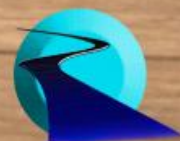


# POSE BLENDER



USER MANUAL

DAZ STUDIO  
SCRIPT



Pose Blender User Manual

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## Introduction

Pose Blender is a set of scripts for creating new poses by blending poses, or parts of poses, quickly and easily. **Don't just combine poses, blend them!** Pose Blender has been designed to work with almost any character or figure... from Victoria 4 to Genesis 8, from Horse to Dragon, male or female... anything with bones!

Pose Blender works by allowing you to **blend** poses and body parts. You don't just copy an arm pose from one pose and a leg pose from another pose (though you can do that too). Rather, you can **create a unique new arm pose** by making a blend of the arm between one pose's arm and another pose's arm. You choose how much to blend from each pose. Now with Pose Blender you can "kitbash" your poses just like you have been doing with your clothes. Quickly and professionally expand your pose library by using Pose Blender!

## Features

- Pose Blender - Quickly blend poses using the entire figure or selected bone hierarchy subtrees
- Selective Pose Blender - Selectively blend poses for parts of the body. This script has been specifically designed to work with Genesis, Genesis 2, Genesis 3, and Genesis 8 characters, male or female
- Settings are automatically saved and restored

**No poses are included with the package.**

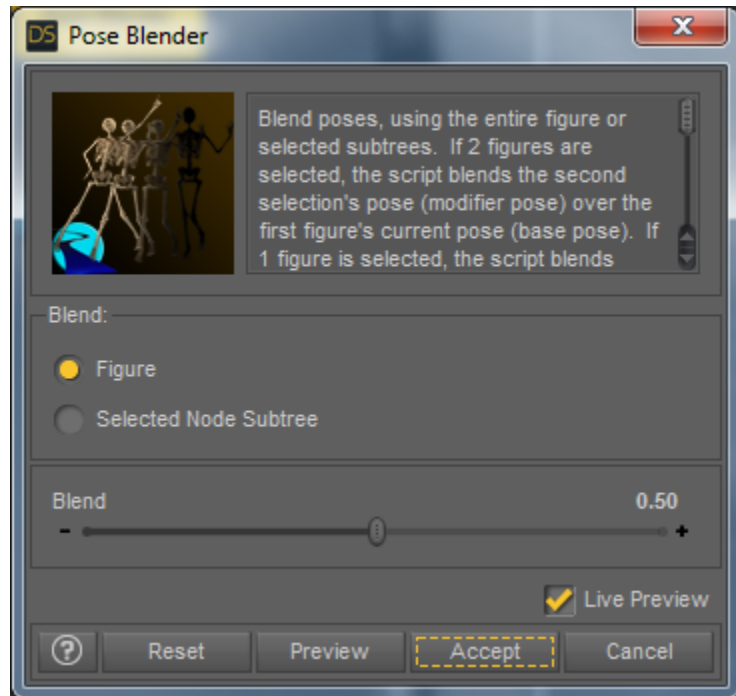
## Pose Blender

The Pose Blender script provides a quick way to blend poses, using either the entire figure or only selected subtrees of the bone hierarchy.

The script can work in two modes:

- Copy and blend a pose from one selected character to another character
- Blend the pose from the Undo stack with the current pose for one character.

**The simplest mode to understand is to copy and blend one pose on one character over the pose on another character.** To use this mode, select the character that you want to receive the new blended pose. This is the Base Pose. Next, select the character you want to blend a pose from; this is the Modifier Pose. Start the Pose Blender script.



In the Pose Blender dialog, the Blend slider controls the blending amount between the two poses. A value of 0 means do not change the Base Pose at all. A value of 1 means copy the Modifier Pose completely over the Base Pose. Any other value is a blend of the two poses. In the dialog, you can choose to blend the poses for the entire figure or just selected node subtrees. When you are blending selected node subtrees, the base figure's selection controls what gets blended. For example, if you select the left arm on the first figure (Base Pose) and second the right arm of the second figure (Modifier Pose), the left arms of the figures are blended. You cannot make more than two selections for the Pose Blender script, so if you want to copy and blend both arms, you need to do the left arm first and then the right arm second, or alternatively use the Selective Pose Blender script.

The Pose Blender script works by traversing the bone hierarchy of the Base Pose figure. For each bone, it searches for the corresponding bone (based on the bone name) from the Modifier Pose, and then blends the two bone orientations together based on the blend strength.

*Note that while Pose Blender will happily copy and blend a pose from a different figure generation (or even a different species) onto another, it does not do conversions (e.g., Genesis 2 Female to Genesis 3 Female) and you will only see blends on bones that have the same names.*

The ordering of selecting figures has been deliberately designed to help you quickly "kitbash" poses onto a figure. Select the first base figure, blend your pose with a second figure. Deselect the second figure and select the third figure, blend and repeat.

**The second mode for the Pose Blender script is to blend the pose from the Undo stack with the current pose for one character.** In this mode, you work with one figure. To use

- Pose the figure (this is the Base Pose)
- Apply a new pose
- Immediately start the Pose Blender script to blend the poses

*The script uses the immediately previous operation in the undo stack for the Base Pose. If you have modified another setting in Daz Studio or moved another character, then the pose for the figure will be equal and no blending can occur. You **must** do the operations in the order above, with nothing in-between.*

In this mode, the previous pose in the Undo stack is the Base Pose, and the current pose of the figure is the Modifier Pose. The script has been deliberately designed to help you quickly "kitbash" poses onto a figure. Pose your figure (Base Pose), apply a new Modifier Pose, blend the Modifier Pose (such as an arm) over the Base Pose to create your blended pose. Apply another Modifier Pose, blend and repeat. In this mode, you can blend two body parts at once (e.g., both arms) though no more than two.

## Selective Pose Blender

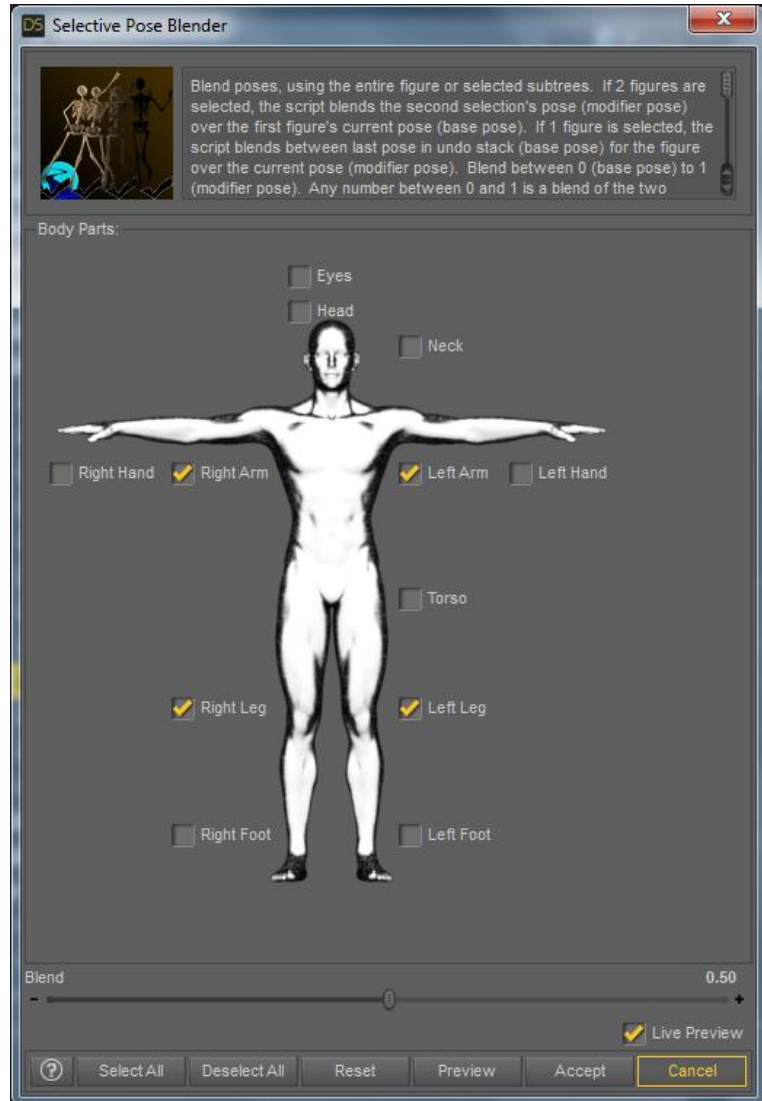
The Selective Pose Blender script quickly and easily blends *specific parts of the body* between two poses. It makes it incredibly simple to blend only the selected body part without affecting any other part of the pose. This script has been specifically designed to work with Genesis, Genesis 2, Genesis 3, and Genesis 8 characters, male or female. While it may work with other figures, it uses knowledge of the bone structure for these figures and may give unexpected results with other figure types. The script can work in two modes:

- Copy and blend a pose from one selected character to another character
- Blend the pose from the Undo stack with the current pose for one character.

**The simplest mode to understand is to copy and blend one pose on one character over the pose on another character.** To use this mode, select the character that you want to receive the new blended pose. This is the Base Pose. Next, select the character you want to blend a pose from; this is the Modifier Pose. Start the Selective Pose Blender script.

In the Selective Pose Blender dialog, the Blend slider controls the blending amount between the two poses. A value of 0 means do not change the Base Pose at all. A value of 1 means copy the Modifier Pose completely over the Base Pose. Any other value is a blend of the two poses. In the dialog, you select which body parts will be blended. Only those body parts are blended; every other body part in the Base Pose is unaffected.

The Selective Pose Blender script works by traversing the bone hierarchy for the selected body parts of the Base Pose figure. For each bone, it searches for the corresponding bone (based on the bone name) from the Modifier Pose, and then blends the two bone orientations together based on the blend strength.



*Note that while Selective Pose Blender will happily copy and blend a pose from a different figure generation (or even a different species) onto another, it does not do conversions (e.g., Genesis 2 Female to Genesis 3 Female) and you will only see blends on bones that have the same names.*

The ordering of selecting figures has been deliberately designed to help you quickly "kitbash" poses onto a figure. Select the first base figure, blend your pose with a second figure. Deselect the second figure and select the third figure, blend and repeat.

**The second mode for the Selective Pose Blender script is to blend the pose from the Undo stack with the current pose for one character.** In this mode, you work with one figure. To use

- Pose the figure (this is the Base Pose)
- Apply a new pose
- Immediately start the Selective Pose Blender script to blend the poses

*The script uses the immediately previous operation in the undo stack for the Base Pose. If you have modified another setting in Daz Studio or moved another character, then the pose for the figure will be equal and no blending can occur. You **must** do the operations in the order above, with nothing in-between.*

In this mode, the previous pose in the Undo stack is the Base Pose, and the current pose of the figure is the Modifier Pose. The script has been deliberately designed to help you quickly "kitbash" poses onto a figure. Pose your figure (Base Pose), apply a new Modifier Pose, blend the Modifier Pose (such as an arm) over the Base Pose to create your blended pose. Apply another Modifier Pose, blend and repeat. In this mode, you can blend two body parts at once (e.g., both arms) though no more than two.