

Create Poser MATs

A Short Tutorial
by BWSman

Here is a quick tutorial on how to use the CPM (Create Poser MATs) script created by tlc01.

For this demonstration I will be using the free Cupcake Dress created by Evil Innocence.
<http://www.evilinnocence.com/catalogsearch/result/?q=Cupcake+Dress>

and the free Christmas textures by LadyRaine
(<http://sharecg.com/v/46106/browse/Poser/XmasCupcakeUpdated>)

First locate the dress in your content tab (Figures>EvilInnocence-Free>Cupcake) and load it into the viewport. Move the camera so the dress is centered in the viewport and fills 3/4 of it (This is important for creating the thumbnail later).

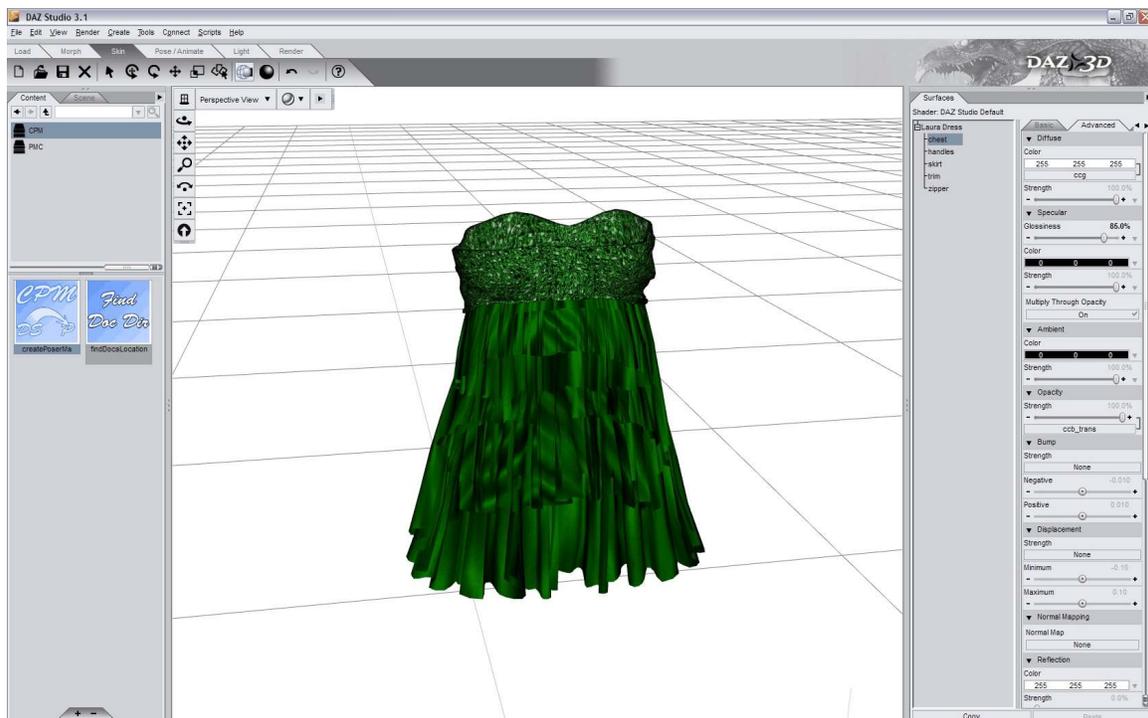


Figure 1

Second; locate the CPM Script in your content tab (Scripts>tlc01) and double click on the thumbnail.

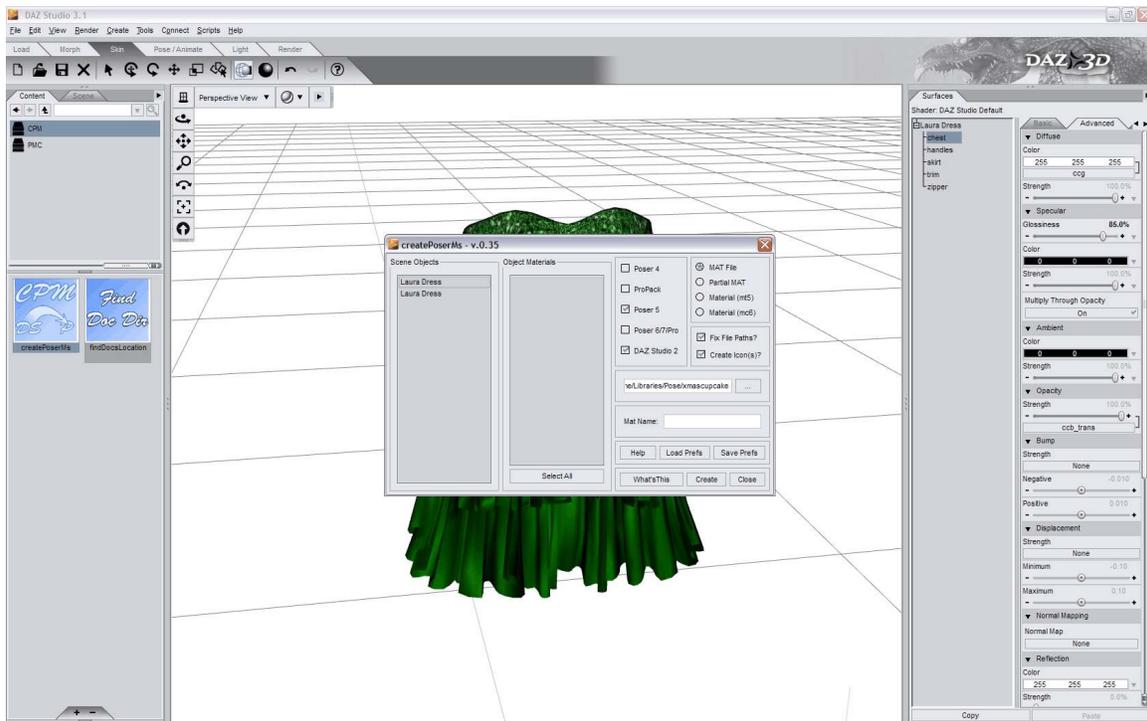


Figure 2

Take a look at the interface and become familiar with it. There are seven main areas that will be touched on.

1. The Scene/Figure section - this lists all the figures in your scene. This is where you will select the figure you want to save the MAT pose for.
2. The Materials section - this lists the material zones of the selected figure. You select material zones here if you are creating partial MATs (the default is that all the zones are selected).
3. The Program/Version selection area - lets you choose which version of Poser to create your MATs for. It also allows you to create DS2 (.ds) MAT files for backwards compatibility. You can choose more than one option here.
4. The MAT file format - this will allow you to create a full/partial MAT or to create .mt5 material files (for use on any surface) or a .mcf material collection file (to apply to all surfaces of the figure). You can choose only one option here.
5. This section allows you to create thumbnails for your MAT files as well as allowing you to use 'relative' file paths for greater conformity (not everyone has their runtimes located in the same place on their hard drives).
6. This is where you choose a file path and file name for your MATs.

7. This is the utility area. Here you can save your preferences (Program & version; MAT format; file path and whether to create an icon); load them later on; create your MAT files and close the interface.

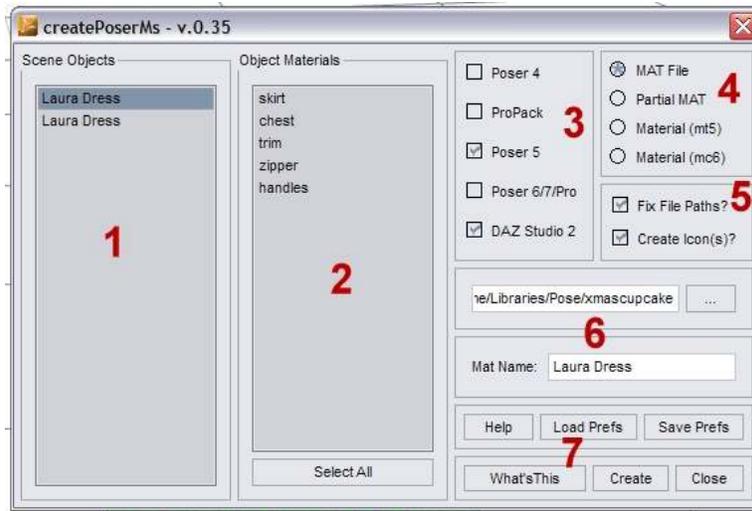


Figure 3

Now you are ready to create your MAT files.

Select the figure you want to create the MAT files for (section 1)

Select the Program & version (section 2) and the format (section 3) you want to save your files as.

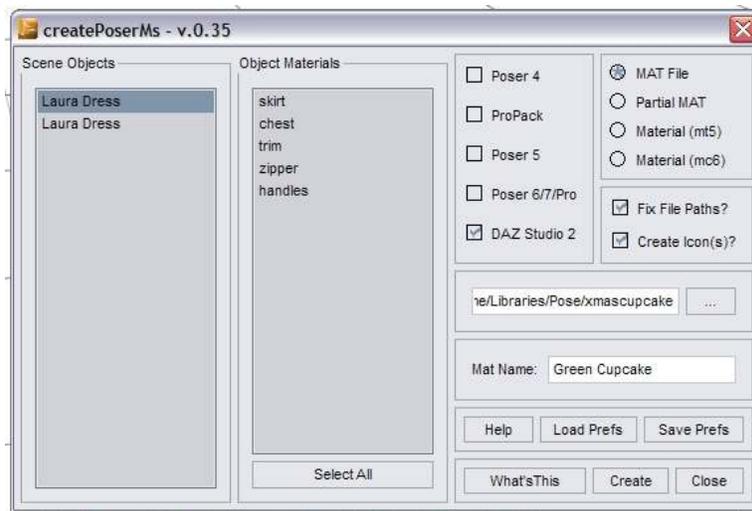


Figure 4

Choose your file path and file name. *Note: you can click on the box with the ellipsis (. . .) To browse to a specific location.

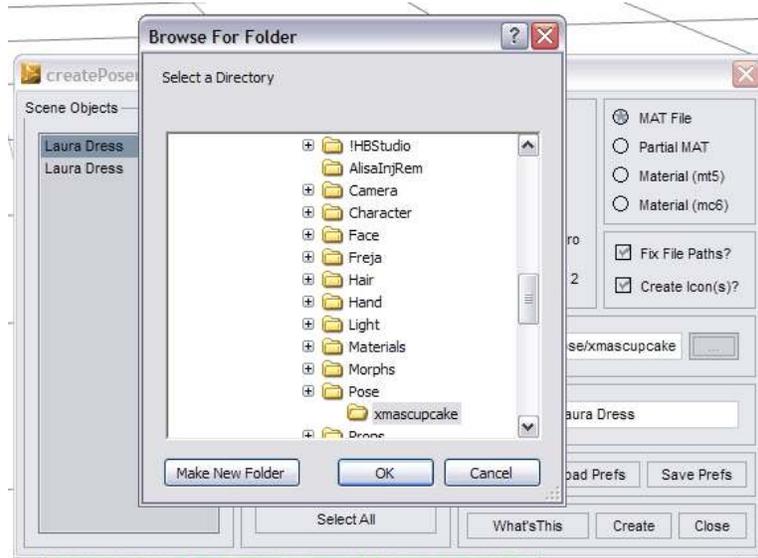


Figure 5

Click on whether to Fix the file paths (recommended) and to create an icon.

If you plan on making multiple textures; click the “Save Prefs” button. CPM will remember you preferences the next time you open it.

Finally click the “Create” button. CPM will create the MAT file(s) and the thumbnail (if selected) and a dialog box will appear stating the file has been saved.

Click the “Close” button.

If you are creating a set of textures for the same figure; you will need to close CPM to change the textures on the figure.

Notes:

1. When saving for multiple versions at the same time; CPM will create a MAT file with the version appended to the end of the filename (texture-P4.pz2; texture-PP.pz2; texture.ds) and a thumbnail for each version (texture-P4.png; texture-PP.png; texture.png)
2. If you plan on creating DS and Poser MATs; DS can now read Studio specific files (.ds; .dsa; .dse; .dsb) in the Poses folder (as long as there is a .pz2 file of the same name in that folder). It is recommended that you save your Poser and DS MATs individually (i.e. save Poser 4; ProPack; and Poser 5 first, then save Poser 6/7/Pro next and finally DS2 last). You can then uncheck the “Create Icon” button when saving the DS2 MAT (it will share the Poser6 icon/thumbnail).

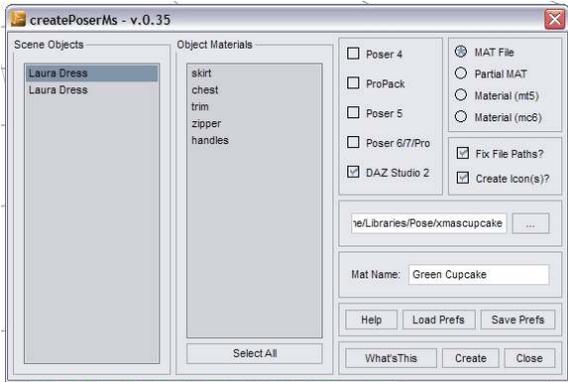


Figure 6

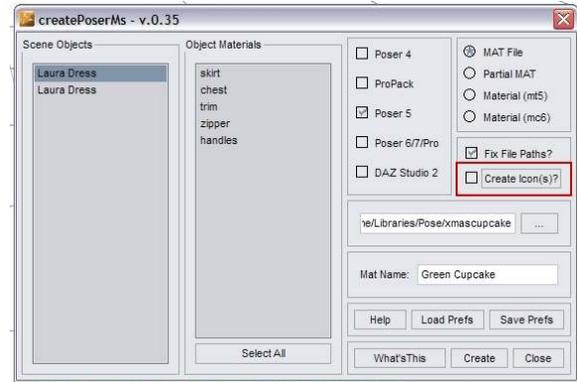


Figure 7

3. This has become an unfinished Beta script as the creator has not updated it in about 1-1/2 to 2 years. There are some minor issues with the transferring of transparency and displacement settings into the Poser formats.

I hope this tutorial helps you in some small way.

Please feel free to redistribute it and expand on it to make it better.

BWSman Dec 2010.