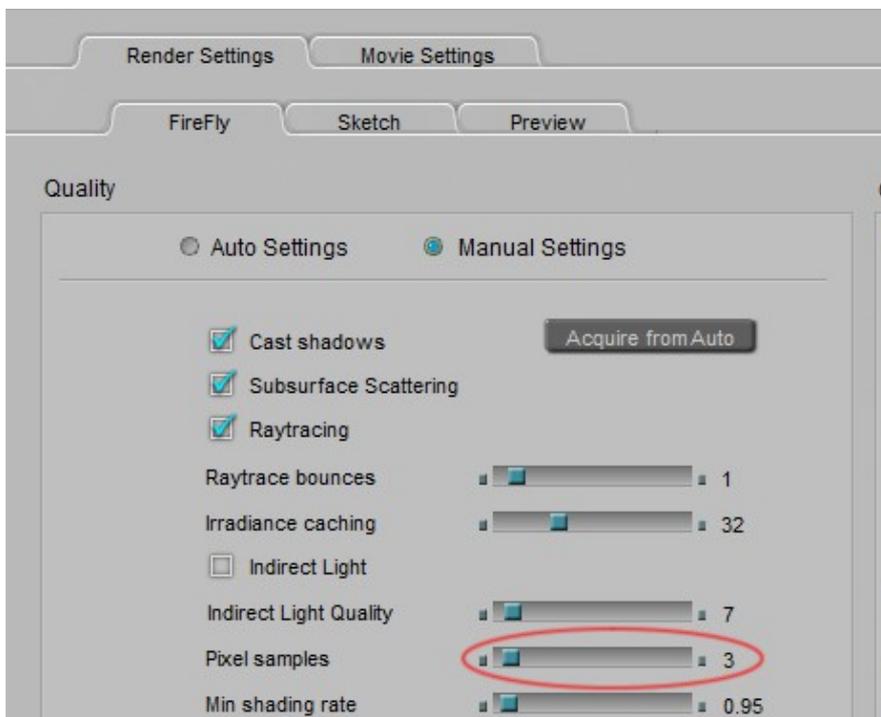
Example of a 'low' value. The background is very blurred.

FStop value = 2



Step 5 (Optional) - Adjust the pixel samples

If your background is really fuzzy and pixelated, as in the image above, go into Render menu > Render Settings, and increase the pixel samples.



This does result in higher render times, but much, much better image quality.



FStop = 2, Pixel samples = 12

View more tutorials on the [3D Fantasy Art website](#)