

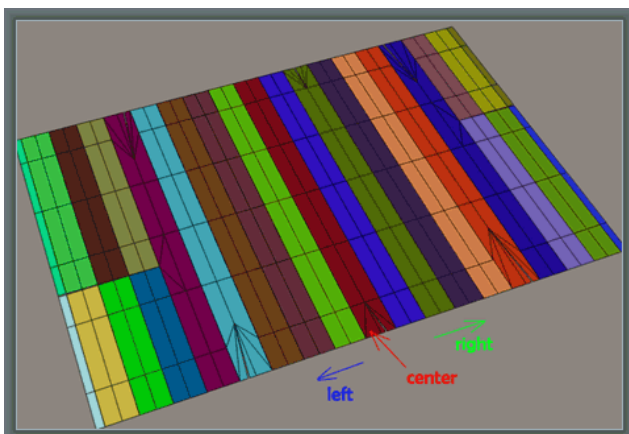
Posemap, a poseable map by Singular3D



Welcome to this poseable map. A freebie for Poser4-6

After making the S3D-Map, I realized that Poser 5 and 6 will not render backfaces of facets. So I had to rework S3D-Map to make it really useable for Poser 5 and 6. Finally I made a completely new map. I remade the mesh and grouped it to make a poseable figure. I also made two layers of vertices with opposite normals, so that the map can be rendered on both sides.

After installing posing map in your runtime, you can load it from your Character Library in the S3D-Posemap directory. S3D-Posemap can easily be posed with limits to avoid extreme distortions. Several poses are provided to easily get a certain shape. Besides the poses in the pose directory, you find two MAT files that will help you to get a better feeling during posing your map by making it all white. Some additional morphs should help to get special shapes that cannot be achieved with posing alone easily. Hope you like it. To use it on MAC you need mac converter.



LAYOUT AND GROUPING OF MESH

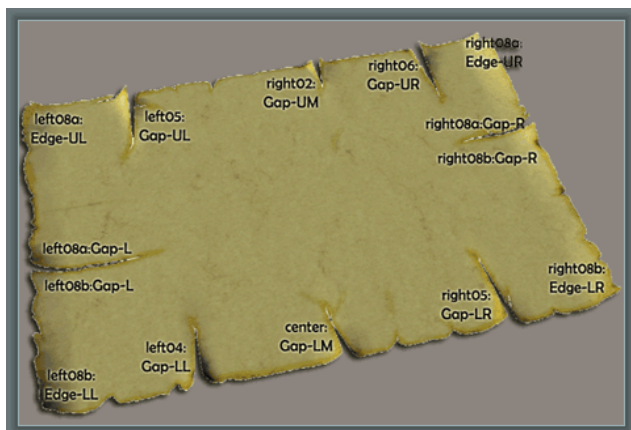
As you can see on the left image, the mesh is grouped into several bodyparts. The main part, is the center. Parts to the left are called left01 up to left08. The same applies to the parts on the right. Higher number parts (starting with left06a/b and right07a/b) are further divided to allow additional posing options. Because of limitations of Poser hierarchy the last parts left/right09 where combined with left/right08 and morphs are provided to move these last bits.

The joints are set in a way, that bending, twisting and side-side is as smooth as possible. The twist and side-side movement is limited to lower angles to avoid too much distortion of the mesh.

To ease posing in the beginning, I provided some pose files, to show what is possible. Additionally the !MAT All White file should help to make the map visible during posing. The default textures can afterwards be easily applied via !MAT Default pose.

The next pages will give a short description of the morphs and show some examples what shapes can be achieved.

S3D-Posemap has fewer morphs than S3D-Map, simply because it is poseable and can be bend in various ways. In the end I put in some morphs for the gaps, the edges and the last facets on the left and the right. The pose file Gap Morphs sets them all and the pose file No Morphs removes them.

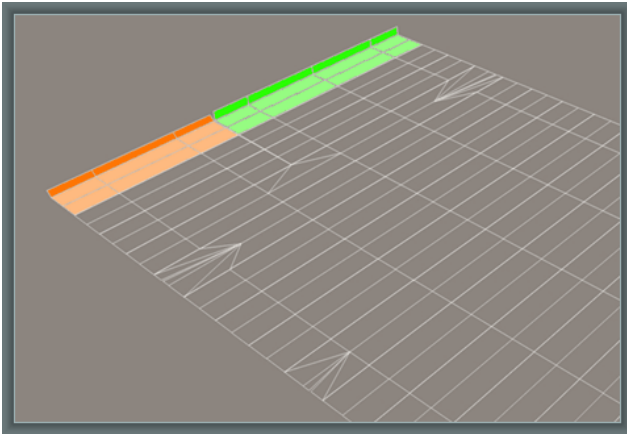


GAP MORPHS

S3D-Posemap supports 8 Gap Morphs. They are distributed over different body parts and their location can be seen at the image to the left. The corresponding body parts are as follows: center - Gap-LM, left04 - Gap-LL, left05 - GAP-UL, left08a/b - GAP-L, right02 - GAP-UM, right04 - GAP-LR, right05 - GAP-UR, right08a/b - GAP-R.

EDGE MORPHS

The 4 Edge Morphs should add a little to the flexibility. They are located at the outer body parts as shown at the image to the left. The Gap pose files also affect that morphs.



ROLL MORPHS

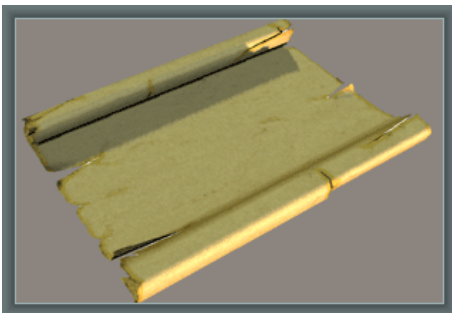
S3D-Posemap also supports 4 Roll Morphs. They allow to bend the last facets on the outmost left and right sides and they belong to these body parts (left08a/b, right08a/b). The image to the right shows some details how these body parts look like and what part is affected by the morph. These morphs are partially used in the Scroll and Roll pose.

Finally I would like to talk a bit about the poses. I recommend beginning posing at the center. Just use the rotations as you like and you will soon get a feeling about how to achieve certain shapes. The pose files provided show some examples to give a feeling what is possible.



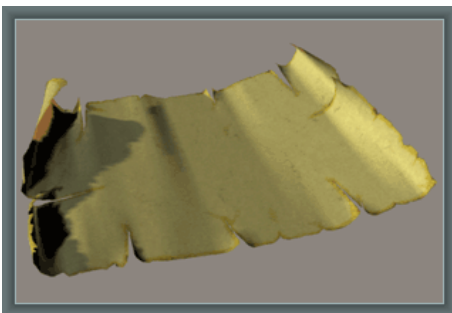
ROLL

Rolls the map for storing it on a cupboard or in a drawer. Uses some morphs, so that the map looks more realistic.



SCROLL

Forms the map into some kind of scroll. This is one of the poses that cannot be achieved with S3D-Map and the provided morphs, so S3D-Posemap is superior to S3D-Map in this respect.



TREASURE MAP

This pose looks like a treasure map. Beside Bend rotation, also Twist and Side-Side were used in this pose and of course several morphs.

Start from scratch or use a preset pose. A lot is possible. ...and let me know when you use it in an image. I love to become inspired.

If you have any further questions or you are interested in my work, visit me on my homepage <http://www.singular3d.at> or send me a mail product@singular3d.at.