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

Poser Import Setup						
Poser SDK version Smith Micro Poser SDK used for importing. Please refer to the e-on software website for details on the features supported by each SDK build.						
Smith Micro Poser SDK (11.0.5) 🔹						
Poser application folder						
D:\Poser 11\Runtime Browse						
OK Cancel						

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**

nport Options	
Geometry options	
Merge duplicated vertices	
Smooth geometry Smo	othing Angle: 80°
Weld mesh groups of same	e material
Decimate object on import	
Object options	
 Center object 	
✓ Resize object	
Automatic and preserve d	limension
OManual resizing	
OResize by.	1
OLargest dimension	10m
-Material options	
✓ Downsample texture maps	16 Megapixels 🛛 🔻
 Show this dialog upon import 	t
ок	Cancel

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.

Group figures as single meshes Do not refresh meshes while moving timeline slider			
Do not refresh dynamic hair preview			
Allow re-posing inside VUE			
Render materials using Poser shader tree			
 Use quaternion interpolation 			
Bu	Imp conversion ratio:	1	
Animated mesh options			
 Import ent 	ire Poser animation		
O Import single frame from Poser animation			
	Frame to import:	0	
	ОК	Cancel	

VUE						
1	Warning: the features you have selected (re-Posing, Poser rendering or animated Poser mesh) require handling by Poser inside VUE. The memory requirements are at least twice as large as for a simple import. Unless you absolutely need these advanced features, you should consider disabling them.					
	Would you like to disable the features that require the handling of this mesh by Poser?					
Don	't show again.	Yes	No	Cancel		

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.