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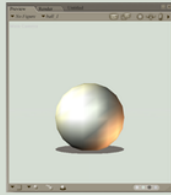
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the basics of Poser Magnets

a quick guide by joannastar

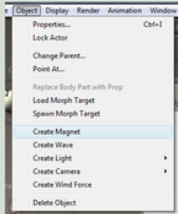
Magnets in Poser are a very useful tool for deforming objects, making morphs, and fixing pokethrough. This tutorial is intended to give you a very basic idea of how they work.

I'm starting with the Ball prop from the Primitives folder of my Poser 7 runtime. As far as I know, magnets work the same in all versions of Poser.

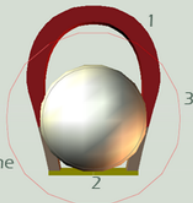


Making a magnet

To make a magnet, select the thing you want to deform, and go to Object > Create Magnet. This should cause a magnet to appear like this:

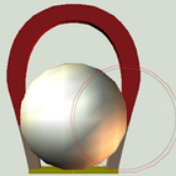


A Poser magnet has three parts - 1 (the bit that looks like a magnet) is the magnet itself, 2 (the yellow bit) is the Magnet Base, and 3 (looks like a circle, but is actually a sphere in outline mode) is the Magnet Zone.



Choosing what to deform

The first thing to do is to use the Mag Zone to choose what part of your element deform - the area inside the sphere will be affected by your magnet. Here I've moved it to the side and made it smaller.



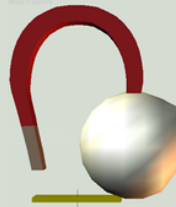
Using the magnet

The next step is to use the magnet itself to deform the object. Here, I selected the Mag part of the magnet, and moved it up. Whatever you do to the magnet - scaling, rotating, moving - happens to the part of your object within the Mag Zone sphere. Here we run into a problem - the magnet itself is obstructing the object, so we can't see clearly what was done. There are two ways round this - if you select something else in the scene, the magnet disappears.



The Mag base

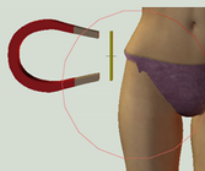
When you move the Magnet, you don't move it relative to the object you're deforming, you move it relative to the Mag Base. This means that you can move the base to a more convenient place in the scene, and still have the magnet affect the element you originally selected to deform.



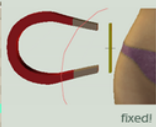
Here I moved the magnet base to the side to get it out of the way. You can do pretty much what you want to the magnet base, but bear in mind that rotating it and scaling it will effect the final result of the magnet.

Magnets and Figures

So far I have only discussed using a magnet on a simple prop. If you want to use a magnet on a figure, you may run into the problem on the right: by default, magnets only affect one element of a figure, and not the whole thing, leading to ugly breakage! D: However! There is a way around. Select the Magnet, go on the Parameter Dials window, and choose the properties tab. Click the 'Add Element to Deform' button, and add the other element the magnet needs to affect.



here just the hip is deformed



fixed!

You can add multiple elements to deform, but only one at a time. You can add elements from different figures, though, so if you make a body morph with magnets, you can add it to clothes too.

Thanks for reading ^^

There's a lot more magnets can do; I hope you have fun with them!

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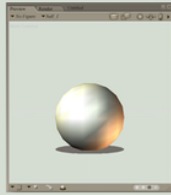
Reply by jean novel on March 14, 2015 1:17 pm Todd, I using a human model and blender 2. [Download Crack Photoshop Cc Mac](#)

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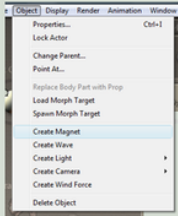
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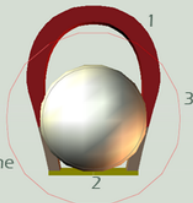


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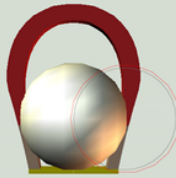


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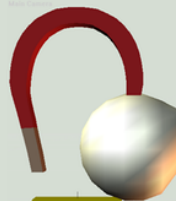
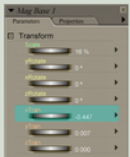
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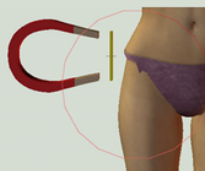
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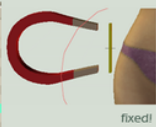
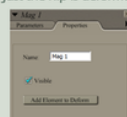
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Childing Under the Motion panel, go to the Motion Capture tab and click on the first icon to load a motion capture file as you first select BVH from the Format drop-down window and navigate to where the Poser BVH file is. [download barbara mellix from outside in pdf](#)

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Com Zusammengekommen reduce these changes, the total size of when the package opens, rendering a library of 5.. Many years ago I made a Poser BVH file and imported into 3DSM but I no longer fair Poser for a while, I do not remember the order or whether the same procedure would work with the latest versions of both programs, This conversion was done with Ecstasy Motion, an indie-friendly motion capture, physics and AI-driven animation engine available from BrokeAss Games, LLC.. The key is Cusomisierung that you do not come with modeling, but with sculpture professionals using these days sculpting, you would be foolish to model if you have imho.. 12 gigabytes to 380 MB, and the absence of fingers and other unused node data can be imported into certain applications evenly.. Software: if you are like me and you prefer to go buy a software package so you quickly design a.. Use filters to find rigged, animated, low-poly or free 3D models in most industry-accepted file formats, including FBX OBJ, MAX, 3DS, C4D and others. 0041d406d9 [Novo Cd Diante Do Trono Creio Download](#)

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