

# **CINEPOSER LT**

Manual Version 2.1

## **Content**

Important Information.....	1
Copyright.....	1
Disclaimer.....	1
License.....	1
Installation.....	1
1. Overview.....	2
2. CinePoser Import.....	2
2.1. Exporting a Scene from Poser.....	2
2.2. Importing a Poser Scene in Cinema 4D.....	2
2.3. Importing Poser Files.....	2
2.4. Importing OBJ and MTL Files.....	3
2.5. Imported Objects.....	3
2.6. Imported Materials.....	3
3. Import Options.....	4
3.1. Configuration Buttons.....	4
3.2. Files and Scaling.....	4
3.3. OBJ Import Options.....	5
3.4. Poser Import Options.....	5
4. CinePoser Export.....	6
4.1. File and Scaling.....	6
4.2. OBJ Export Options.....	7
5. Additional Remarks.....	7
5.1. OBJ Import.....	7
5.2. Poser Import.....	7
5.3. Limitations.....	9

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# Important Information

## Copyright

CinePoser LT is © Copyright 2005-10 by Ralf Sessler. All rights reserved.

CinePoser LT uses GZIP (de)compression by ZLIB.

## Disclaimer

There is no warranty beyond the legal minimal warranty. In no case, the author shall be liable for any damage on hardware or software caused by using CinePoser LT.

## License

The license is non-exclusive and non-transferable. It is restricted to the usage on a single computer at one time. The usage is bound to a single registered instance of Cinema 4D (identified by the serial number), but may be transferred to upgrades of this registration.

## Installation

Unzip the product ZIP to the *plugins* folder of Cinema 4D. Be sure to preserve the directory structure.

### ***Important***

If you want to use the 32bit version for Cinema 4D 11, you have to delete the file *CinePoserLT.cdl* and rename *CinePoserLT.cdl\_11* to *CinePoserLT.cdl* instead. The version for Cinema 4D 9 will also work on version 11, but has a few limitations.

You can delete the plugin files not used by your version of Cinema 4D. The plugin files belong to the following Cinema 4D version:

- Cinema 4D 9, 9.5, 10, 10.5: CinePoserLT.cdl
- Cinema 4D 11, 11.5 (32 bit): CinePoserLT.cdl\_11 (rename to CinePoserLT.cdl)
- Cinema 4D 11, 11.5 (64 bit): CinePoserLT.cdl64
- Cinema 4D 12 (32 bit): CinePoserLT12.cdl
- Cinema 4D 12 (64 bit): CinePoserLT12.cdl64

# 1. Overview

*CinePoser LT* is a Cinema 4D plugin to import Poser scenes. It imports scenes and animations that were exported from Poser as OBJ files. The import includes materials, lights, and cameras. In addition, you can use CinePoser LT to import any OBJ file or to import OBJ files of Poser figures and props and apply the according Poser materials. Finally, OBJ geometry, MTL material, and MC6 material collection files can be exported from Cinema 4D for use in Poser or other applications supporting the OBJ file format.

## 2. CinePoser Import

### 2.1. Exporting a Scene from Poser

Before you can import a Poser scene, you have to export it from Poser as follows:

- Save the scene to have the same figures and props in the scene file and in the export.
- Select *File / Export / Wavefront OBJ* from the Poser menu.
- Select the frames to include in the export.
- Don't change the items to include. You must not include the ground, and you must include all figures and props. Otherwise, the mapping of materials in the exported OBJ file to those in the Poser scene might fail. You only may exclude some figure actors.
- You can check the *polygon grouping* options as you need them. In any case, check *Weld body part seams*, but don't check *As morph target*.

**Note:** Poser exports dynamic hair as lines in OBJ files. If you select *Show Populated* in the Poser hair room, all hair lines will be exported, otherwise only those of the guide hair.

**Note:** There's a known problem with figures without geometries. You should avoid them in your Poser scenes if you want to use CinePoser LT for geometry import. Otherwise, assignment of materials to figures during import may fail.

### 2.2. Importing a Poser Scene in Cinema 4D

After exporting the scene in Poser, select *CinePoser Import* from the Cinema 4D *plugins* menu. Enter the file names of the OBJ file you exported (for animations, the file of the first frame) and of the Poser scene. Select the appropriate options and press OK.

**Note:** If your scene was exported from Poser 5 or 6 and contains several props that are not parented to a figure, you have to check *unique* to ensure the materials are assigned correctly.

### 2.3. Importing Poser Files

You can also import other Poser files with CinePoser LT, but the import is restricted to the OBJ geometry and materials. Select the OBJ or OBZ file from the geometries folder in the Poser

Runtime. Then, select the Poser file with the material settings. This is either the figure or prop file that uses this geometry or a material pose or collection for this figure or prop. You can also just select a Poser file that contains both, the geometry and the material settings. Finally, select your import options and press OK.

You can even import geometries, materials, lights, cameras, and the background image alone. Simply select the Poser file to import from, select the according options, and press OK.

**Note:** Even for a file without geometry like a material pose, you have to uncheck *geometries* to import the materials. Otherwise, only materials are imported that match the material regions in the geometry.

## 2.4. Importing OBJ and MTL Files

To import geometry and materials from other applications than Poser, export them as OBJ file. In *CinePoser Import*, select the OBJ file as geometry and the MTL file as material, and press OK. The Poser options are ignored.

## 2.5. Imported Objects

CinePoser LT always adds the imported objects to the current scene. It creates a *null* object with the name *CinePoser Import* and adds all imported objects to this object.

If you include polygons in the OBJ import, a single polygon object with all polygons is created. If you include lines in the OBJ import, a single spline object with all lines is created.

Materials from a Poser file are only imported, if they can be assigned to one of the texture tags created for the imported OBJ file. For these materials, a Cinema 4D material is created and assigned to the texture tag. All other materials are ignored, except if the import of geometries is disabled.

For the background image of a Poser scene, a new material is created and assigned to a background object. Lights and cameras are imported as light and camera objects, IBL as an environment object.

## 2.6. Imported Materials

The following parts of a Poser material are imported:

- diffuse color and map, diffuse value
- specular color and map, specular value, highlight size
- ambient color and map, ambient value
- bump map and strength
- displacement map and strength
- normal map and strength
- raytraced reflection or reflection map (map is ignored for raytraced reflection)
- refraction (with or without fresnel)
- alpha map or transparency (alpha is used, when there is a transparency map or refraction)

If present, the shader tree settings are used, otherwise the settings from the old Poser 4 material. Maps are only imported, if the *image map* node is connected directly to the according input or if the map is listed in the Poser 4 material. Raytraced reflection or refraction is only imported, if a *reflect* node is connected to the reflection color input or if a *refract* or *fresnel* node is connected to the refraction color input.

## 3. Import Options

All import options are set in the import dialog window.

### 3.1. Configuration Buttons

#### Poser Runtime

Before you use CinePoser LT the first time, you should press the *Runtime* button to set the runtime folders of Poser. The correct runtime path is needed to find geometries and images with relative paths. If the button is marked by !?!, there is no valid runtime.

The runtimes are read from the file *LibraryPrefs.xml*, where Poser stores the runtime folders. For Poser 5 and 6, this file is located in Runtime/prefs of Poser. For Poser 7 and 8, it is located in the Windows user settings folder at Poser 7 or Poser/8.0.

#### Default

With *Reset to Default*, you can set all import options except the file names to their default values.

With *Set as Default*, you can set the current import options as default to be used when CinePoserLT starts the first time or when you reset the options to the default state.

### 3.2. Files and Scaling

#### OBJ and Poser/Material File

Name the files to import here. Press the *File* button to select a file. (Use *File* together with *shift* for a dialog for mtl-files.) At least one of these files must be given to start the import.

#### Scale

The *Scale* is the amount to rescale (enlarge) the OBJ geometry and the Poser scene. You can use values from 0.001 to 10000.

**Note:** Poser uses relative small units, and Cinema 4D is a bit difficult to handle with such small objects. You should use a scale value of at least 100 when importing geometry that is scaled for Poser. A value of 2621.28 will convert the Poser units to millimeters in Cinema, a value of 103.2 to inches.

### 3.3. OBJ Import Options

The following options are only used if you import an OBJ file.

#### Include Options

The first options determine which parts of the OBJ file to import. *Polygons* imports the facets as polygons, *lines* imports lines as splines. Check *normals*, *UVW-mapping*, and *groups* to include this information.

#### Material

Check *materials* to import material regions.

The option *unique* should be used only for OBJ files exported by Poser 5 and 6. Poser renames the materials of figures and of props attached to them to make them unique by appending a colon and a number. But before Poser 7, the materials of props not attached to a figure are not made unique. The *unique* option fixes this problem by appending a dot and a number to all materials without a colon. This allows CinePoser LT to assign the correct materials to these objects.

#### Phong

Check *phong* to create a phong tag for the imported geometry. You can select whether to apply a limit or not and which angle to use for the limit.

#### Animation

If you check *animation*, you can import a sequence of OBJ files as point level animation.

Each OBJ file must have the same name and must end with the frame number. The frame number of the file you specify will be used as the first frame in Cinema 4D, files with a lower frame are ignored.

### 3.4. Poser Import Options

The following options are only used if you import a Poser file.

#### Geometry and Material

If you check *geometries*, the geometries included in the Poser file are loaded, but only if no OBJ file is given explicitly.

If you check *materials*, the according material settings are loaded from the Poser file for all materials of the imported OBJ geometry. Materials are assigned by their name and (for Poser scenes) by the order of the objects in the Poser file. If you check *materials* but not *geometries*, all materials are loaded. Otherwise, only those materials are loaded that are used by the imported geometries.

## Include Options

If you check *background image* and the imported Poser scene has a background image, this image is set as background image in Cinema 4D. With *lights* selected, the lights are imported from the Poser file. Check *main camera*, *aux cameras*, and *dolly cameras* to include these cameras for the import. Aux and dolly cameras include the standard cameras as well as user created cameras.

## Animation

If you check *animation*, all animated parameters of lights and cameras are imported.

## Render Settings

With *set render dimensions*, the image format is imported from the Poser scene. Check *set render camera* to set the view camera from the Poser scene as render camera in Cinema 4D. With both options selected, the view and format are the same as in Poser.

# 4. CinePoser Export

With *CinePoser OBJ Export*, you can export a scene from Cinema 4D as an OBJ or OBZ file. In addition, a generic MTL material file or a MC6 material collection for Poser may be created.

## Default

With *Reset to Default*, you can set all export options except the file name to their default values.

With *Set as Default*, you can set the current import options as default to be used when CinePoserLT starts the first time or when you reset the options to the default state.

## 4.1. File and Scaling

Name the file to export at *Obj file*. Press the *File* button to select a folder and file name.

To create a MTL-file with the material settings, select *material library (MTL)*. To create a MC6 material collection for Poser 6 and up, select *material collection (MC6)*. Both files will have the same name as the OBJ file, but a different extension.

**Note:** Existing files are overwritten without confirmation request or backup. Only the file selection dialog will ask you to overwrite an existing OBJ file.

The *Scale* is the amount to rescale (reduce) the OBJ geometry. You can use values from 0.001 to 10000. This should be the same value as for import. (Both values are synchronized.)

## 4.2. OBJ Export Options

You can select which aspects of the Cinema 4D objects to include in the OBJ file.

With *groups* checked, polygon groups are exported. This are all polygon selection tags that are not used for material regions. Any ungrouped polygons get their own group with the object name. When unchecked, no group is used.

With *materials* checked, materials regions are exported. The material name is the name of the material selection, of the assigned material, or of the texture tag. Polygons without a texture tag are assigned to the material *Preview*. With *use selection name* checked, the material section name is preferred, otherwise the material name.

You can select to include the *UVW mapping* from UVW-tags and *normals* from normal tags.

Finally, *n-gons* can be exported as n-gons or as regular polygons, i.e. triangles and squares. (Only n-gons without holes can be exported into OBJ format. If an object has one incompatible n-gon, the whole object is exported with regular polygons.)

## 5. Additional Remarks

The following contains additional information about CinePoser LT that might be of interest.

### 5.1. OBJ Import

Polygon groups are imported as polygon selections. Materials are imported as polygon selections with texture tags assigned to them. Line groups are imported as point selections.

The polygon object will include all points of the OBJ file in the original order, even those that are used only by lines or single points. The spline object contains only the points of the lines and changes their order according to the point order of the lines. Each line becomes one segment of the spline.

### 5.2. Poser Import

Not all parameters of Poser may be mapped directly to parameters in Cinema 4D. CinePoser LT tries to come close to the original settings, but results may differ sometimes. The following describes these differences and the methods used to simulate or approximate the behavior of Poser.

#### **Gamma Correction in Poser Pro / Linear workflow in Cinema 4D 12**

The material import ignores gamma correction and linear workflow, because Poser does not support this except for Poser Pro and Cinema 4D did not support it before release 12. In Cinema 4D 12, you have to disable *linear workflow* and *input color profile* in the *project settings* to get renders that come as close as possible to renders in Poser. Otherwise, you have to adjust the lightening and materials accordingly.



## Materials

The materials are based on the *PoserSurface* settings in the Poser material room, but don't support complex shaders. Only image maps and some special nodes are used if they are connected directly to the PoserSurface root node. Other nodes are ignored. If the PoserSurface settings don't exist or use an unsupported node type, the Poser 4 material settings are used instead.

The mixing of textures and colors is emulated by a fusion shader, but only if necessary. Transparency is applied to the alpha channel. Only the maximum value is used, minimum (edge) and falloff are ignored. The multiplication with light is ignored for reflections.

If a Poser file contains several materials that match a texture tag of the imported OBJ geometry, all materials are imported and the first one is assigned to the texture tag. That way, you can manually select a different material.

## Cameras and Lights

In Poser, you can change the rotation order of any object, in Cinema 4D it is always HPB. In addition, some Poser cameras are moved and rotated relative to the origin. To simulate this in Cinema 4D, cameras and lights are imported with a hierarchy of *null objects* for rotation. Objects ending with *\_X\_P*, *\_Y\_H*, or *\_Z\_B* should be rotated only at the according HPB value to have the same behavior as in Poser. These objects should be positioned only at the top object, except if the hierarchy contains an object ending with *\_POS*, which then should be used for positioning.

CinePoser LT ignores the scaling of cameras and lights. For lights, the scaling only affects how the light source is displayed in the preview, but not the lighting itself. For cameras, the scaling in Poser affects the whole scene and there is nothing similar in Cinema 4D.

The cameras use an aperture of 25.4 to have a similar result when using the same value for the focus in Cinema 4D as in Poser.

The radial falloff from inner to outer angle of spotlights is stronger in Poser than in Cinema4D.

## Animated Parameters

Cinema 4D 11 and Poser both use a similar interpolation method between key frames. Nonetheless, there may be differences for imported animations of camera and light parameters. For Cinema 4D 9, the spline interpolation of Poser is mapped to soft interpolation that may differ.

To force the same values for spline interpolation in Cinema 4D as in Poser, you must add key frames for all frames in Poser. To do this, open the animation palette of Poser, select the intermediate frames that are interpolated by splines, and add key frames by pressing the + button.

## MTL Import

Unlike the material import from Poser files, the MTL import is not optimized for a particular application. Since applications may differ in the way how they write MTL files when exporting OBJ geometries, the results when importing MTL materials may vary. On the one hand, MTL files

may be incomplete or use uncommon formats not recognized by CinePoser LT. On the other hand, the values for some parameters may be interpreted differently depending on the application.

If a MTL file contains file references, they must be either absolute paths or relative to the location of the MTL file.

### **5.3. Limitations**

The following limitations hold for the OBJ import:

- The number of points per polygon or line is limited to 128.
- The number of groups per polygon or line is limited to 32.

(These restrictions are for implementation reasons only and may be changed on demand.)

The following limitations hold for the MTL import:

- Not all material settings are recognized.

The following limitations hold for the Poser import:

- Complex shader trees are not supported.
- Scaling of Poser cameras is not supported.
- Poser BUM files are not supported. They will result in a wrong bump.
- Embedded geometries are not imported when loading geometries from a Poser file.
- IBL uses color, diffuse color, and strength only. Image and contrast are ignored.

The following limitations hold for the OBJ export:

- Each polygon is assigned to a single group and material.
- The materials in the MTL file are not very accurate.
- Only polygons are exported. Splines are not exported as lines.

The following limitations hold for MC6 export:

- Complex shaders are not supported. Export is limited in a similar way as import.

The version for Cinema 4D 9 has the following limitations:

- No normal maps.
- Limited support for area shadows (raytraced shadows with blur radius in Poser).
- No OBJ animation in Cinema 4D 10 and up.