



Workshop

Renaissance
Masters

Inspirations

Writings

Gallery

Workshop

Links

"Posers Get Real!"

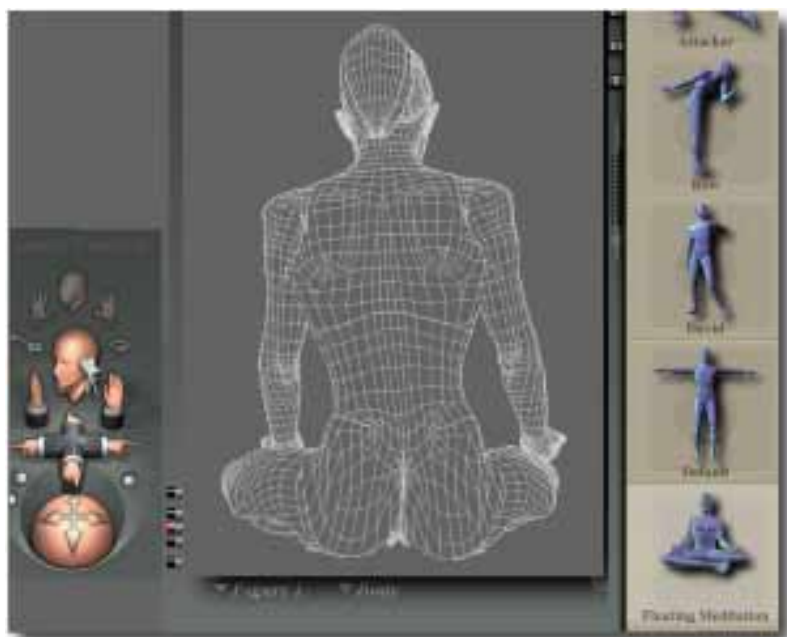


final image

Rick McCawley

For ages artists have used all manner of device to simulate the human form as templates for their paintings.

Today the "synthbians" (synthetic actors) are used in all manner of Movie magic to replace actors in dangerous or impossible scenes. Enter Poser, an application created by [Metacreations](#) to simulate the human form as well as the forms of dogs, horses, cats, dinosaurs, dolphins and more. With complete aimation control this is an important tool for the artists. This tutorial is but one example of how I use this tool in my work and how you can get the most out of it.



Step #1

Design your models pose and set texture in Poser. Pay carefull attention to lighting and color. Posers bins contain pre-cooked poses and lighting.

Step #2

Poser's models have rough edges in certain poses. Try not to go to extremes with bending. You can custom design your



textures from the templates for skin and eye color poser provides. Smoothing out shoulders and hips in photoshop is still required. Faces are in need of custom textures. After smoothing adding highlights, and some real hair textures, few could distinguish the real from the Poser.

