Poser Pro Game Dev

Poser Pro Game Dev delivers powerful 3D character animation tools and real-time ready character content to game and interactive content developers. For 20 years Poser has been the preferred 3D character system for professional artists and animators. New Poser Pro Game Dev includes a set of game asset creation tools including Figure Combining, Polygon Reduction, Unseen Polygon Removal, FBX import/export and Kinect for Windows® support, all designed to produce size-efficient 3D character assets and scene files for gaming and Unity®.

Features

- Includes 5GB of ready-to-use 3D figures, props and scene elements; no need to model anything from scratch.
- Powerful 3D character animation tools and controls make posing easy
- Includes full video tutorials to help you master Poser fast
- Render 3D characters and scenes for in-game and promotional graphics
- Integrate 3D characters into your interactive project or game
- Full 64-bit support on both Mac and Windows
- PoserFusion™ plugins for Max, Maya, CINEMA 4D and LightWave
- GoZ support for ZBrush
- Gamma Correct preview and textures
- Bullet Physics for Rigid Body and Soft Body Dynamics
- Dynamic Hair, Dynamic Cloth and Facial Photo Matching
- Full COLLADA support
- Vertex Weight Map Rigging System for better bending figures
- Vertex Weight Map Creation tool suite makes it easy to rig new figures or clothing
- Vertex Weight Map Auto Transfer instantly moves Weight Maps from one figure to another
- OpenGL real-time preview with soft shadows makes it easier to preview your scenes
- Interactive Raytrace Preview lets you accurately view shadows, transparency, and reflections with every change to the scene.
- Morph Brush lets you custom sculpt any figure, prop or clothing item

Intelligent Polygon Reduction

With our new Polygon Reduction system, simply dial in reduced polygon levels to whatever your interactive needs require. Reduce polygon counts in figures, individual body parts and props. Preserve material groups, shapes, morphs and rigging as you generate 3D character assets for your next game project using the diverse array of Poser content.

Compound / Conformed Figure Combining

Multiple conformed figures can now be baked into a new single figure with Figure Combining. Combine and bake clothing with the base figure and textures into a new FBX ready, single 3D character, with texture atlas, that can be easily imported into your game authoring system.

Unseen Polygon Removal

Automatically or manually remove occluded unseen polygons hidden under clothing or conformed outer figures. Select and group polygons which can then be removed to produce even lower polygon count game-ready figures.

Kinect for Windows® Support

Use your Kinect for Windows device to drive Poser biped figures, and capture animated motion right in your Poser scene. Save your motion capture sequences as animated poses in the library, or export them from Poser via FBX as game assets. It’s a fun, fast way to bring your Poser figures to life.

FBX® Import / Export

Poser Pro Game Dev provides robust import or export of FBX data, including fully rigged and animated 3D Poser characters with texture atlas. Export FBX from your animated Poser scene for import into Unity or other applications that support FBX. Import a variety of FBX content to edit and animate in Poser Pro Game Dev, including animated 3D figures from Mixamo Fuse.

System Requirements

Windows: Windows® 8, 7, Vista™ or XP® (64-bit OS required for 64-bit installation) | 1.3 GHz Pentium 4 or newer, Athlon 64 or newer (1.65 GHz or faster recommended) | Internet Explorer® 7 or newer | Hosting plugins require a valid English language installation of their respective host application: Maxon CINEMA 4D R10-14 (64 & 32-bit), Autodesk 3ds Max 2010-2014 (64 & 32-bit), Autodesk Maya 2010-2014 (64 & 32-bit), Newtek Lightwave 3D®

Mac: Mac OS® X 10.6, 10.7 or 10.8 | 1.5 GHz Intel Core processor (Core 2 Duo or faster recommended, 64-bit CPU required for 64-bit support) | Hosting plugins require a valid English language installation of their respective host application: Maxon CINEMA 4D R10-14 (64 & 32-bit), Autodesk Maya 2010-2014 (64 & 32-bit), Newtek Lightwave 3D®

Common System Requirements | 1 GB system RAM (4 GB or more recommended) | OpenGL enabled graphics card or chipset recommended (recent NVIDIA GeForce and ATI Radeon required for advanced real-time preview features) | 24-bit color display, 1440 x 900 minimum resolution | 3 GB free hard disk space (16 GB recommended) | DVD-ROM drive | Internet connection required for Content Paradise | Adobe® Flash® Player 11 or newer | Adobe® AIR® (external library)

*Kinect for Windows device not included. Kinect Support available on Windows only