

# GENERATING MODELS from Poser 4.0 for Animating in Life Forms 3.5 and rendering in C4d

## **Poser 4.0 - Setting Up Your Model For Exporting**

**Step 1.** Open Poser, and set up your selected figure in a good pose for attaching bones and mesh (i.e. the Michaelangelo pose).

*Depending on what your animation calls for you might decide on a low rez, not a high rez for size reasons, but you would lose the ability to change facial expressions before exporting.*

**Step 2.** If you choose a nude model and clothe it: The clothes have to be conformed to Figure 1. To do this, select the piece of clothing you have added to the scene and then go to the Figure menu and select Conform to Function. In the pop-up window that appears, set the target to conform to the figure that you wish the clothing to conform to.

**Step 3.** Now parent the clothing to your figure for exporting reasons. Select the piece of clothing to be parented, go to the Figure menu / Set Figure parent option. In the window that pops up, locate the hierarchy for the main figure (Figure 1) and select the appropriate body part as the parent of your clothing. Only one part of the clothing should need to be parented to one part of Figure 1. (i.e. parent the hips of Figure 3 (Pants) to the Figure 1 hips (man), or hair to the head, etc.) Add more clothes and parent them until you are finished.



*If you are using a Nude Man you will need to do some extra steps to prevent the genitalia from showing through the*

*clothing when you export it.*

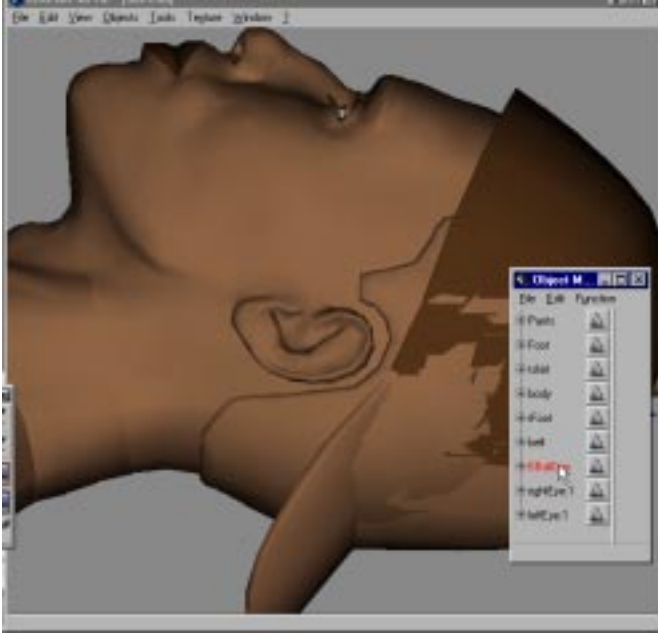
*If you are using the P4 Nude woman you can export the model without any more steps.*

**Step 4.** For the Nude Man model you need to turn off the genitalia. Go to the Figure menu and make sure the Genitalia are turned off.

**Step 5.** Now export the model as .3DS format. If you notice upon import into C4d that the clothing is off the model, then export and an OBJ or DXF. For the man model, when you get to the Hierarchy selection window, scroll through the hierarchy and locate the genitalia. Uncheck the check box next to the genitalia and do the same for universe, cameras, and then click the OK button. If you choose not to export something like the foot because the runners are hiding it, then the shoe will be offset in the next application. So it's best to delete it in C4D.

## **C4D - Making Your Mesh**

**Step 1. Import into C4D and prepare model:** In C4D, open a new file, and set the 3DS preferences to 100 factor under File preferences. Delete the hidden geometry unless you want your figure to take off his clothes. Delete hips and legs and feet and toes because that has the pants over it and shoes. Do this in wire frame to avoid mistakes. (It will make your model less dense). Then organize into groups according to what you want to be attached together. Once attached, it will be one color. Some design decisions and how good you are with texturing will come into play. I am going to connect the entire baseball cap to make it one color and texture map a logo on it.

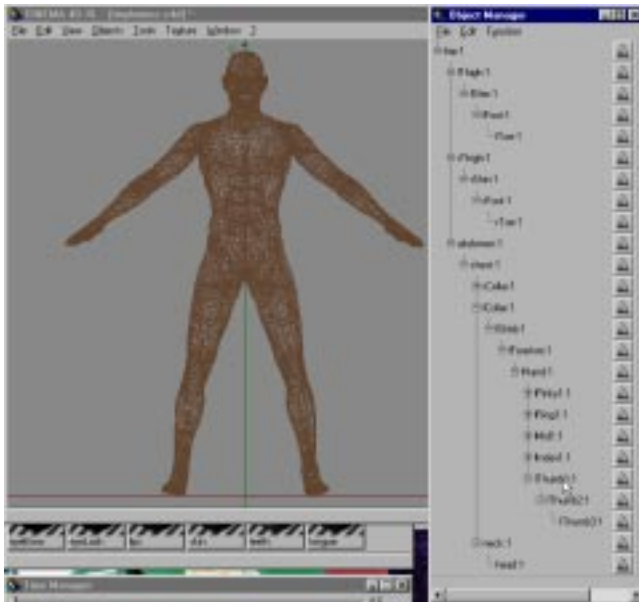


**Step 2. Connecting the mesh:** In the Object manager, select and connect (Tools/Structure /Connect) and also optimize (Tools/Structure/Optimize) to get rid of uneven faces etc. After that, delete the original group because when you connect , it makes a copy. Then with the new object selected, go under Object Manager, Function, Smoothing. Now, connect the shirt using this method, the pants, the parts of the shoes that will be the same colors. Apply materials and textures. Organize your groups in a sensible way. Do that and save it, giving it a name like mesh.C4D.



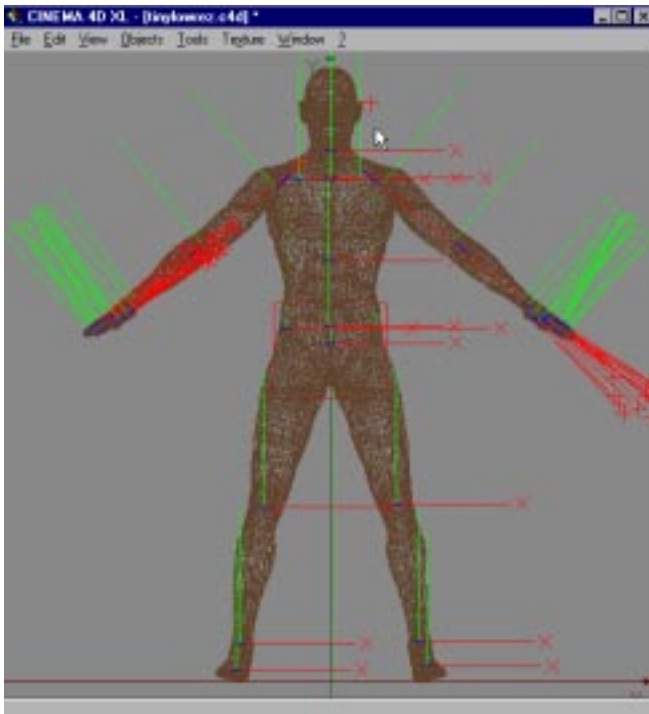
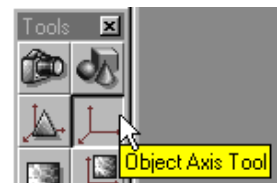
**Step 3.** In a new file, import in exactly the same 3ds file at 100 factor in 3ds preferences. Delete the shoes, hat, hair, eyes, shirt, and pants. Or you can re- export from Poser same model in same pose with no clothes, no genitalia, eyes or hair. Now start grouping the objects in a hierarchy with the Hips as the root.

Delete fingernails, nipples, lips, teeth etc, things that you don't want bones for. Dragging the object onto one another in the object editor will group. This is really easy as you will see a numbering system for the finger joints (i.e. 1 is the parent of 2 is the parent of 3). If you do change names – avoid spaces in joint names.



#### Step 4. Setting Pivots.

Set the pivots in each object by moving and rotating them with the object axis tool (this part is a bit more tedious but be meticulous and your animation will turn out better and Y up) viewing in all views.



#### Step 5. Export

So, now you have a segmented version of your mesh. **IMPORTANT** Change Export factor under preferences to 1 from 100. Select model and save as 3d studio r4. Call it lowrez.3ds.

The axis should be going in the direction of the limbs – I have to rotate the leg axis yet.

## ***Life Forms - Animating Your Model***

### **Step 1 Importing into Life Forms**

In Life Forms, open the LowRez.3ds file under File/open, (file type to all to see it.)

### **Step 2 Setting the default Pose**

Double click on your figure in the Stage to open the Figure Editor, if it's not already up. Check the axis of the pelvis and limbs, by clicking on them and viewing the pictogram in the bottom right corner of that editor. Usually, the pelvis always comes in with the axis pointed the wrong way. This happens upon import because the pelvis geometry is longer in width than in height and that is how the axis determines its direction. Change this under Edit/ Edit Axis Direction. The axis should be pointing up. Now, select your whole figure in the Figure Editor by double clicking it, and go to Edit/ Set Default Pose. We want the first keyframe in this animation to have the same pose as our mesh for boning purposes. Start your animation after that frame.

**Step 3 Animate** You might want to set the constraints first, then save your file. There is documentation and sample files on animating with Life Forms by keyframing, or applying animation or motion capture on our web site. This tutorial assumes you already know the basics. The files that I would keep in a library are the C4D mesh, the 3ds lowrez and the LFA file. This will allow you to keep on animating in Life Forms and brining motion back into C4D.

**Step 4 Export** as a BVH, (OPTIONS: output in meters, one figure per file)

## ***C4D - Importing Animation To Mesh***

**Step 1** In C4D Open your mesh C4D file and set your preferences in C4D BVH import to be 40 factor then import your BVH, hit play then return to first frame (because of display bug). Your bones should fit your mesh. If not, you can re-import BVH at a different factor. Proceed to attach bones to mesh. There is more information about attaching to a mesh in our other C4d tutorial on our website.



I would check out the deformations, then put two new bones ( holding bones) grouped to the upper chest and acting like rib cages. This way his chest won't cave in.