Poser Pro 2014
Quickly & Easily Design with 3D Figures!

Poser Pro 2014 is the fully featured choice for creating new poser content and adding 3D characters to Max, Maya, Lightwave and C4D projects.

Poser Pro 2014 provides the fastest way for professionals to create content and render 3D character images and animations from Poser scenes. COLLADA support enables Poser content integration with game engines and other 2D/3D tools. Fully 64-bit native and optimised for multi-core systems, Poser Pro 2014 saves time by efficiently using system memory and processing resources.

This is the ideal 3D program for the professional artist and 3D production teams.

RRP: £299.99
Product Code: AVQ-SPP14-DVD
Barcode: 5 016488 126854
Poser Pro 2014 Uses:-

- Supports pro-production workflow – ideal for motion graphics on TV
- Medical/forensic reconstruction – crime scene animation
- Architectural design – 3D building animation/concept design work
- Computer game character design/ flash design for online games
- Car/engineering concept construction
- Can be used as a standalone or plug-in to other pro graphics packages
Poser Pro 2014 Exclusive New Features:

**New Fitting Room**
Interactively fit clothing and props to any Poser figure and create conforming clothing using five intelligent modes that automatically loosen, tighten, smooth and preserve soft and rigid features. Paint maps on the mesh to control the exact areas that you want to modify. Use pre-fit tools to direct the mesh around the goal figure’s shape. With a single button generate a new conforming item using the goal figure’s rig, complete with full morph transfer.

**New Powerful Parameter Controls**
Hidden parameters can be displayed so they can be modified automatically, allowing Poser content developers greater power. Drag-and-drop parameters to change channel and parameter order calculation for control on how operations such as physics, simulations, morphs, bends and deformers interact.
Poser Generic New Features:-

**New User Interface**
Poser’s new clean and easy user interface presents all the tools you will need in a concise layout that takes full advantage of various screen resolutions. The interface layout provides a clean work environment so you the artist can focus on the project in hand. All controls are contained in floating palettes that can be docked for consistency, session to session, or floated to free up space.

**New Pixar Subdivision Surfaces**
We've integrated Pixar's OpenSubdiv library to provide Pixar Subdivision Surfaces, with user definable subdivision levels per prop, figure or even individual body part. Subdivision improves bending fidelity, smooths polygonal surfaces and improves performance by enabling lighter poly-count content. Poser includes a new Unimesh skinning method to support subdivision on figures with compliant geometry.

**Rendering Speed Improvements**
The Firefly render engine has been optimised for faster performance when Raytracing.
Poser Generic New Features:-

**New Bullet Physics**
Bullet Physics simulates Rigid Body dynamics, Soft Body dynamics, and dynamic strand based hair. Create rigid simulations with constraints to build complex mechanical interactions. Paint softbody constraint weights to animate. Add jiggle and bounce to any prop or character. Use the Live Simulation mode to preview dynamics in real-time, or calculate simulations to include in rendered animations.

**New Comic Book Preview Mode**
Use Poser's exciting new Colour and B&W Comic Book Preview for static or animated toon imagery. This feature will enable you to create comic art with fantastic line control and colour, or clean black and white outlines with persistent shading even when rotating or animating your point of view.

**Material Compound Nodes**
Create and distribute complicated materials in a simpler fashion with Compound Nodes. Select any group of individual material nodes and combine them into a single block. Users can expand Compound Nodes to edit the individual nodes, or leave them collapsed.
Poser Generic New Features:-

**OpenGL Scene Preview**
With Poser OpenGL improvements, you'll see accurate, real-time previews of Spot, Point, Infinite and IBL (Image Based Lights) Lights, Soft Shadows, with Ambient Occlusion, Normal Maps and Back Facing Polygons in a Gamma Corrected scene. The Light Properties control allows you to toggle specific lights to preview in the scene, with accumulated brightness for each selected light. MIP Map support improves performance when previewing large textures. Our OpenGL hardware improvements preview textures more efficiently, with reliable onscreen display of lights, shadows and colour, for smarter interactive scene creation.

**OpenGL Speed Optimisation**
OpenGL has been optimised for on screen performance so you can create and preview scenes changes and lights faster than ever.

**Gamma Correction**
Now in both Poser 10 and Pro 2014, gamma controlled content can be developed and delivered to every Poser user, supporting uniform materials across versions.
Poser Generic New Features:-

**New 9 New Human & Cartoon Figures**
Also included are two new humans utilising magnets with weight maps and polygonal detailing optimised for SubD. Seven new 3D cartoon figures with incredible facial expressions and personality, worthy of an on-screen cameo in Hollywood, are also part of the included content.

**New Magnet & Deformer Weight Map Support**
Poser's Magnets and Deformers have always been a powerful tool for modifying and animating figures and props. Now with Weight Maps, deformers are even more useful with extraordinary vertex level precision.

**New Magnet & Deformer Weight Map Painting Tools**
Control the power of Poser's new Magnet and Deformer Weight Maps with painting tools that enable vertex by vertex editing. With the added precision of Weight Maps, deformers can be subtly edited to create brilliant content.

And so much more...
**Poser Pro 2014 Exclusive Key Features:**

**Queue Manager/Network Render Queue**
Save time and cut production costs by using additional computers to render complex scenes and lengthy animations. The standalone Queue Manager allows you to set-up and manage a Network Render Queue, distribute rendering jobs across that network and manage those rendering jobs to suit your schedule. With the Queue Manager distributed renderings can be paused and resumed, or fully rendered on slave machines so you can keep working in Poser Pro on your master machine.

**Background Rendering**
Increase personal productivity with background rendering in Poser Pro 2014. Work on 3D scenes in the foreground, while rendering images with the Firefly render engine in the background. When rendering in the background you can open or close other scene files, save your project and continue working without interrupting the background render.
Poser Pro 2014 Exclusive Key Features:

64-Bit Firefly Render Engine
Poser Pro 2014 lets you take advantage of high performance 64-bit Mac & Windows Operating Systems and hardware with the new 64-Bit Firefly Render Engine. The 64-Bit render engine efficiently uses all available system memory to render even the most complex scene files in the shortest possible time. Distribute 64-Bit rendering jobs via the Queue Manager for even greater time savings at render time.

High Dynamic Range Image (HDRI) Export
Create vivid, life-like images with HDRI output. HDRI accurately represents a full range of intensity levels in real-world scenes, ranging from the brightest sunshine to the deepest shadows. High Dynamic Range images can be exported in Radiance (.hdr) or OpenEXR (.exr) format giving you greater control over the luminosity, opacity and reflectance range of your work. With HDRI optimised output you can take advantage of extra precision, flexibility and physically correct image operations in post-production that standard image formats don’t support.
Poser Pro 2014 Exclusive Key Features:-

**PoserFusion Hosting Plug-ins**
PoserFusion lets you use Poser Pro 2014 as a character animation solution for 3ds Max, Maya, Cinema 4D and LightWave. The included PoserFusion plug-ins allow you to open and host Poser scene files and 3D content within these powerful 3D production applications. Integrate static or animated Poser scenes to add pre-built and rigged 3D Poser characters into your projects.

**Poser Generic Key Features:-**

**Over 5GB of Poser Content**
Poser includes a complete collection of well organised, easy to find content supplied by talented third-party content artists, as well as created by the Smith Micro team of 3D artists. Fully articulated human skeletons that match the male and female figures body topology are included along with artist manikins, animals, dinosaurs, a dragon, robots, vehicles and toy & cartoon characters; over 140 ready-to-pose figures in total. Various new poses, animations, light sets, props and accessories to help you get started are included in the Poser content installers.
Poser Pro 2014 Exclusive Key Features:

Content Management Library
Poser’s library makes accessing content easy and accurate, presenting all content by category with expanding previews and providing additional data for each content item. The keyword search function makes finding content fast and category lists can be scrolled through with cursor keys for convenience. Content items can be loaded into a scene using the traditional Poser UI controls or can be dragged directly from the library into the scene.

Full Scene Category In Library
Add your perfect scene environment with settings, lights, cameras, props, dependencies and render settings into the library. From there your new scenes can be dragged directly from the library into the Poser workspace.

Multi-select Drag-and-Drop From Library
Select several items of clothing from the library and drag them right onto a figure and auto-conform them in one step. You can even multi-select a hairstyle, several clothing items and a pose all at once, then click and drag them right onto your target figure.
Expanded Context Menus
Poser’s expanded Context Menus will vastly improve interaction and scene creation, and changes the way you work with Poser forever. Six unique Context Menus have been developed for Figures, Actors, Objects, Lights, Cameras and Backgrounds to provide quick access to the lost useful menu operations.

Grouping Objects
Need a way to move, scale or hide a bunch of objects in a Poser scene, at the same time? Now you can simply add any number of scene elements, from figures and props to lights, into a Grouping Object. They can be moved, rotated, scaled and animated or even hidden and revealed. Create multiple Grouping Objects to hold different areas of a scene, or related props and figures. Adding selected scene elements into any Grouping Object is easy using our powerful new Context Menu controls. This significant new feature will change how you manage your scenes, providing you plenty of control over whole groups of objects in that scene.
Poser Pro 2014 Exclusive Key Features:-

**Constraint Channels & Constraint Objects**
For our animators that have been looking for a way to animate a ball being throw or caught, we've introduced Constraint Channels and Objects. Basically, the Constraint is an animatable handle for an object that will allow you to parent it to a figure's hand as it winds up for the throw, and then have the object leave the hand and fly through the air as if it's being thrown. Constraints are a simple to use feature that will permit all kinds of cool animation effects.

**Frame Object Camera**
In complex scenes it can be a little challenging to keep your camera focused on an area that you're working on using Poser's original camera controls. To help out, we've introduced the Frame Object Camera. With the click of a button, your current camera will zoom in on the selected object, allowing you to take a closer look exactly where you're working. This will make it easier to navigate in and out of your deep scenes and help you save time when creating them.
Poser Pro 2014 Exclusive Key Features:-

**Rotate Object Mode**
A companion feature to the new Frame Object Camera, Poser also includes a new Rotate Object mode. Simply toggle on the Rotate Object mode and your current camera will rotate around the centre point of the currently selected object. This makes it even to focus on a selected element, and view it from every direction by spinning Camera trackball.

**Normal Mapping**
Normal Mapping is a resource-efficient technique to add the appearance of complexity and surface detail to 3D objects. It can transform object surfaces, making them appear more intricate than they actually are, without the added overhead of polygonal detail. This will save designers valuable time and offers increased creative flexibility by allowing faster and more light-weight computation of rendered detail.
Poser Pro 2014 Exclusive Key Features:

Weight Map Rigging
High-end professional 3D applications like Max and Maya have set the standard for Weight Map Rigging, and now Poser provides the most open vertex Weight Mapping support available to Poser users today. Weight Map Rigging offers several benefits including smoother bending folds and bulges with vertex by vertex control over every bend or bulge. Weight Maps can be added to any joint bend, to twist and scaling channels and can be used to control bulges. Plus, Poser takes the standard of Weight Map Rigging several steps further with support for Hybrid Joint Rigging (combining traditional Poser Sphere/Capsule Zones with Weight Maps), using either single mesh geometry or traditionally grouped geometry, and enables Weight Maps or zones to affect any number of body parts beyond the current joint. Poser's new Weight Map Rigging provides a platform that will support third party figures that use Weight Mapping, by expanding the open, well documented and easily editable Poser PZ3 file format, to encourage creativity and user driven enhancements to Poser figures.
Poser Pro 2014 Exclusive Key Features:

**Subsurface Scattering**
Skin, wax and marble are just some of the materials that are translucent when struck by light. To recreate this subtle yet crucial effect when rendering these materials in Poser, we've incorporated a set of easy to configure SubSurface Scattering Material Nodes. New Nodes include SubSurface Skin, Fast Scatter, and basic Scatter. The Scatter Node includes a number of optimised pre-sets for Skin, Marble, Milk, Fruit and Vegetables. With Poser's new SubSurface Materials, you'll transform your scenes into rendered masterpieces with lifelike translucent surfaces.

**Morph Tool Tablet Support**
Poser now comes with Wacom tablet support into the Morph Tool so you can have much finer control when creating morphs. This has made the Morph Tool even more powerful and precise.

**Python 2.7 Support**
Poser now supports Python 2.7 to help take advantage of improvements to the scripting language.
Poser Pro 2014 Exclusive Key Features:

Cross Body Part Morph Creation
With Poser comes a significant improvement in the current Morphing Tool. Now you can dial in a Morph Brush and paint morphs across body parts. Save that set of individual body part morphs as a single Full Body Morph channel in the figure's Parameters. Easily create effects such as muscle bulges, scales, bumps, horns, veins or wounds; it's only limited by the imagination of the artist.

System Requirements:

Windows: Windows® 8, 7, Vista™ or XP® (64-bit OS required for 64-bit installation); 1.3 GHz Pentium 4 or newer, Athlon 64 or newer (1.65 GHz or faster recommended); Windows® Internet Explorer® 7 or newer; Hosting plugins require a valid English language installation of their respective host application: Maxon CINEMA 4D R10-14 (64 & 32-bit), Autodesk 3ds Max 2010-2014 (64 & 32-bit), Autodesk Maya 2010-2014 (64 & 32-bit), Newtek Light Wave 3D*; 
Mac: Mac OS® X 10.6, 10.7 or 10.8; 1.5 GHz Intel Core processor (Core 2 Duo or faster recommended, 64-bit CPU required for 64-bit support); Hosting plugins require a valid English language installation of their respective host application: Maxon CINEMA 4D R10-14 (64 & 32-bit); Autodesk Maya 2010-2014 (64 & 32-bit), Newtek Lightwave 3D*; 
Common System Requirements: 1 GB system RAM (4 GB or more recommended); OpenGL enabled graphics card or chipset recommended (recent NVIDIA GeForce and ATI Radeon required for advanced real-time preview features); 24-bit colour display, 1440 x 900 minimum resolution; 3 GB free hard disk space (6 GB recommended); DVD-ROM drive; Internet connection required for Content Paradise | Adobe® Flash® Player 11 or newer | Adobe® AIR® (external library).