

Portfolio: Karin Gottschalk: Editorial

The Furnace: Poser 4

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POSER 4

quick. The reason? The promise Poser showed in version 3 is finally here in version 4. It is now the fully featured professional product its previous version hinted at.



PRODUCT: Poser 4
DEVELOPER: MetaCreations, Inc.
CATEGORY: 3D Modelling, Rendering & Animation

Rumor has it that MetaCreations' biggest selling product, the staple that has sustained their business over some recently rocky times financially, is Bryce. Bryce is defined as a landscape rendering application but, as is proven in so many of the illustrations in the pages of this magazine, it is so much more than that. It is also an excellent Boolean primitives modeler, one of the best raytrace renderers, and a thing of beauty in itself boasting an interface that is both good to look at and, despite the odd hidden element, very intuitive to use.

The same goes for Poser, and I would not be surprised if it is now pulling close to Bryce's lead in the bestselling stakes. If it is not already there, then with version 4 Poser will be roaring to match or beat Bryce pretty damned

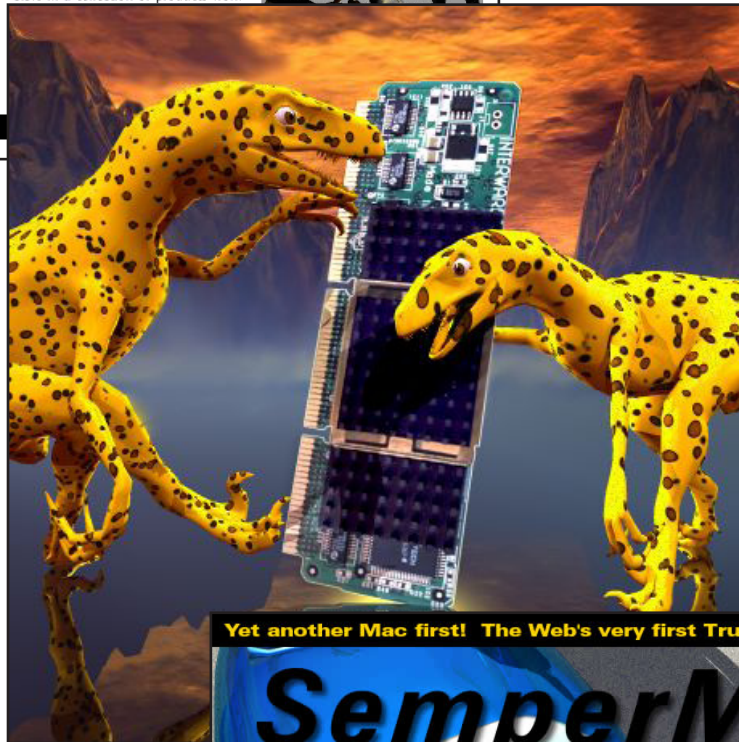
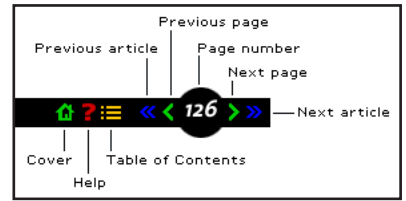
that can propel them up the ladder to professionalism, whereupon they will form a vital part of a broader tool set. Learn the ropes with Poser, Bryce, Painter, and the new Carrara and when it comes to taking on the big guns of 3D, such as Electric Image, LightWave, form.Z or Pixels:3D, you will always find a use for the familiar friends of your salad days.

THE FEATURES.
 Conforming figures and clothing is surely Poser 4's best new feature. Back in Poser 3 days, the best I could do to add a bit of individuality to my Poserettes was export the meshes into Bryce then select and render various body parts in appropriate Brycean materials.



And as MetaCreations continues to integrate the diverse range of products it inherited from the merger of Fractal Design with MetaTools, and throws a few more of its own into the mix, Poser, Bryce, Painter, Canoma and more form a set of 3D and 2D graphics tools with greater integration and user interface similarities than is possible in a collection of products from

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