

Rendering Alternative Display Modes - Poser

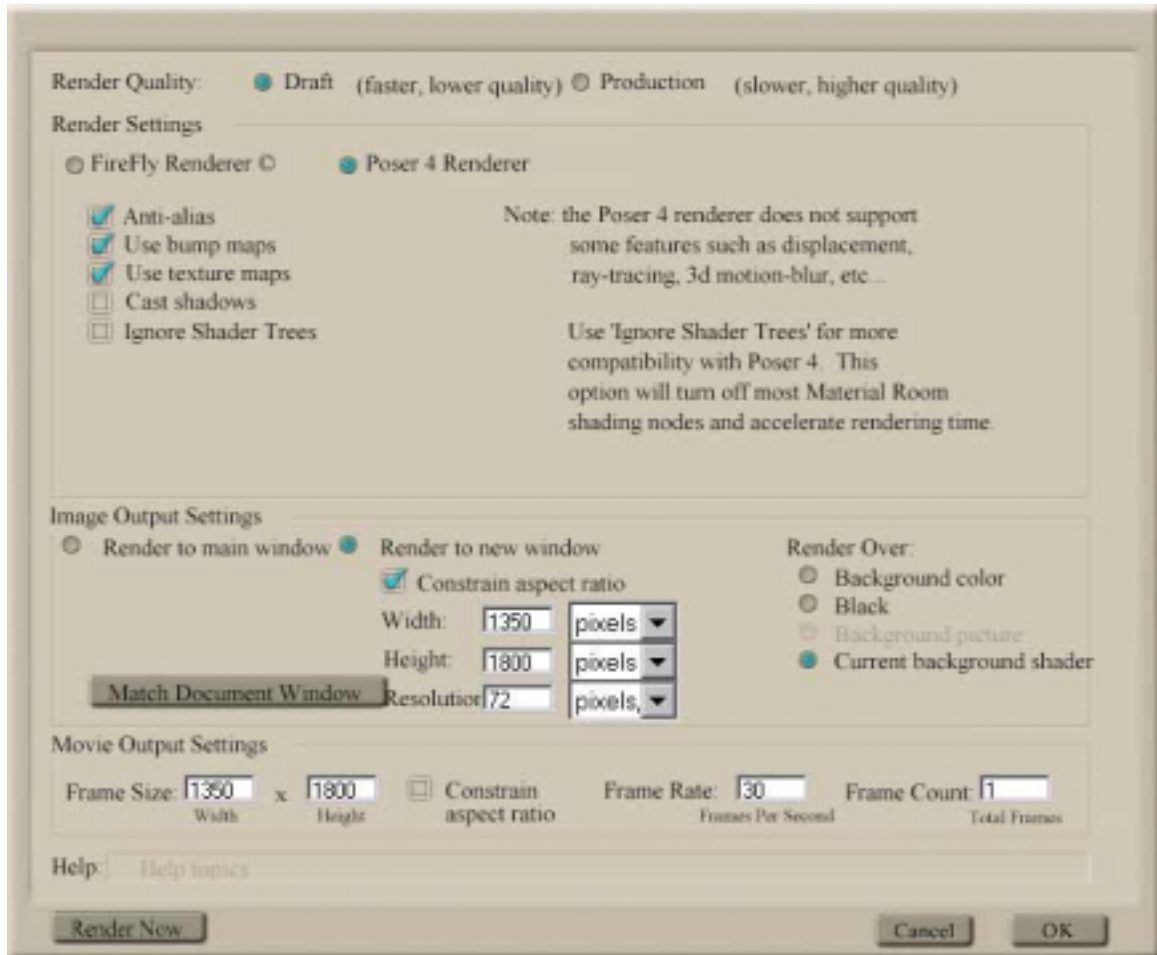
As most of you probably realize, the default for Poser's render engine is set to render the Texture Shaded display mode. So what do you do if you want to render one of the other display modes (Wireframe, Cartoon, etc.)? The obvious answer is to just export the image that's in your pose window, but then you're limited by the size of your pose window.

There is another solution... a single-frame animation (thanks to Dave_L for letting me in on this little trick -- works for P3, P4 and P5). That's what this little mini-tutorial is going to cover.

This example used the Wireframe Hidden Line Display mode but this works on the other display modes too:

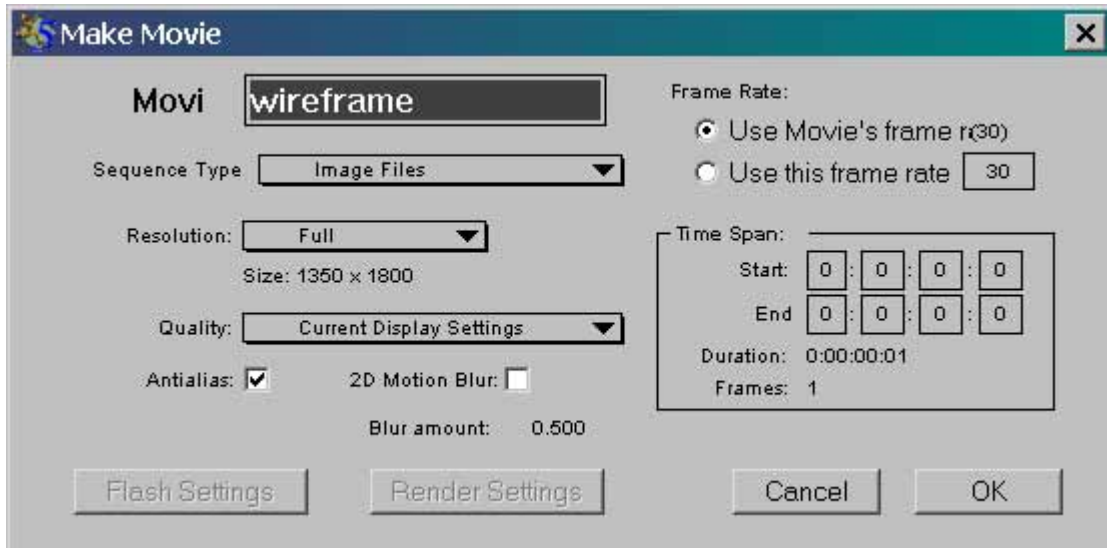


1. Display your figure in your Display mode of choice.
2. Since the animation controls determine image size by pixel count you'll need to decide how big and what resolution you want and convert that to pixels... for instance in this example, I wanted a 4.6-inch x 6-inch image at 300 dpi. I could use my 2D program to determine that those dimensions and resolution would result in an image that would be 1350 x 1800 pixels.
3. Our first stop is Render Options:



I've input my pixel dimensions (leaving render resolution at 72 dpi) and made sure Anti-alias is checked. I've also checked Rendered to New Window. This is the P5 dialog box, although the P4 dialog box looks different, the information to enter is the same.

4. If you're using P5, you can also input your animation (Movie) output settings while you're here. Input your image (Frame) size and change the Frame Count to 1. If you're using P4, you need the Animation-Setup dialog box.
5. You're almost done...go to Animation-Make Movie (this looks the same for P4 and P5):



Select the above settings from the pull-down menus. When you click “OK” Poser will give you the option of the type of image file you want to create (.png, .psd, etc.). That’s it.

NOTES:

There are a couple of things that I found out playing around with this...

1. If you want to use this method to “render” the Texture Shaded display mode, you’ll need to have your Quality setting in Animation-Make Movie set to User Current Render Settings. Otherwise you won’t get your full texture resolution and any transmapping won’t show up.
2. Whatever display mode you use this for... I found it to produce an equivalent quality image with much less render time than just clicking “Render Now”.

Please feel free to post any questions or comments you might have regarding this tutorial.