

Pose It Plug-in v1.0 For DAZ Studio 4.9



About

Pose-It is a two pose manipulator which blends to create another pose, it is also used for animation.

Key Features

- Create thousands of different poses from just two poses.
- Mirror mixing.
- Mix left with right & right with left then mix.
- Full blend-control with group-blend-mixers, move only parts you want to move.
- Pin bones.
- Copy parts of other poses (hands or upper body).
- Mix with key frames to manipulate animation.
- Pin animation key-frames.
- Degrade animation key-frames.
- Walk & run translate helper for animation.
- Pose-It can be link to KORG nanoKontrol2 plug-in to control most parameters.

Quick Start

Create a Genesis figure when its finished loading you must select Genesis by clicking on it. Open the smart-content-poses and select 1st pose and press the standing man icon, then select a 2nd pose and press the sitting man icon. Now move the master mix slider, Genesis will now move but you will notice that the feet move on the floor. Press one of the feet icon, a pin will appear and the foot will stay in the same place. Note: Some poses have X & Z translation and these poses will not pin, but you could try moving the hip & lower body sliders to minimise any movement in the feet.

Look out for Other Daz Studio Plug-ins by GenerationX

For poses & animation (KORG, Texture-It, Pose-It, Walk-It)

For creations & generators (Grow-It, Sprite-It, DirectX)