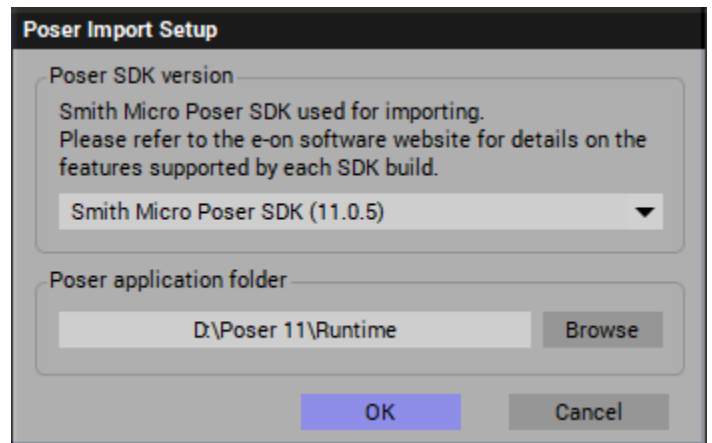


## Importing Poser figure/objects into Vue

When trying to import Poser files or scene into Vue Pro, the Smith Micro Poser importing SDK (software development kit) is required for Vue to use.

When Vue is looking for the Poser 11 “SDK”, the applications folder it is looking for is on the C: drive even though most of the program, in my case, is installed on D: drive.

So the “**Poser application folder**” for the SDK shown here is not:  
D:/Poser/Runtime



But instead, make it point to: C:/Program Files/Smith Micro/Poser 11

Once this is done, Vue should not need to find the SDK file again unless Vue has been re-installed or upgraded.

A Poser figure can be loaded into Poser’s Main camera view, posed in some way and then is saved as a ,pz3 file.

To now load that figure into Vue, go to **File/Import Object...**

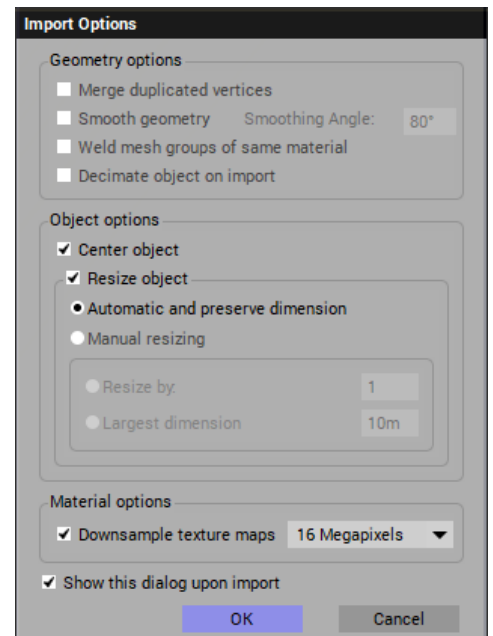
There are many file types that Vue will recognize as being valid importable file types. Find the appropriate .pz3 Poser file and press OK.

The **Import Options** window will open.

Typically, leave all boxes in the **Geometry options** section unchecked.

Select the **Object options** you wish to use.

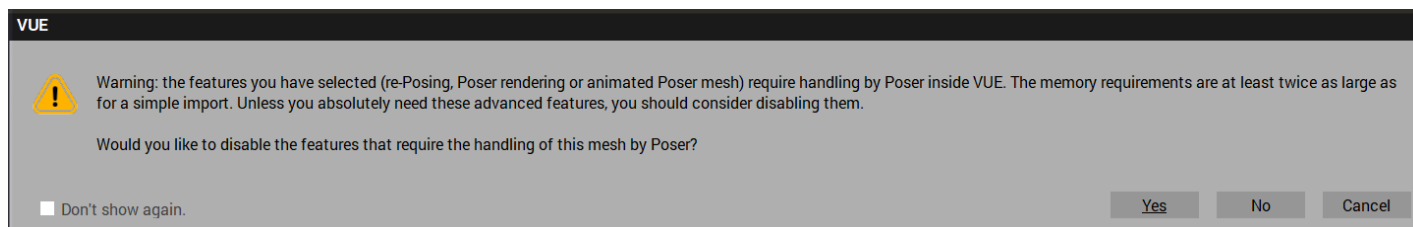
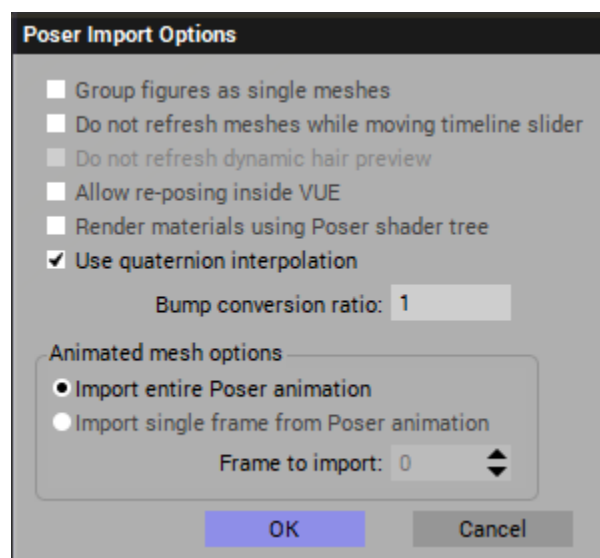
Check the **Downsize texture maps** at the highest level possible (typically 16 Megapixels)  
Click **OK**



A progress bar will be shown at the bottom-left of the Vue display and a second window; the **Poser Import Options** window will appear.

Usually we do not Group figures as single meshes or refresh meshes while moving the timeline slider.

If you select **Allow re-posing inside Vue**, you can repose the figure once you've imported it but you will get the warning below that states that this will take a significant amount of memory. If all you want is the pre-posed figure, then leave this unchecked.



The same warning will appear if you leave **the Import entire Poser animation** option selected. Moving an entire animation set of frames into Vue will also take an enormous amount of memory.

Typically, to import one figure/object, select; **Import single frame from Poser animation** and set the **Frame to import** to the default = 0 and click on OK.

Now the object (when highlighted in World Browser) can be saved as a Vue .vob object by right-clicking on the **Load Object** icon:



The title given to the highlighted figure in the World Browser will become the file name of the saved .vob file.