Pose Builder Tutorial and Tips

PRODUCT RULES AND RESTRICTIONS

Any pose designed for Genesis, Genesis 2 Female(s) or Genesis 2 Male(s) can be used with each other.

This Product only supports Genesis, Genesis 2 Female(s) and Genesis 2 Male(s) figures.

This Product is only compatible with pose files saved in .duf format. To use other formats, load the pose and re-save as .duf

Split\partial pose sets can only be used if the full body option is selected. The script might have an issue choosing already split pose options. Since the script already does splitting\partial poses for you, selecting the full pose option is recommended.

Pose sets created with this product can be sold only if the poses used are of your own creation. You may not mix and match poses from other Vendors\PA's and re-sell unless permission is given.

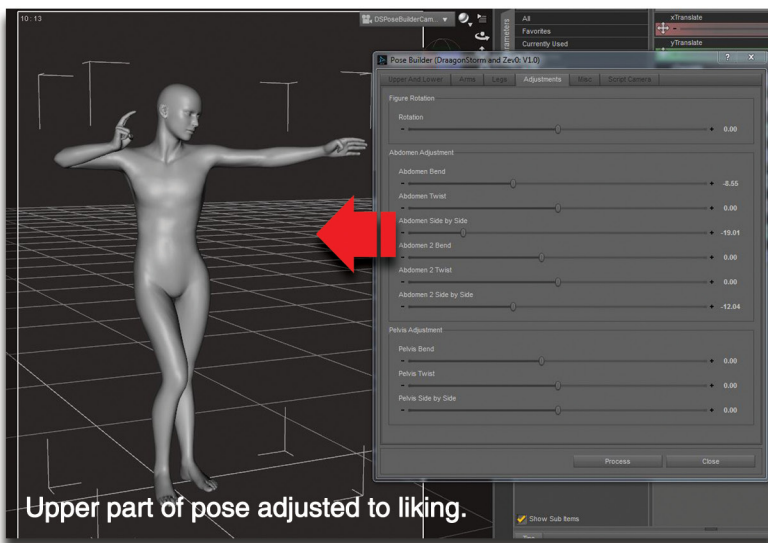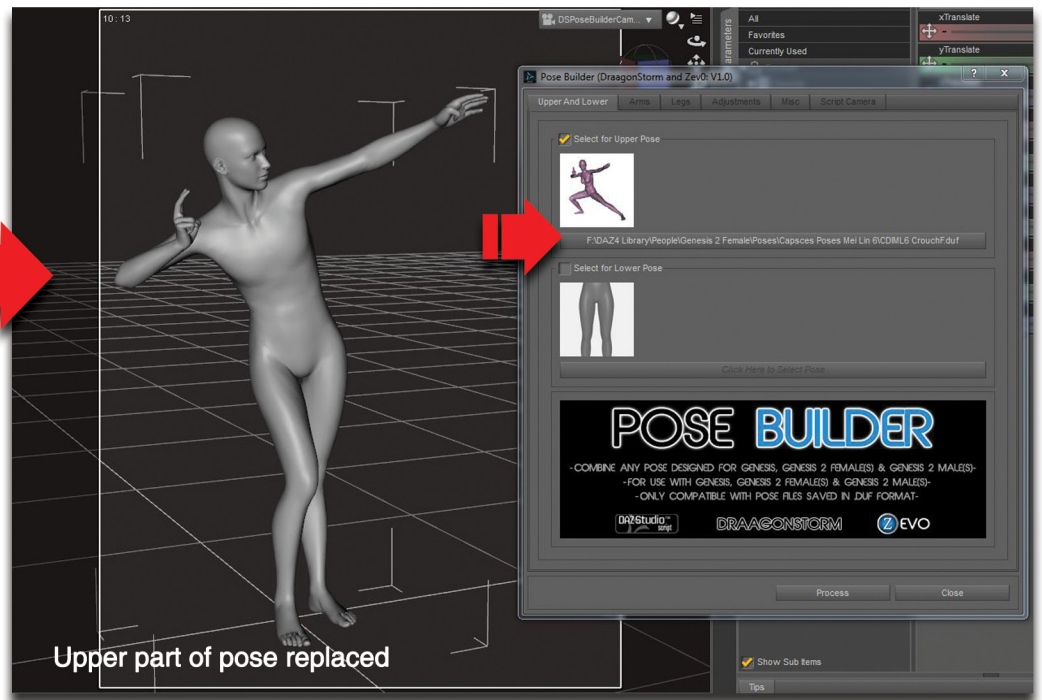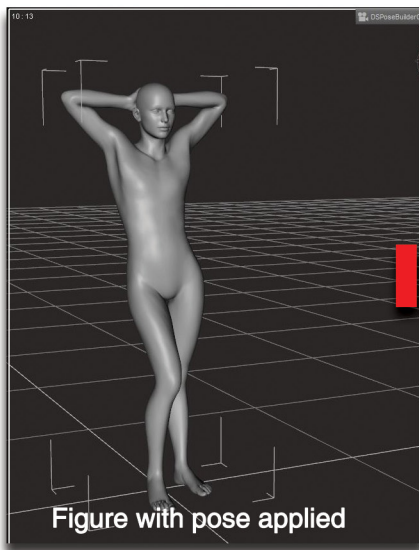Thank you for your support and we hope you enjoy using this product.

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Pose Builder Tutorial and Tips

Thank you for choosing Pose Builder. In this tutorial we are going to explain the scripts and their functions.

Introduction

Pose Builder is a powerful script that enables you to zero out different parts of a pose, and lets you add in different parts of poses from Genesis, Genesis 2 Female or Genesis 2 Male sets.

For example. Lets say you load up Genesis, you can load up a pose, zero out the upper body of that pose, or replace it with an upper body part from a pose that was made for Genesis 2 Female. Below is an example of how that can be done.


Figure with pose applied

Upper part of pose replaced

Upper part of pose adjusted to liking.

Sometimes when you swap out part of a pose, some adjustments to the torso needs to be made. It is best you remove figure limits before you run the script. Here I just bent the abdomen slightly so the figures torso is upright the way I want it.

This all depends on what you are combining. If the replacement area is of a similar orientation to the original pose, no real adjustments need to be made unless you want to change it up to look a bit different.

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The Arms and Legs tabs of the script works exactly the same as the upper and lower, but their functions are more specific for more control. Eg you can replace just one limb, or both.
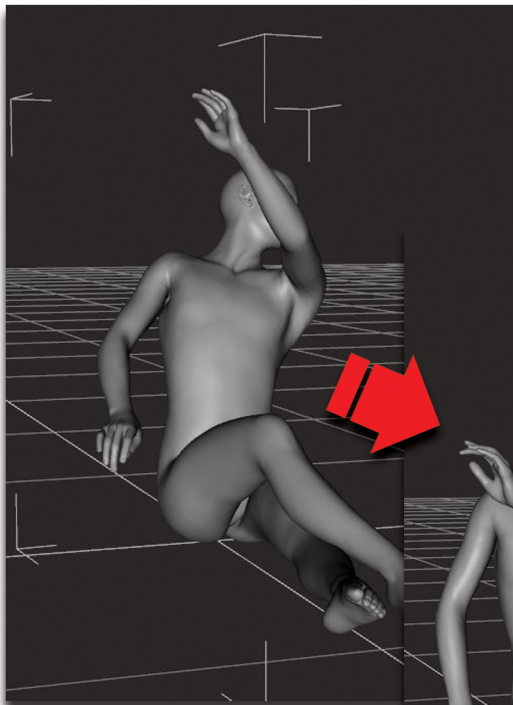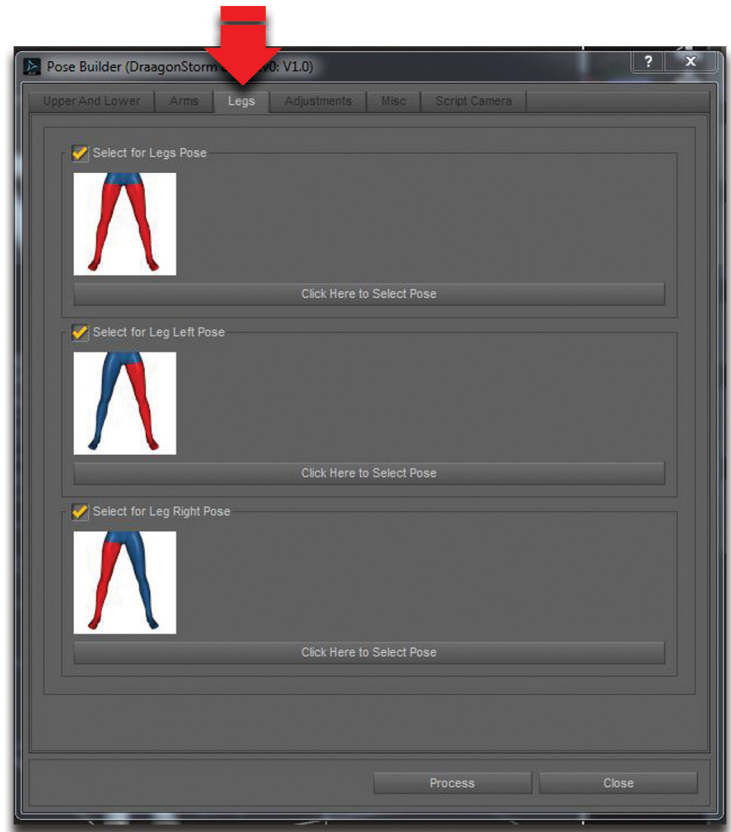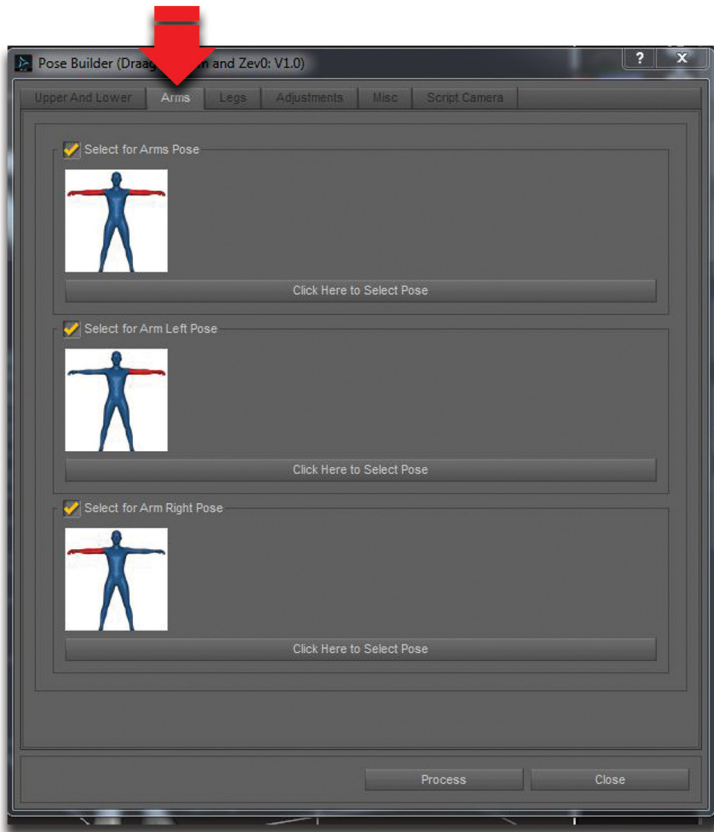
The Adjustment tab (as shown earlier) is used to adjust the body so the pose combo blends together more naturally. You can rotate figure (mainly for viewing the pose from another angle) and has Bend, Twist, Side by Side options for the abdomen1 & 2, as well as the pelvic area.
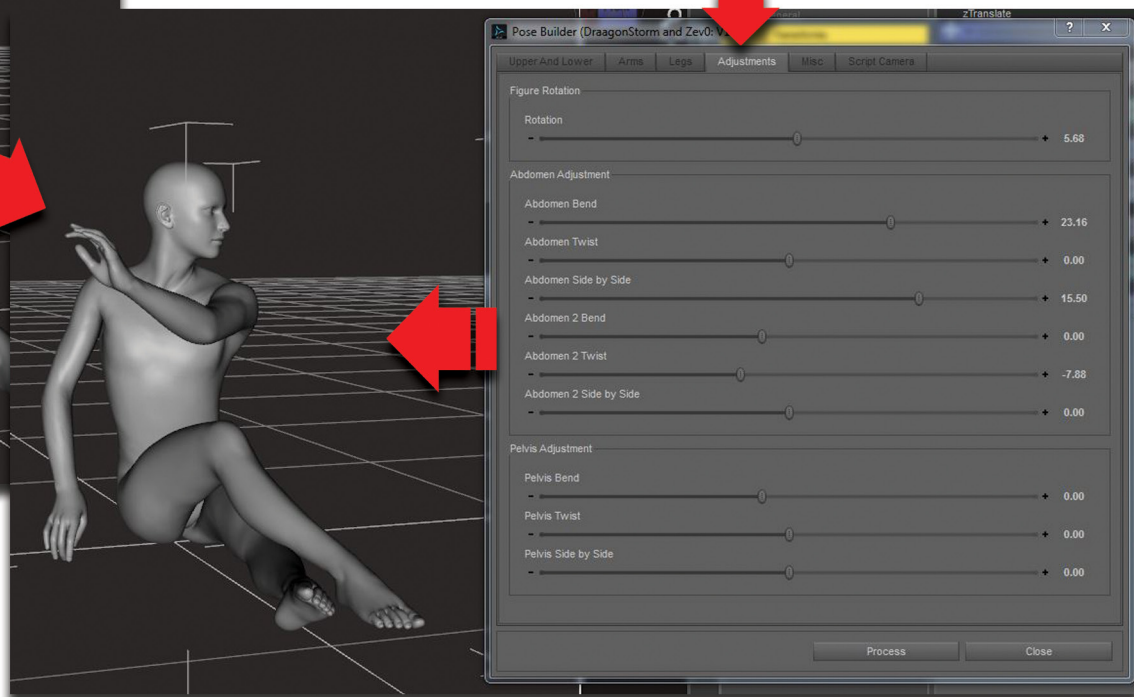
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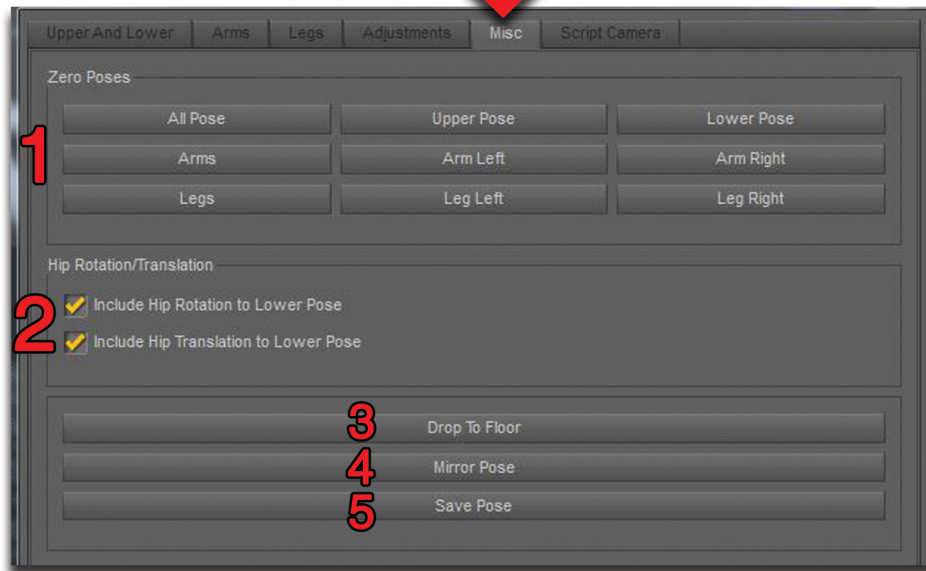
1. The Misc Tab of the script contains a few options. Here you can zero out the figure or sections of it.

2. Hip Rotation and Translation options. What these do is ensure the hip\pelvis matches the pose. EG if a character is lying down, and the hip options are unticked, the pose will apply without adjusting the hip to match the pose. Translation moves the figure to match the translation of the pose EG where the figure is standing\sitting\lying etc.

Lying down pose applied to lower half.
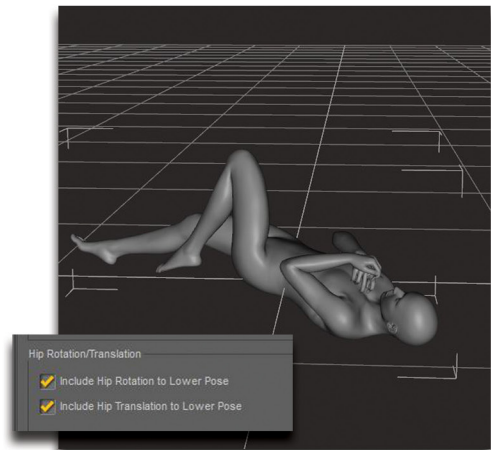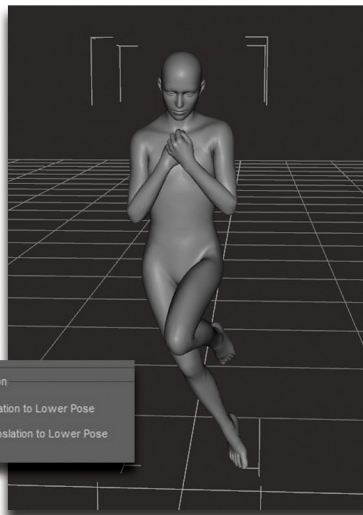
3. Drop to Floor - This brings the figure to the floor and will make contact with the first part of the figure touching the ground.You can also make adjustments to ensure the figure is making proper contact with regards to the pose.

4. Mirror Pose - This allows you to make mirror poses of whatever pose the figure is in. Note - Facial Expressions are ignored and only the figures body is mirrored.
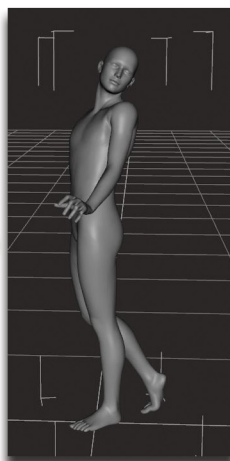

Tip Use the Figure Rotation dial under Adjustments Tab to rotate the figure so it faces the camera.

5. Save Pose - Make sure the figure is nice and large in viewport as that will become the thumbnail for the pose that gets saved. The script also remembers the last save location.

The Script Camera Tab has two modes. One is normal camera movement, the other always aims towards the figure. You can also use the Figure Rotation under Adjustment Tab to assist in getting the camera to work for you.
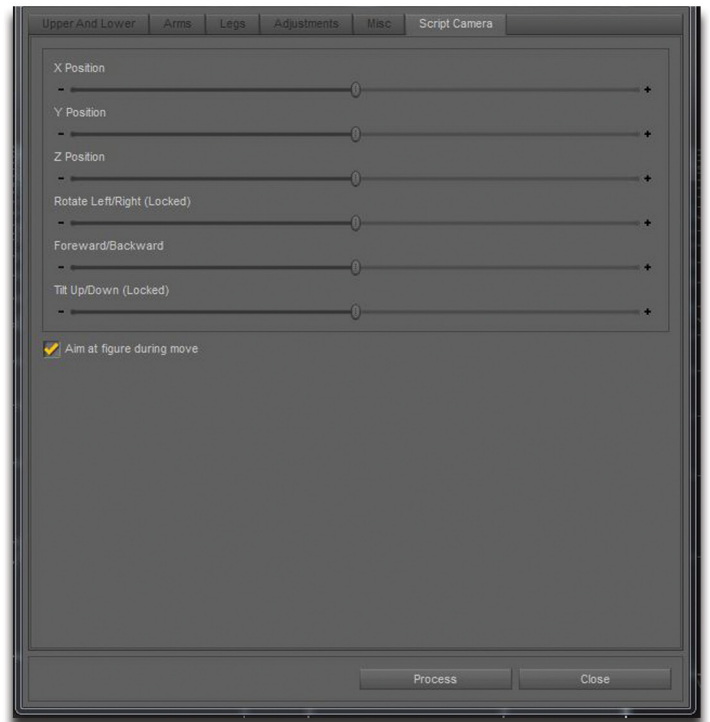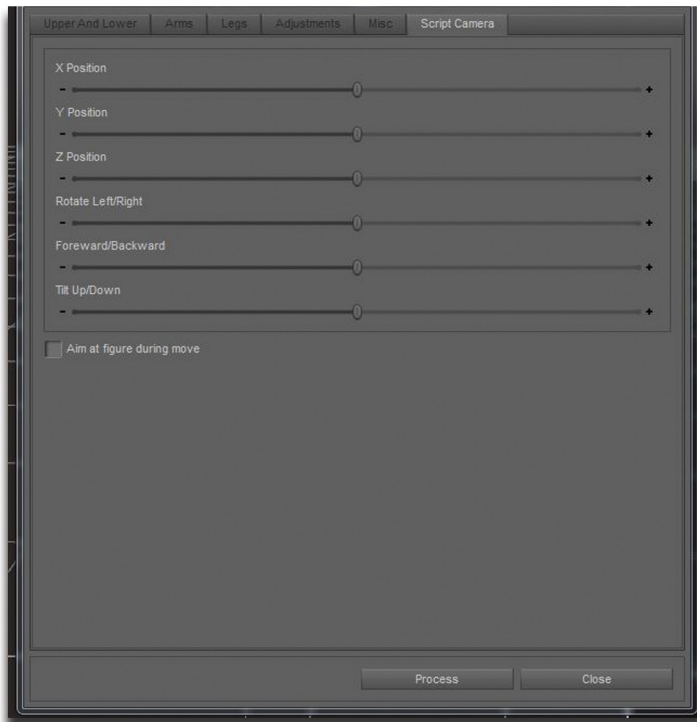
That about covers it. Thank you for your support and feel free to PM if you have any product related questions.

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