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# Allosaurus



**Product:** [Allosaurus](#)  
**Product Code:** ps\_an072  
**DAZ Original:** YES  
**Created By:** Vairesh  
**Released:** June 10, 2004

## Product Information

- \* You can find new icons for loading this product in the following Poser Libraries:
- \* Figures: "DAZ 'SaurS"
- \* Pose: "Allosaurus MAT" , "Allosaurus Poses"
- \* Files installed for this product:

\Runtime\Geometries\VAIRESH\Ally\

Allosaurus.obj  
----- \Runtime\libraries\character\DAZ 'SaurS\

Allosaurus.cr2  
Allosaurus.rsr  
Allosaurus-ik.cr2  
Allosaurus-ik.rsr  
----- \Runtime\libraries\Pose\Allosaurus MAT\

Bump Apply P4.pz2  
Bump Apply P4.rsr  
Bump Apply PP.pz2  
Bump Apply PP.rsr  
Bump Off.pz2  
Bump Off.rsr  
color brown-brwn.pz2  
color brown-brwn.rsr  
color brown-stripes.pz2

color brown-stripes.rsr  
color brown-stripes combo.pz2  
color brown-stripes combo.rsr  
color green.pz2  
color green.rsr  
color green multi.pz2  
color green multi.rsr  
color green-brwn-stripes.pz2  
color green-brwn-stripes.rsr  
color green-grn.pz2  
color green-grn.rsr  
color green-grnv2.pz2  
color green-grnv2.rsr  
color green-stripes.pz2  
color green-stripes.rsr  
color yellow-stripes.pz2  
color yellow-stripes.rsr

----- \Runtime\libraries\Pose\Allosaurus Poses\  

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!default-zeroed.pz2  
!default-zeroed.rsr  
attack low.pz2  
attack low.rsr  
challenge high.pz2  
challenge high.rsr  
challenge low.pz2  
challenge low.rsr  
eat low.pz2  
eat low.rsr  
look over shoulder.pz2  
look over shoulder.rsr  
quick turn.pz2  
quick turn.rsr  
running.pz2  
running.rsr

----- \Runtime\textures\Vairesh\Ally\  

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Allybump.jpg  
brown-brwnF.jpg  
brownF-st.jpg  
brownF-stco.jpg  
green-brwnF-stripes.jpg  
greenF.jpg  
greenF-d.jpg  
greenF-dmulti.jpg  
greenF-st.jpg  
green-grnF.jpg

yellowF-st.jpg

## Product Notes

### Note to P4 users:

Poser 4 users will need to convert several bump maps from .jpg files to use the P4 files properly.

These Bump Map files are:

\* :VARESH:Ally:Allybump.jpg

Please see [Bump Map Conversion Help](#) for more instructions on converting Bump Files.

In all cases, "P4" will refer to Poser 4 and "PP" will refer to Pro Pak.

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Visit our site for further technical support questions or concerns: [www.daz3d.com/support](http://www.daz3d.com/support)

Thank you and enjoy your new products!

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