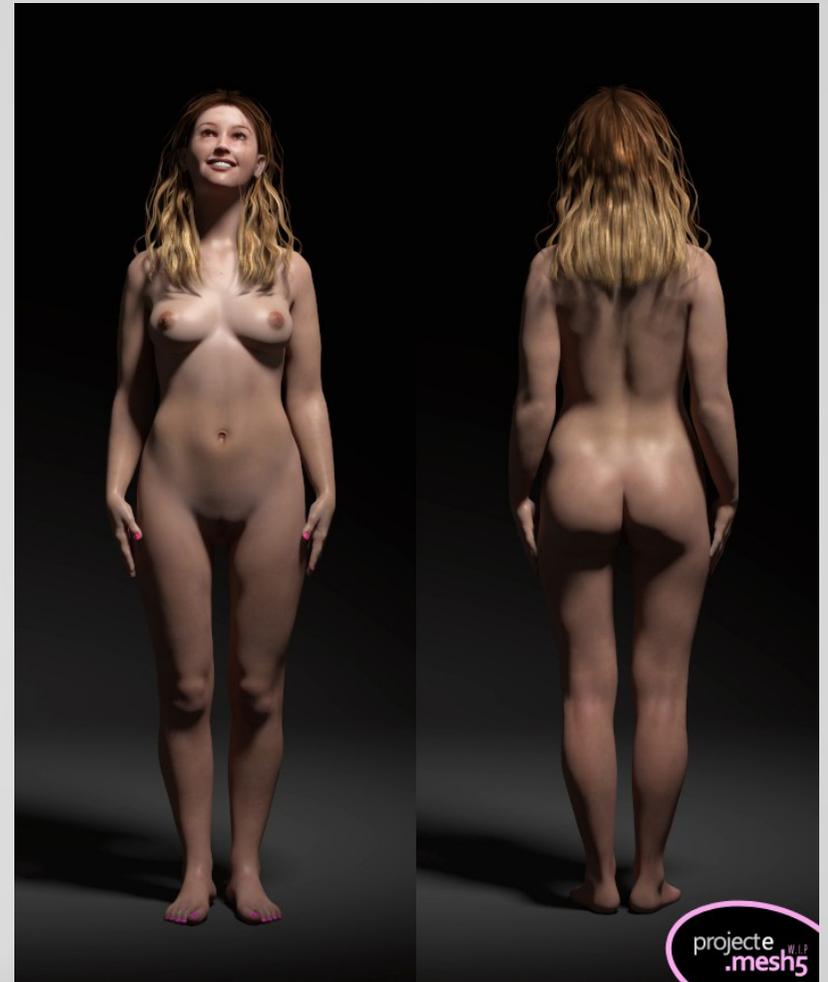# evolution.one

(!) Introduction – About Project Evolution ONE

Project Evolution is a 3D virtual female figure intended for use in Smith Micro's Poser series. Her name was inspired by the general desire to have a figure that *evolved* from figures that had already been proven useful in functionality, flexibility, realism and appearance for many artists around the world. Evolution does not re-invent the wheel but hopes to improve upon things proven. She hopefully will be compelling as a whole right out of the box and can easily fit herself into the busy workflows of many an artist out there with minimal effort.

She is also **Poser native**, so Poser users don't have to make difficult career-changing decisions.

I know that some of us are busy people and you might not have the time to sit and read all of the manual, that's why I've added this marker **(!)** to chapter titles that are very important. Ideally its recommended that you read the whole manual because... this girl is different. And I want to prevent my inbox from overflowing. So if you can, please read all of it.

projecte.mesh5

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Disclaimers

- **Erogenesis**, my artist name, has nothing to do with DAZ's figure Genesis.

- '**Evolution**' refers to ideas inspired from tried and proven ideas in other Poser figures. Further evolution of this figure is subject to the community's desire to do so. My contribution is her foundation, and some new ideas. I have a lot of other things to do now.

- **Evolution is a Poser figure**, it was not designed for DAZ Studio. With some modifications it could be made to work in DS, you would have to capture the JCMs and make them work with the new rig, or write a script that translates Poser's WM, but that's up to you.

- **Evolution is a simple response** to a demand for a nicely bending figure that can do some of what predominant Poser figures can do, and better. It wasn't intended to be a franchise like DAZ's Genesis. Genesis was designed to fit snugly into DAZ's business model, alongside the software DAZ Studio, and its store. Genesis is an ongoing, well-coordinated effort to improve their product. Evolution was designed independently of any of that, and could perhaps inspire Poser to go in a similar way, based on Evolution, or just help improve Poser's tools to entice other artists like me to make more figures like Evolution. This is up to you. I hope this is the beginning of a series of some seriously good Poser figures that actually look and move like humans. Poser can do it.

- **I am a comic artist**, but I sometimes create content. This distinction is important, because it explains how my products work. They usually attempt to solve a problem in my comics and are therefore practical, work easily, usually highly detailed and have a crazy amount of options (*because I don't like waiting around for upgrades or addons*). However, this also means that once its solved, its solved... therefore I won't spend as much time updating them, or '*keeping the product going*', as they say. I'm going to be busy doing other things, like making something new. With regards to PE, I think this should be ok because she was made for artists, and artists are usually self-sufficient. I've done 90% of the work, you can refine her to your own taste!

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(!) The 'Editions' / 'Versions'

The Early Edition was released New Years 2018 to set the ball a rolling. The Early Edition had very detailed genitals, which was good news for the erotica scene, but less interesting for mainstream Poser artists (especially those that would want to portray children in their art). After a long break from Poser development, I took some time to make this 'One' edition, which is free of all the erotic genital detail but beyond that area is still <u>entirely compatible with its 'X'</u> sister for all other things. The erotic 'X Addon' is / will become available for those that will need it at the appropriate store.

Because she was designed in P10 (*don't switch weapons during a battle*), and because my main renderer is still Firefly, everything defaults to **Firefly**. Superfly mats are available, but since I'm not an expert at Superfly, they can probably be done better. Thanksfully there are already many people creating their own versions for the skins provided. Much can still be refined, but the important bits are there:

- Project Evolution Base Figure with all the base morphs

- a P11 version with Master sync disable for all morphs (safer)

- 13 Characters (plus 5 new Combo Characters) spanning global generalized ethnicity

- **Corresponding Firefly** Materials and Superfly Materials

- Simple everyday girl hair with lots of morphs and controls

- Lots of important poses, partial poses, of difficult movements and angles. Like the figure, these Poses are something to help you deal with realistic posing. Do expect to do a little bit of adjusting since they will work differently on different characters with longer / shorter arms. They're from my private collection I made last year.

- Some lighting options and extra scenes with lighting to use for experimenting

- Scenes with Firefly settings for you to use

- A dome with a flat bottom that can take 360 degrees (equirectangular) images

- Some mats for the dome

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(!) Changes Early Edition > Evolution ONE

- Smooth crotch (*genital detail available with the 'X' addon*). Still compatible with Early Edition.

- 5 New Characters (combo characters)

- a 'Young Preset' dial

- Extra hair morphs made using clothsim. Can be used to make it 'hang' according to the rotation of the head and neck (check dial names for more clarifications)

- Blotchiness of base face textures of most characters removed

- Portraits removed, but can be returned in update if needed

- several dials' limits added

- files moved around to more sensible locations

- SF materials of the African ladies slightly improved

- New Caucasian texture, based of Caucasian Normal (lighter, pinker)

- Character pose files improved (zero'ing and adding)

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(!) (!) The DEMO version (check it out!)

The DEMO version is also known as the **Introduction (Intro) version**. Because this figure is a little experimental in nature, and also because Poser users have been disappointed so many times over the last few years, I thought it would be appropriate for you to first be able to check out the base with no further obligation. The DEMO contains:

- **A very minimal Base rig**

- **In introduction scene**

The Demo is for free, but even if you buy the One Edition, STILL CHECK OUT THE INTRO SCENE!!!! Its meant to inform you. Please check it out! And if you see anyone else not checking the intro scene... tell them to!

The Demo is obviously not meant for making art with, since the textures are tiny, a lot of WM has been removed, and there's next to no morph options in it. Its purely meant to inform. But if you want to make your own version of PE with this demo, lol go ahead! Just don't sell it or anything ya?

The Evolution Content Support Beta Kit (sold separately)

Because Evolution has a fair bit of JCMs to help bend it (more about that later) I've provided a way to speed up content creation for it. The tools provided are called Mannequins. They are new figures, very high resolution, that contain all the essential morphs and rigging that your garments would need. There is:

- A skin-tight Mannequin

- A Cloth Mannequins

- A Dress Mannequin

- A Hair Mannequins

- Prepared OBJ files of the mesh but grouped in UV islands for texturing convenience

- Templates

- An injection for Victoria 4 to bring her to the shape of Evolution. If you copy this morph from V4 into the (V4) clothing, the clothing will have a morph from fitting V4 fit to fitting Evolution.

The process with the mannequins is still somewhat experimental so they are made available in Beta stage for now <u>but they do work correctly!!!</u> They're just a little messy and have morphs in bodyparts that don't need them etc... **They may get cleaned up when there is more experience with them.**

The conversion tool for V4 clothing and hair that comes with the support kit also is fully operational. If you have a stash of V4 items it may be worth while to check this support kit out.

(!) The intention of this product

I have designed this package in a particular way so that you immediately know what's going on. This is important because Evolution is attempting to do several things at once:

- Give you a fun and realistic looking lady in your Poser scenes

- Overcome your Poser figure skepticism

- Convince you that JCMs are the only way to get realistic bending in Poser at the moment (if you're old-school)

- Convince you that Evolution is awesome

- Get you enthusiastic about Poser again and to inspire other content creators to try and make more figures like Evolution.
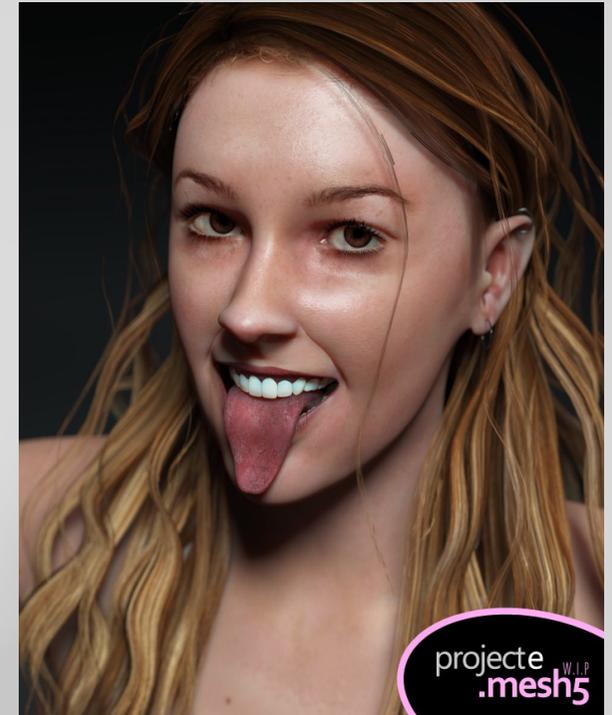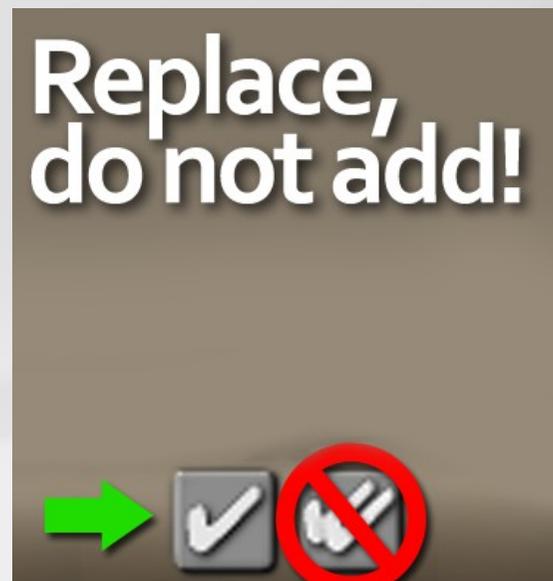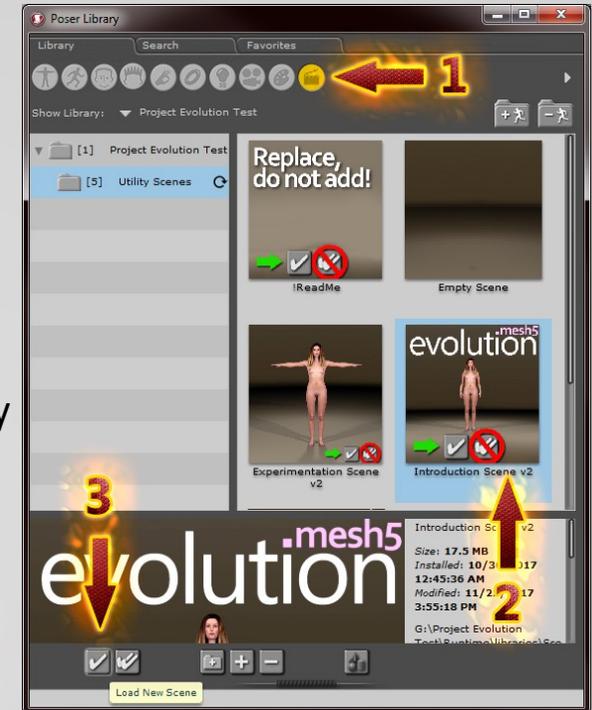
(!) (!) (!) How to use this product

Before anything else!!!! Open the Introduction
Scene (in the DEMO zip) in the Scene category
(*replace the scene, don't add!*)

This scene will give you important visual
information about Evolution.

Please pay attention to the Read Me icons too, they
will also help you understand what's going on.

Understanding Evolution - Characters

Evolution ONE comes with a set of characters that load up with everything, shape, materials and hair, set and ready to go. I do this using python scripting that loads up the different elements together for you. The main characters use their own preset dials built into Evolution, while the "Combo Characters" use combinations of all the dials available in Evolution.

Making your own Combo Character is fairly easy if you delve into a bit of python scripting. Just take my scripts as an example and you should be able to take it from there.

(!) Understanding Evolution - Handles

Evolution has handles to help you control various parts of her body. Some of them are extremely handy, like the facial rig and breasts, and yet some might be useless to you, but they're there if you need them.

For example, the calfs and thighs have handles that can be used for animating a wobble if she's running or something.

Breast handles are designed to actually rotate over the chest in their entirety instead of looking like jelly pudding stuck to a plate. The way this was done is by putting the center of rotation way behind the chest so that it resembles the curvature of the chest. This is called out of the box thinking ;)

Main Camera
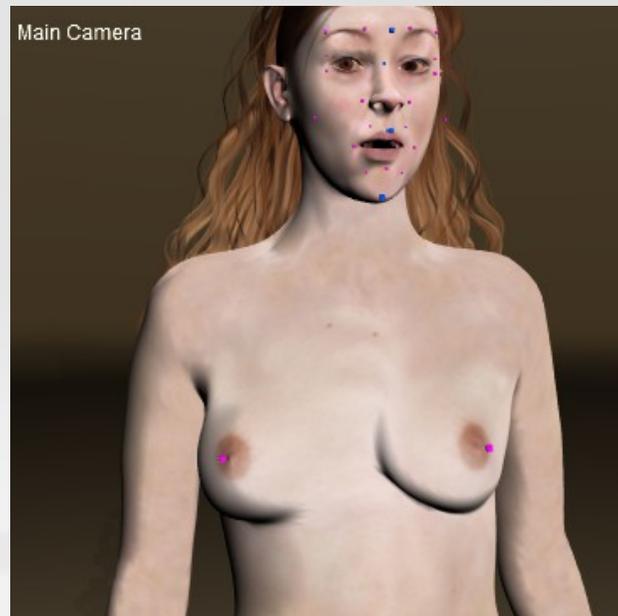
(!) **NOTE:** It is recommended to use the *rotate* and *twist* mouse controls and **not** the *translate* (move) control for posing the shoulders as the software would not understand how human anatomy works.

Rotate (R).

I always use the **rotate**, **twist** and **translate** tools for Posing. Its *much* faster. I only use dials if things get very tight.

For handles you can use the **translate** tool

P11 has the shortcut notations removed, no idea why...?

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(!) Understanding Evolution – Face Rig

This is by far the most fun part about Evolution. The face rig was inspired by some of the facial rigs that they have available for 3D Studio Max and Maya and to be honest I think its time that Poser starts going more in that direction.

The rig also has an extra trick. You can operate the rig by pulling it around with the rotation or translation tools, but if you press 'S' some of the handles can do extra things too (the blue ones mostly). Between the eyes there is a handle that controls both eyes! The mouth (open mouth) is operated by the actual lower jaw inside the face. There is a jaw handle too but that operates the jaw while the lips remain sealed.

Like with the breasts, the rotation centers are set to match the curvature of the skull.

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My Poses are raw, scruffy, and personal

I make my own poses, I never use other people poses, ever. I do save a pose if its a pose I frequently use, but generally I make an effort to keep things unique. Its like a principle I have, I mean, she was made for 'Poser' after all, right? I almost didn't provide poses because of it, but I know that sometimes it is handy to have them at the ready, and not everyone has the time to figure out how to pose a figure realistically, especially something as crazy as Evolution. So these poses are actually a kind of bonus :D

Now I did get a lot of complaints from the beta testers that my poses are not exactly 'Pose Set Quality', but these are not normal poses for not normal figures. Because Project Evolution is so dynamic in shape and size and character, making poses to fit each and every one of them would be a little ridiculous, and it would cost me a lot of time to get them all completely accurate... while its utterly pointless. Most of the characters have slightly shorter arms than the base, and I have provided some options for these short arms, like crossing them or leaning on something.

Moreover, most of these poses were plucked out of my own personal collection of poses that I've built over the years, and I don't really care for accuracy in the saved pose, because each situation is different, and I'd be adjusting the pose anyway. That is how you should see my poses I've provided with this figure: as a starting point, and then tailor to your needs beyond that.

In fact I dare you to not use my poses. Do your own poses. Don't be afraid of posing stuff yourself, it will make your art very unique. I can tell you from experience, people can recognize stock poses from miles away. Your unique touch can flavor things up dramatically!

Warning to seasoned V4 users / vendors about Evolution

Evolution is modeled after a realistic woman, and she has a lot of WM and JCMs to help her achieve that. If you're used to working with V4 and Genesis or Pauline, then here are some vital tips to make your Evolution experience better:

- **(!) Shoulders**: if you try to throw up your arms like V4 does, you will kill yourself. The way a human puts their arms up is by rotating the collar around the x axis and then pointing the arm forward. For example, stand in front of a mirror and strike the T-Pose. Note how your armpits are pointing down. Now reach for the sky, look where your armpits are pointing now. Forward, aren't they? That's because the entire scapula swings forward over the ribcage, in other words: the collar twists forwards and up. There is a dial in the body to help you with this movement, there are also partial poses available for this.

- **Making FBMs involving the hips**: I've seen many great vendors making amazing body sculpts for V4, but some of them made one big mistake: they modeled the hip rotation into the sculpt. Avoid this because it will screw up the rigging. If your sculpt needs the hips to be rotated back, programme it into the dial using the rig.

- **Mind the rigging when morphing:** When making morphs for Evolution (*and any other figure actually*) make sure they work with the rig too. Try to morph the vertices perpendicular to the axis of rotation. For example, a wide hips morph, try to just pull the vertices out along the x-axis, because if you also pull them down, the bending that occurred at the original position will now be translated down to your new morph and might look bad. Also, when sculpting armpits, make sure the part that closes in on the chest stays in relatively the same position.

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- **Morph vendors:** mind the fact that her mouth and oral anatomy are connected. So make sure when you're making facial morphs that her inner mouth is masked out (if you use zBrush).

- **Dial the control handles away** when morphing before accidentally including them in a morph.

- **Texturers**: I recommend texturing her in a sitting position so that the textures don't stretch too much (unless you already do that)

Known issues

Evolution is a CGI figure, and all CGI figures will have their limitations. Besides that she's also a Poser figure, and Poser itself also has things that still need improving. In other words, there WILL be limitations / issues. These are the ones I know of:

Deliberate / unfinished issues:

- **(!)** The collar should only be twisted if the shldr is forward. Humans cannot do that move naturally otherwise so I do not consider this a big issue

- Arms might be a little too long to your taste. *Adjust with the RIG-Arms Length dial found in the body.*

- **(!)** Some Superfly materials could be done better

- Dial names of morphs do not always follow a strict convention.

- A few redundant morphs (morphs that do the same)

- Some hair morphs could use some refining.

Non-deliberate issues:

- **(!)** Posing in IK is not great in Poser with a JCM-reliant figure. For some reason since Poser Pro 2012, they stopped letting rotations of limbs being updated when posing in IK. If there are no changes in rotational values, the JCMs have nothing to go on, and therefore they won't do the work they were designed to do. There are three ways forward with this:

  1. Cycle the IK (switch off and back on). It updates the JCMs, but in many cases the rotations of the hands will deviate because Poser IK allows them to over-extend their limits.

  2. Make a script that will update the rotations for you.

  3. Go to Smith Micro with torches and pitchforks and pester them until its fixed.

- **(!)** Unfortunately, when you IK the hands in Poser, they take on world rotations instead of rotations relative to the forearm. The wrist JCMs will now not make any sense. Two possible solutions are: 1. adjust the JCMs manually in the body>JCMs>Hands... or 2. parent the girl to a null object to fool the hands into thinking that the world coordinates are that of the forearm (haven't tested this one though). There is a third option and that is to try and rig the wrists with weight mapping alone, but it would look half as good as the ones with JCMs. A forth option is for me to add a wrist bone, and make that the IK goal so that the hand is left alone... but that's highly theoretical.

- **(!) handles not invisible in Superfly renders**. The 'Hide Control Handles' dial can help there, as well as invisibility materials.

- Sitting handle bone creates ridges when thighs bent up high. No idea why. We'll figure it out.

- Body Sculpt 2 (used in the Shona character) may cause a slight ridge in her elbow.

- The UV maps of her upper eyelids might need a little adjusting/relaxing.

Message to all

I hope Project Evolution will inspire you to make lots of fun art, and if you ever had doubts about Poser figures, that you can now hopefully lay them to rest.

But also, if something doesn't work right, or if something is amiss with Evolution, <u>do not give up here</u>, do not despair. You might have missed something, there might be a trick you didn't know about (I learn every day), or if there really is a problem, Evolution is meant to evolve, so much can still happen. Look at my comics and my renders, that's the result of never giving up, being patient, finding solutions. Like me you can learn and grow, and there are artists way better than I am, but it needs to remain fun.

CGI is a puzzle and there's always a way to fix things. Since her first triangle mesh I've learned a lot. I will try to pay attention to how Evolution will perform in the field, and will try to help out where I can. And I promise that I will not cling onto Evolution and I will allow others to develop her onward. But I will always be around to make sure it happens in a sensible and useful way. I have my own figure, but I created Evolution for you.

Also please don't forget that Evolution is nothing without Poser, and Poser also needs Evolving. You need to voice your opinions clearly to Smith Micro. I am confident that they will listen to us if we keep at it!

But most of all, please enjoy Evolution!

Cheers, ero

Malawi & UK, 2018

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Deeper Understanding – Design, Comics, production and Accessibility

Some words why Evolution is like she is.

Production environments can differ per artist, but if you're a comic artist like me and you want realistic scenes and actions, you'll quickly be working in scenes with hundreds of props and their textures, several heavily kitted out figures each with clothing items and hair, their textures, and then also a very complex animation timeline with thousands of keyframes.

This obviously requires rigorous planning before you even involve the figures, but even upon preparation of the scene, you want your figure to be doing the work for you, and not the other way round. A figure should not stop you in your tracks, but rather help you and let you get on with it. So she was to:

- be native to Poser (no programmatic back channels)

- be easily accessible and *editable* (including her handles and dials)

- have realistic bending so you do not have to postwork 50% of the time

- be able to handle the most extreme poses (dancing, martial arts, yoga, or erotica)

- express anything you'd want her to express

- be basically anything that will help speed up your workflow so that you can actually get on with the story and the art of your comic.

- be supported by the Poser market. This last part is a bit difficult, especially since PE is not the easiest figure to rig for. 'Support' is also relative to how much money can be made of it, and rarely about actual art. So if you have the time and skills, trust me, rig your own clothing! Life is just better that way.

Deeper Understanding – Comic Production Environment

Her design was heavily influenced by my experience as a comic artist since 2011 using Victoria 4 and Michael 4. The influence of the comic production environment has given her a slightly more practical and accessible side than the usual 3D figure (regarding posing as well as morphology). She was developed parallel to my personal comic figure, the 'EroGirl', which is based on the previous version of Project Evolution (mesh4.5), and thus shares the same topography and handles.

Because of this, many of her features came out slightly unorthodox with regards to current trends and conventions in CGI, with good reason (as explained later). She is slightly higher resolution, has a homogeneous polygon flow that prevents texture stretching, has realistic bending geometries assisting her weight mapping, has integrated oral and genital anatomy, and a very fun and intuitive facial rig.

Deeper Understanding – Mesh resolution

I made a total of 4 meshes before getting to the final one, mesh5. I was a complete amateur modeler before I started, my only experience with modeling was making game meshes. Therefore the first mesh was all triangles until someone drew my attention to the fact that all Poser figures mostly had quads. Oops.

Since then I've learned a lot about quad modeling, edge loops, UV mapping, etc. I'm sure mesh5 is now more-or-less up to standard... well sort of.

Contrary to current trends she is a moderate resolution mesh, much like V4. In my experience it just works much more pleasantly.

- Low resolution is usually for game figures or high performance figures

- Evolution is an art figure, designed to look pretty and detailed

- Evolution doesn't necessarily need Subdivisions to look good

- Subdivisions also affect certain details you would want to keep

- Poser's Subdivision Morphs tech still needs work before relying on it
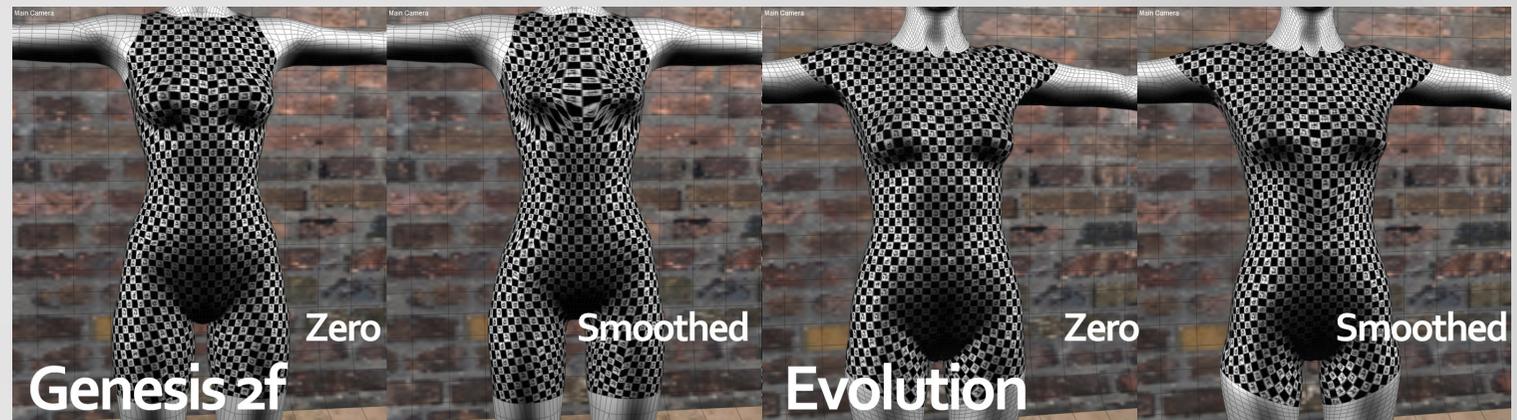
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Deeper Understanding Evolution – Mesh bending

If you look at how the polygons in the mesh are arranged, especially when you bend her, you'll see that she was designed to accommodate for bending (see *Introduction Scene.pzz*). She was modeled in a sitting position so that the polygons would naturally align themselves to that position when bent in Poser. This allows for a wider range of bending without utterly distorting the mesh (*I used mesh4 as a template*).
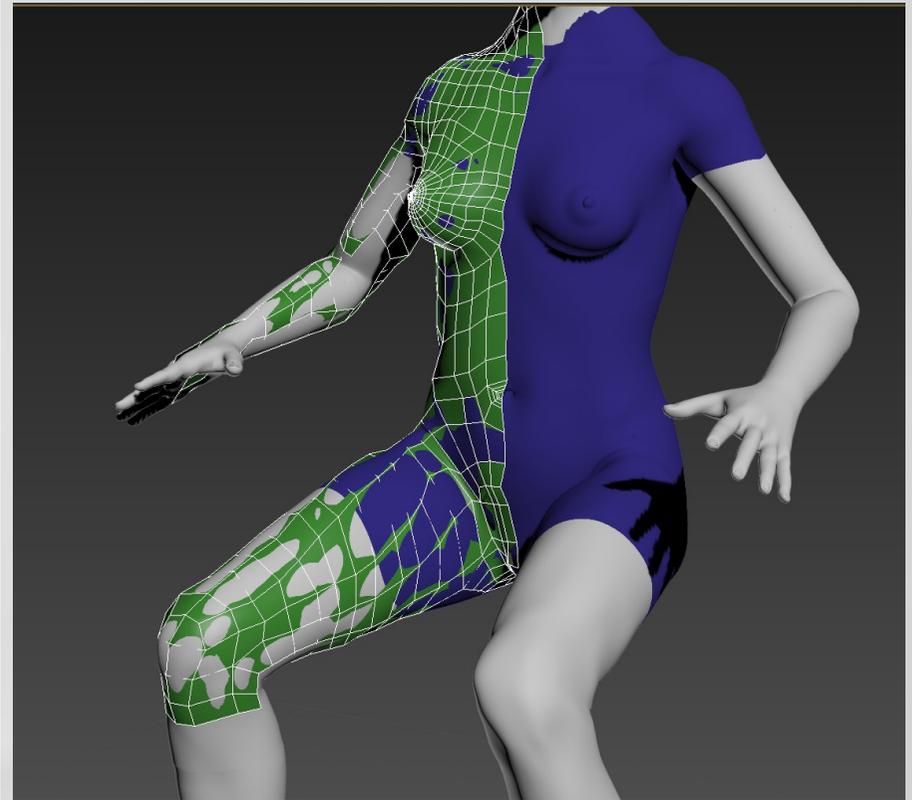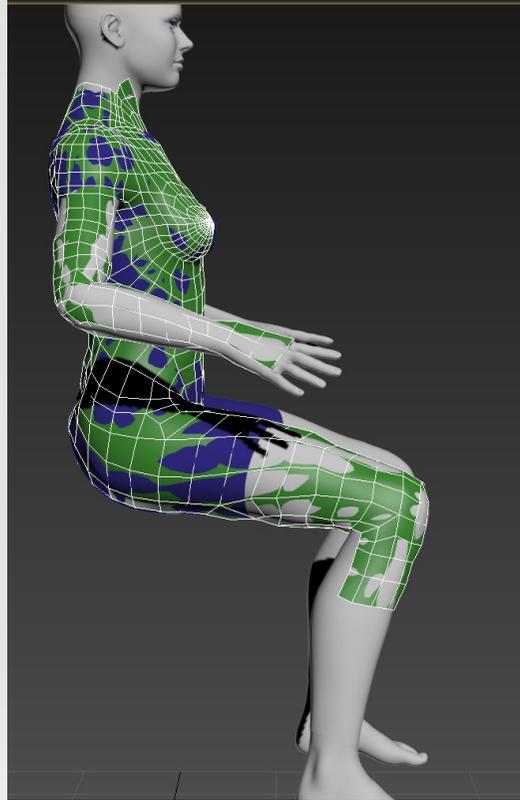
Deeper Understanding Evolution – Mesh arrangement

You will also see that she will hardly have any extreme jumps in polygon size and also hardly any muscle definition, unlike many Poser figures. This was done for 2 reasons: 1) to give the artist freedom to design their own anatomical features and not define it for them 2) because when working with figures like V4, whenever I modified their meshes for making morphs, especially when smoothing, the mesh tended to stretch and adjust in awkward was such that the textures would warp and stretch in an ugly way. Here is an example of smoothing Genesis 2F's mesh compared to smoothing Evolution's mesh, G2F warps while Evolution mostly maintains her resolution:

For the record: <u>this is not meant to discredit Genesis 2 or any other figure</u> that has these definitions. For many they do serve a purpose and that's fine, but for me they were a nuisance, and therefore I left them out of Evolution. It was purely a design choice.

So here's the thing about poly count

I need to address this issue because I know some might get worried here, but relax, its ok.

Project Evolution is what I would describe as an 'Art Figure', which for me means: the high poly count doesn't really matter. Why would they matter? There is this thing in the Poser and DS world that less polys is better, which doesn't really make much sense if you think about what these figures actually get used for.

So here's an example of what one of my girls would be wearing in a typical scene of mine:

- shoes (25,566p)

- undies (9,226p)

- bra (21,903p)

- jewelry set (81,545p)

- jeans (62,577p)

- shirt (18,368p)

- hair (68,688p)

And that's just ONE girl. These are all nice outfits with details like buttons and laces etc (and not to forget lots of morphs). Now, Project Evolution is 75,936 polys, she is a human with eyes, teeth, lashes, fingers, toes, nails, a vagina even. Compare to some items above. Wouldn't you agree that a beautiful human being deserves more polys than jeans?

So, poly count really is not a problem here. V4 clocks in at 68,830 polys. She was released in 2006, when we were all still playing around with 2.66GHz Processors and 2GB of RAM... V4 is still successfully used today.

Of course it all depends on what you want. These figures are ultimately used for artistic media like pin-ups, animations, presentation, comics, posters, instruction manuals. But games? You must mean erotica games, right? ... because most of these figures do get shipped naked. Now, I'm not an expert at this, but from what I've read, if you're serious about a non-erotic game, you'll need to integrate the clothing into the rig and delete all the polygons under the clothing to get some performance gain, re-rig it entirely, and you'll also need some game-optimal clothing too.

None of the outfits in my runtime are very game-optimal as you saw above. If you combine it with V4 or Genesis, like shoes, jeans etc, you'll still end up with a 70K figure minimum anyway, 45K is the top average limit of games I believe. So Poser / DS figures for games?... not that easy. Erotica games perhaps.

So what about artistic productions? They need some performance of course, but they need detail and realism more. Some people complain that high-resolution figures are harder to do weight maps for. Yes its a little harder, but do they mean to say that they are going to sacrifice years of detail for that one month they don't want to suffer through weight-mapping the figure? I don't hope so.

I've worked with a **much** higher poly count figure for almost 3 years (Erogirl, 110,000p), in absolutely massive scenes. I don't notice any difference in performance as with V4... but she looks way better. Isn't that what its all about?

So, don't worry, unless you're working for Pixar or Dreamworks, Evolution will most probably be fine for you!

erogenesis

Disco Dragon 2

LALI LITE 3
part 1

free!

CGe
Computer
Generated
erotica

A new cinematic comic by Erogenesis. 200+ pages of Lali fun. Part 1 of 3.
Featuring: Lali Laila Julie Christina Rachel Maria Roxanna & many more!

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Evolution, Poser and other figures

Why Poser? Because I use it, its that simple. If this was purely a business move, I might have chosen for Cinema 4D even, but I use Poser, and it works well for the job that I do: comic making.

So why Evolution and not other figures? Why make a new one if there are so many ones out there already? Well, there might be a lot out there, but there's always something up with them. Either they weren't designed for Poser, or they're holding back in some way.

Some folks are content with these figures, and that's fine. It depends on what you want from your art, isn't it? Many people are content with DAZ's Genesis, for example, and rightfully so. Its a great platform that clearly works very well for the masses of people that have invested in it. DAZ are clearly doing something very right. But its not Poser is it? Also, in as much as they're knocking the whole figure art thing out of the park, DAZ has a particular way of doing things that makes some of us uncomfortable, even within their own circles. So maybe PE could bring a little more balance to the force? lol

So while I'm on the subject, its inevitable that people are going to make comparisons and draw parallels between Evolution and other figures. Although Evolution could obviously not have come to existence without scrutinizing those other figures (that's how things evolve), Evolution should **not** be promoted entirely at their expense. Be fair. They all have their purpose for others, no matter what we think of them. Many of my friends work with Genesis to effect, and I love their work. That said, I still see people killing it with V4, V3 and some of the older Poser figures even. It should serve as a reminder that this is CGI, **the artist makes the magic happen**, not the tools.

Please remember that art is a deeply personal thing for a lot of people, and harsh criticism of their chosen figure can hit hard. I don't want Evolution to be a vessel for hate and endless arguments in an already strained and weary environment. I'm also guilty of it, but over the years I've learned to respect this. If Evolution is better than another figure for you, well great! But then that's exactly what you must say, its better *for you*, because for others this might not be the case. That's fine too.

But remember it does go both ways. You can only progress if you see fault somewhere. Help Evolution actually evolve.

Time to play!

So there you have it. I've probably missed a lot, but that's where you come in.

This project is so massive and ambitious that we need outside input to get this right. The base is complete, and now its time to give this figure some meaning. Like with my own figure in my comics, it takes time to fine-tune things like textures, materials, morphs etc. The only way to do that is to start using her.

But guys please remember, normally these figures have been made by a team of modelers, riggers, vendors, and the characters are then done by other people, released later, etc etc. I am one guy and I did everything myself (I did get help with testing, art and design direction, and a Renderosity vendor kindly made all the base textures!!). So expect imperfections. But guys I have comics to make now. At some point I'll need other people to take control of whatever aspect of Evolution they find important. I have provided the base, and yes that base is very elaborate, but I'm sure there's still plenty more that Evolution can do and I'm hoping others will step in to help there. I hope Project Evolution is a nice foundation to start off with, and I hope its brought some fun new ideas to Poser. You need to take over from here, whether its just a simple pose, or your own figure entirely. Use my ideas, copy the ideas of the handles, but please take matters into your own hands, and don't wait around for others to solve your problems for you. This is your art, no-one else's.

I still pride myself, with the little experience I had, that most of the content in my first two comics was made by me, including some of Lali's clothing, her hair, her pistol, her textures and her shapes. I had to, I had no content for V4 (I was broke). It looks a little amateurish now, but it worked. People loved it. If I could do it back then, you can also do it. Where there's a will, there's a way! Don't be afraid to teach yourself something new.

If there's something you don't like about PE, change it! Or get it changed. But don't give up on what could be a very fun ride just because of one thing. If you have ideas, definitely be vocal about your dreams for this figure, but not just to me, but to your friends, prominent Poser artists and vendors too. Remember to keep it fun. A LOT goes into a figure like this, and positive vibes help speed things up... but be patient too please.

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Message to vendors

Yes, she has JCMs. Quite a few, but she still has way less than my comic figure, which has JCMs for just about every degree of movement, and yet I've never had any real issues with transferring them to clothing.

I use a mannequin, which is basically a kind of cat-suit that has clothing related morphs in them that correspond to the morphs in the actual figure. This way you won't need to bother as much with the cloth suspended between the breasts.

However, I had to make high-res mannequins because Poser does not transfer morphs properly from low-resolution figures to high-resolution figures.

And since most clothing is higher resolution than most Poser figures (because of this low-resolution trend) the transfer morphs feature is useless unless you make a high resolution figure... hence the high-resolution mannequins.

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Thanks to my girlfriend and my mother for being patient and supporting me in Malawi as well as the UK during the crazy times.

And thanks to Lali & Co, for reminding me what its all for!

And that applies to you too! Remember that its about art first, the rest is all side-show.

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