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Poser Fusion and 3dstudio Max

This document covers hosting Poser scenes in 3DStudio Max.

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The new Poser Fusion bridge plugin that will allow you to quickly load a poser figure from Poser Pro into 3d Studio Max will only work in 3ds Max 9 or higher.

Requirements

Poser Pro and Max 9/2008 (32-bit) from Autodesk. Be sure you have fully installed and serialized Poser Pro and the PoserFusion Max plug-in before starting this tutorial.

Integrating a Poser Object into a 3DS Max Scene

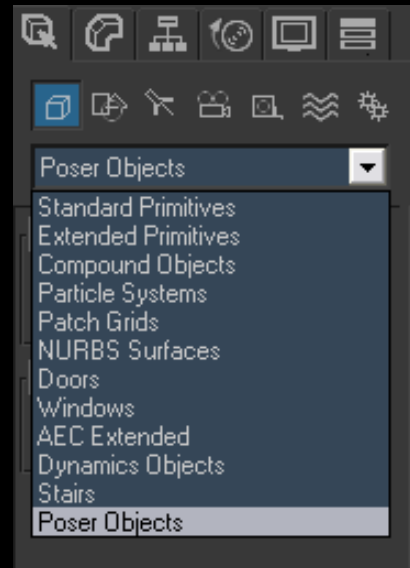
To use the new Poser Fusion for 3ds Max first start Poser Pro and load you character into your scene. Pose and dress the character to suit your need for the scene you have created inside of 3ds Max. For this tutorial we will be using SimonG2 Casual.



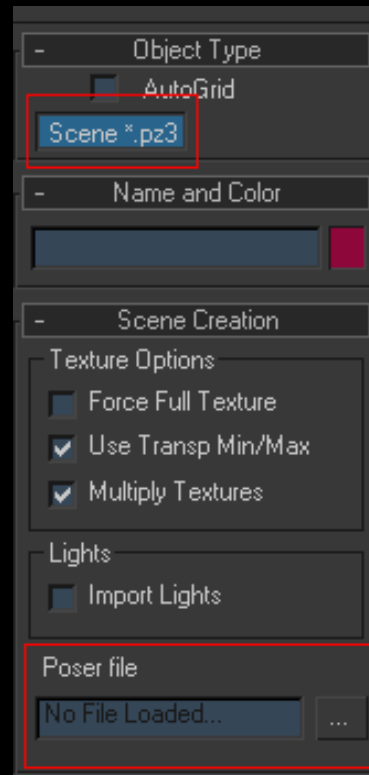
When you have finished setting up your character to your satisfaction save your Poser file, PZ3, and remember the location you save it to.

Open 3d studio max and load the scene that you wish to use the Poser character in, I've chosen to use the Pad from Poser 7. Next go to the create tab on the side menu and select Geometry. From the drop down menu

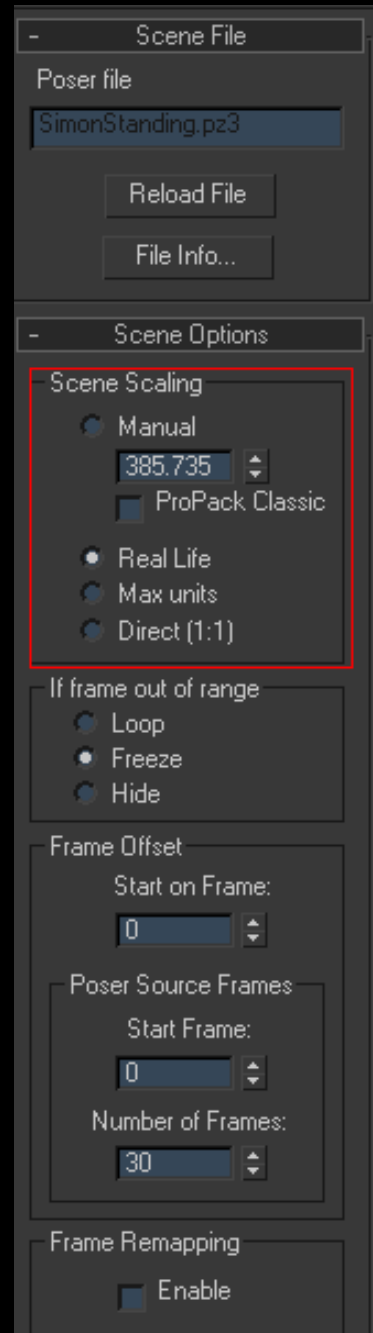
select Poser Objects.



Then click on the scene button and then click on the button next to the Poser file window.



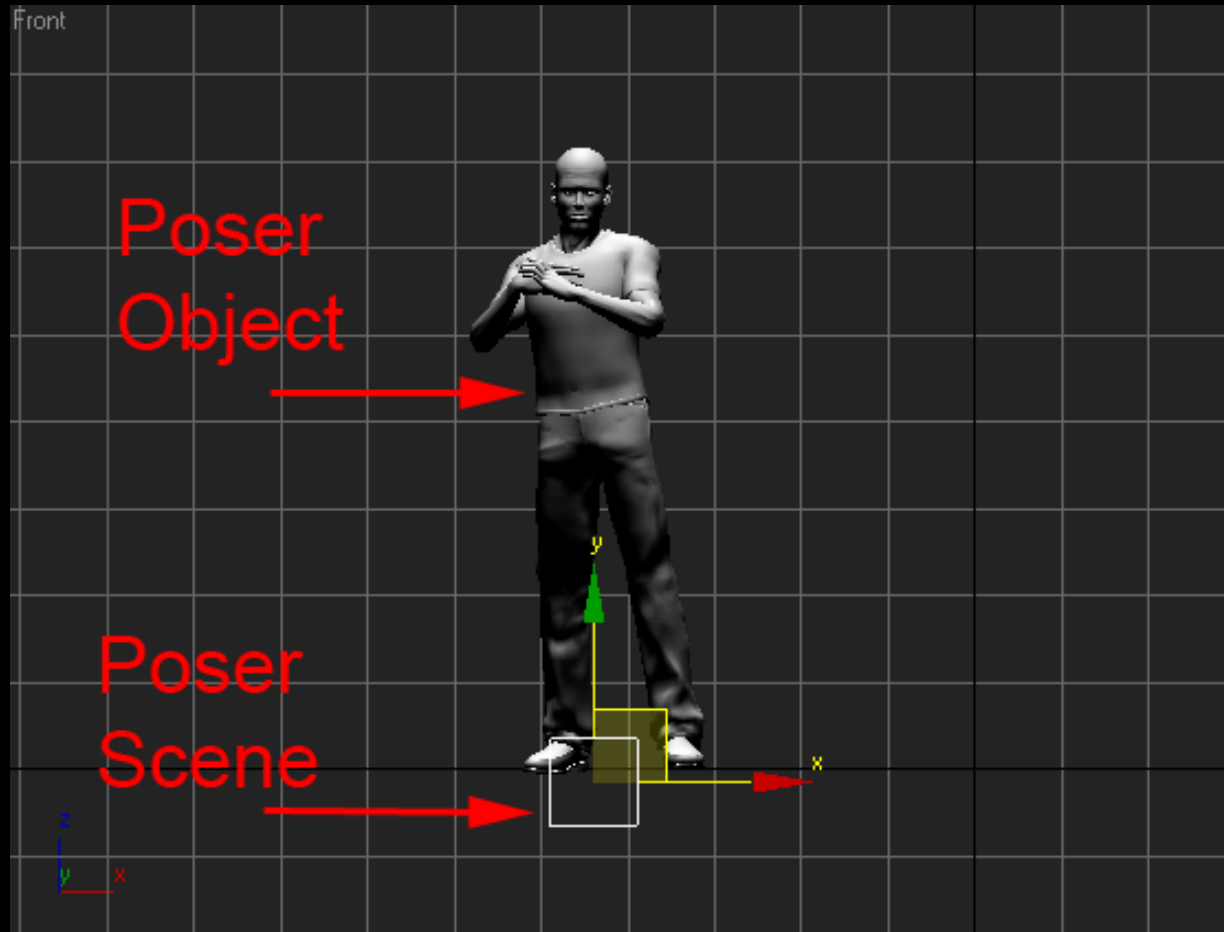
A path window will open up for you to locate your character PZ3 file. Once you have it located you will then draw it into your scene by holding down the left mouse button and dragging your mouse across the screen. In the scene options menu you can set the scaling to real world if you wish, this will auto size the character to real measurements. But you can also set it to manual, Max units or Direct.



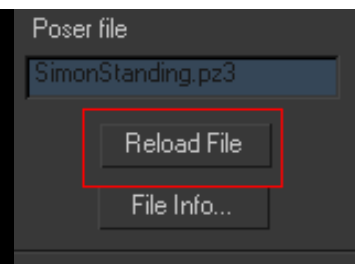
Remap to Frame:

0.0

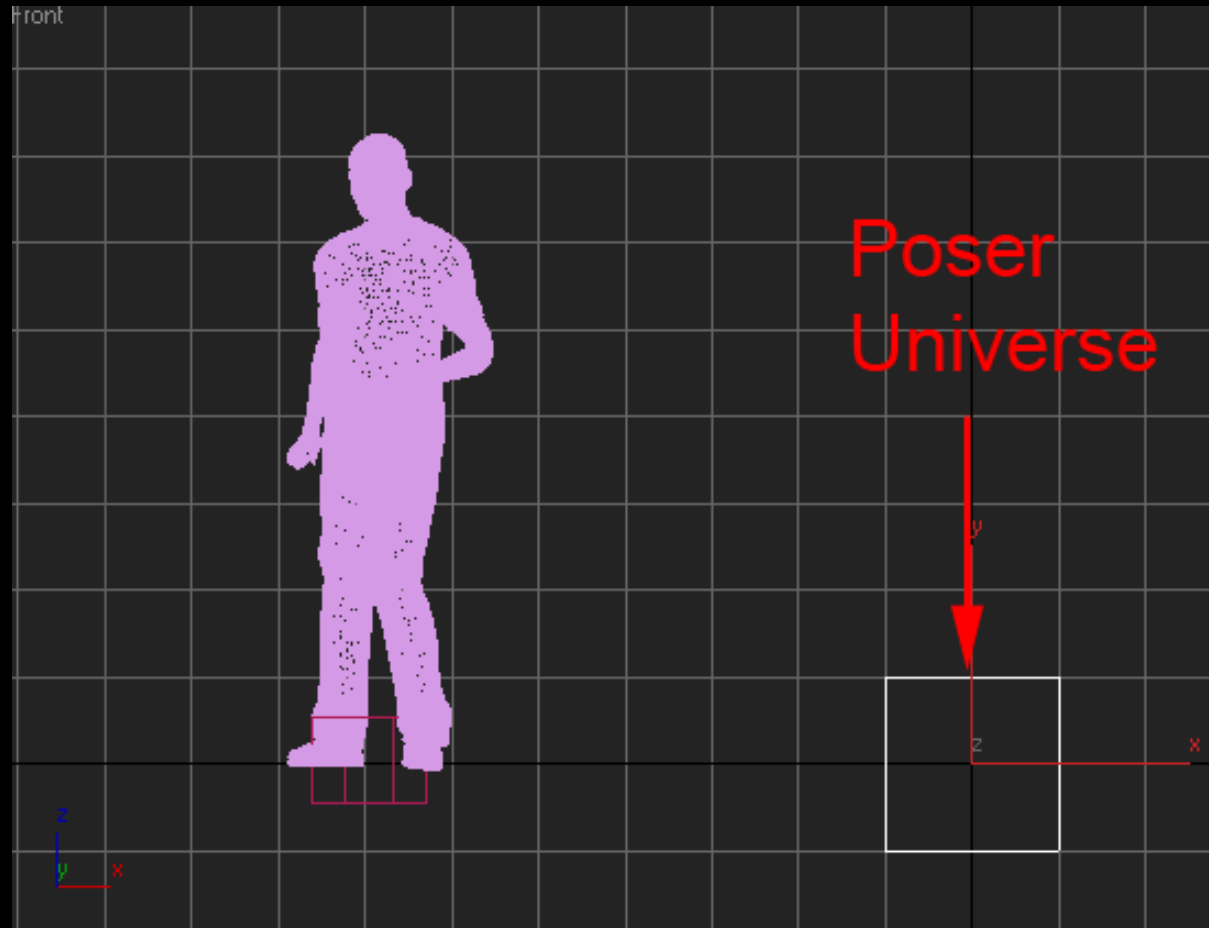
Looking at the scene you will see your character and a box underneath him/her. The box represents the Poser Scene and the character is your Poser Object.



You can select either the box or the Character to move around and reposition within your scene. If you are not happy with how your character looks in the scene you can go back to Poser Pro and change your character, then resave your PZ3 file with the same name. Inside of Max click on the Poser Scene box and on the side menu click the Reload File button, this will automatically update your poser figure to the new changes that you made in Poser Pro.



There is one more thing to point out. Along with the Poser Scene box and the Poser Object you will see a second box, this is the Poser Universe.



Clicking on this box will bring up a side menu which you can access the User's manual from to learn more about working with Poser Fusion in 3ds Max.



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