

# Converting Poser Pz2 poses to Daz Studio Pose Presets

**Author:** jadeelf

[Printable Version](#)

Tools Needed

\* **Daz Studio**

**Step 1:** [Step 1 Load the Character](#)

**Step 2:** [Step 2 Applying a pose](#)

**Step 3:** [Step 3 The Save Menu](#)

**Step 4:** [Step 4 Pose Preset Options Menu p1](#)

**Step 5:** [Step 5 Intermission](#)

**Step 6:** [Step 6 Pose Preset Options Menu p2](#)

**Step 7:** [Step 7 To check or to uncheck](#)

**Step 8:** [Step 8 Pose Preset Options Menu p3](#)

**Step 9:** [Step 9 Closing comments P1](#)

**Step 10:** [Step 10 Closing comments P2](#)

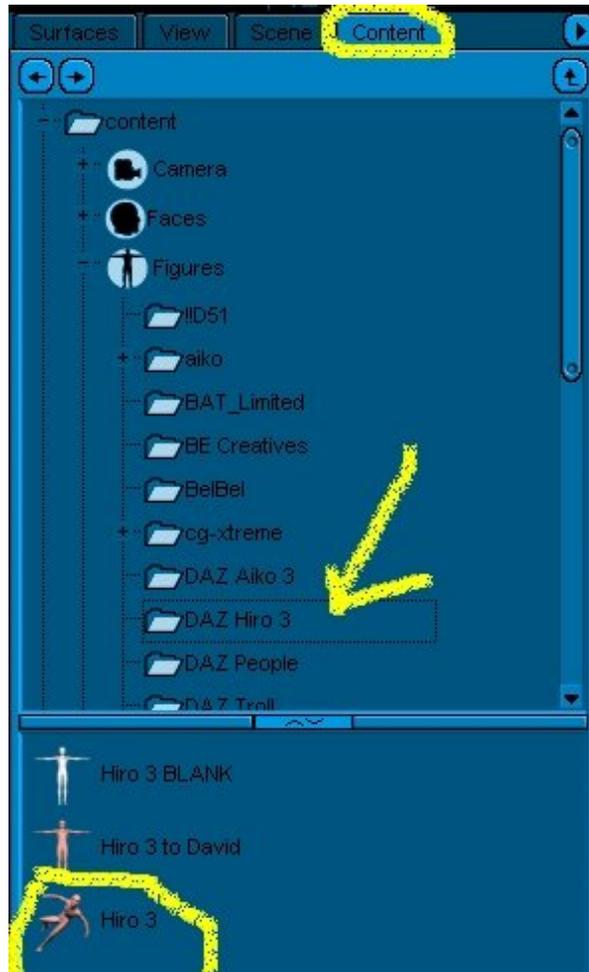
## Introduction

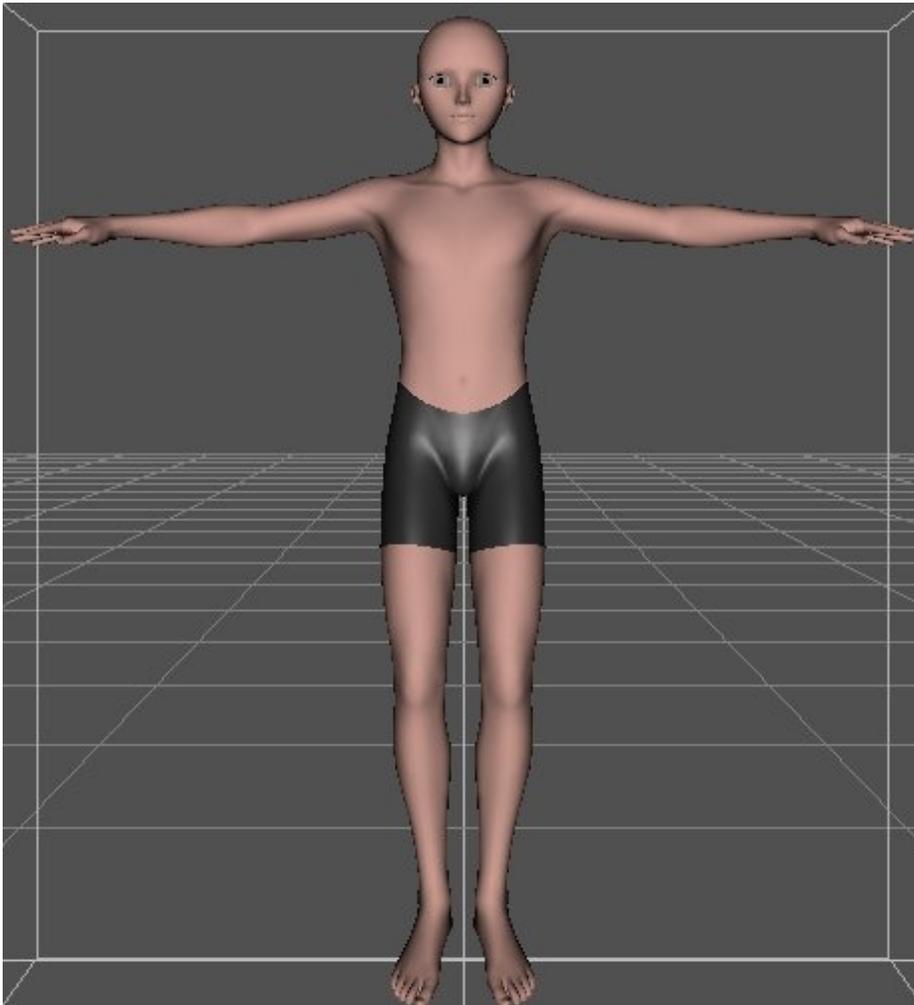
In this tutorial I am going to show you how to convert your Poser Pz2 pose files to Daz Studio Pose Presets. It will also give you an idea of how to save your own Pose Presets.



**Step 1 - Step 1 Load the Character**

Open Daz Studio and load the character you wish to use. In this tutorial I am going to use Hiro3.





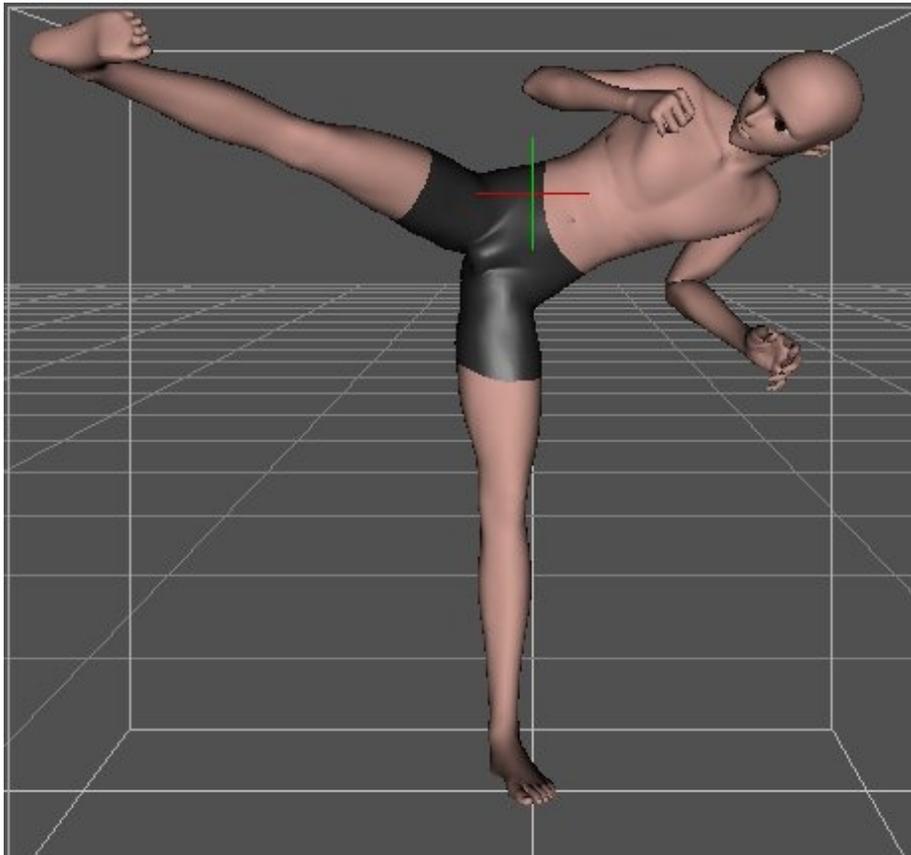
## Step 2 - Step 2 Applying a pose

In the content tab go to Content > Poses > !Daz's Hiro 3.



Now choose and apply (Double Click) the pose you want to use.





### Step 3 - Step 3 The Save Menu

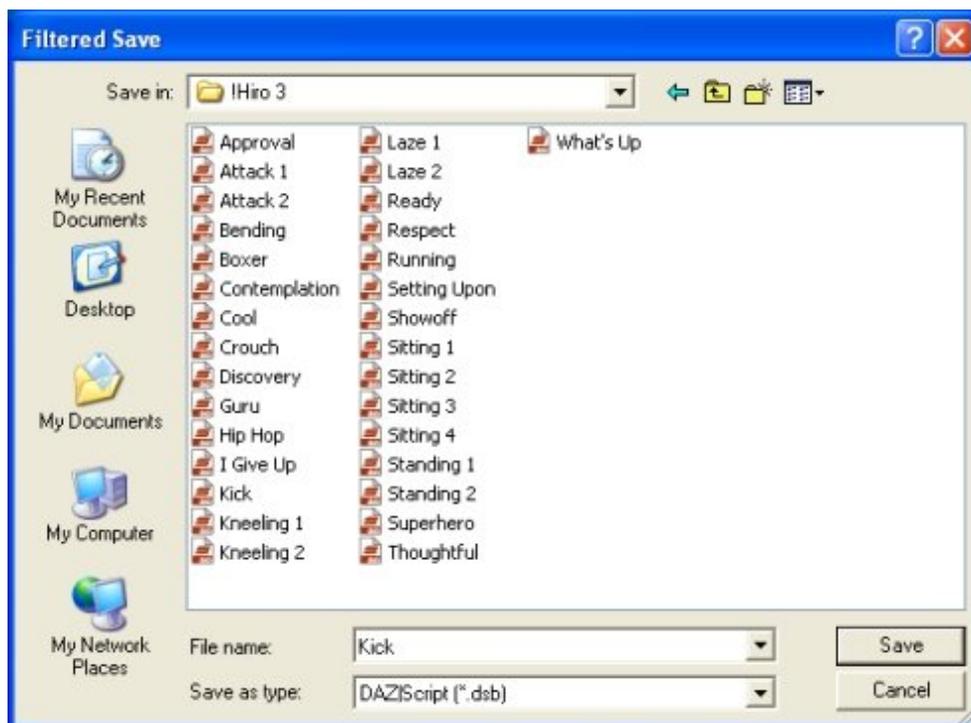
Now that the pose is applied you can save it. Go to File > Save as > Pose Preset.



Next a save menu will pop up asking where you want to save the preset at. I save my pose presets for Hiro in C:Drive > Program Files > Daz > Studio > Content > People > Hiro > Poses > !Hiro 3.

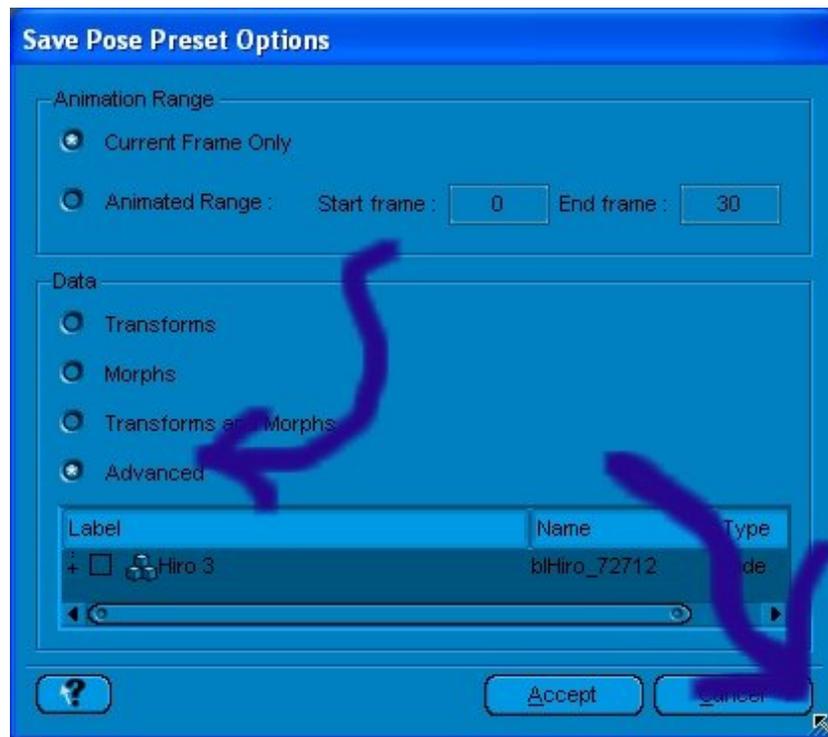


Through my experimenting, I have seen that you can set up your folders pretty much any way you want inside the Content folder. Give it a name to help remind you what type of pose it is and press save.



#### Step 4 - Step 4 Pose Preset Options Menu p1

Next is the Pose Preset Options menu. Click advanced. Hover your cursor over the lower right corner. When it changes left click and drag to make the menu bigger.

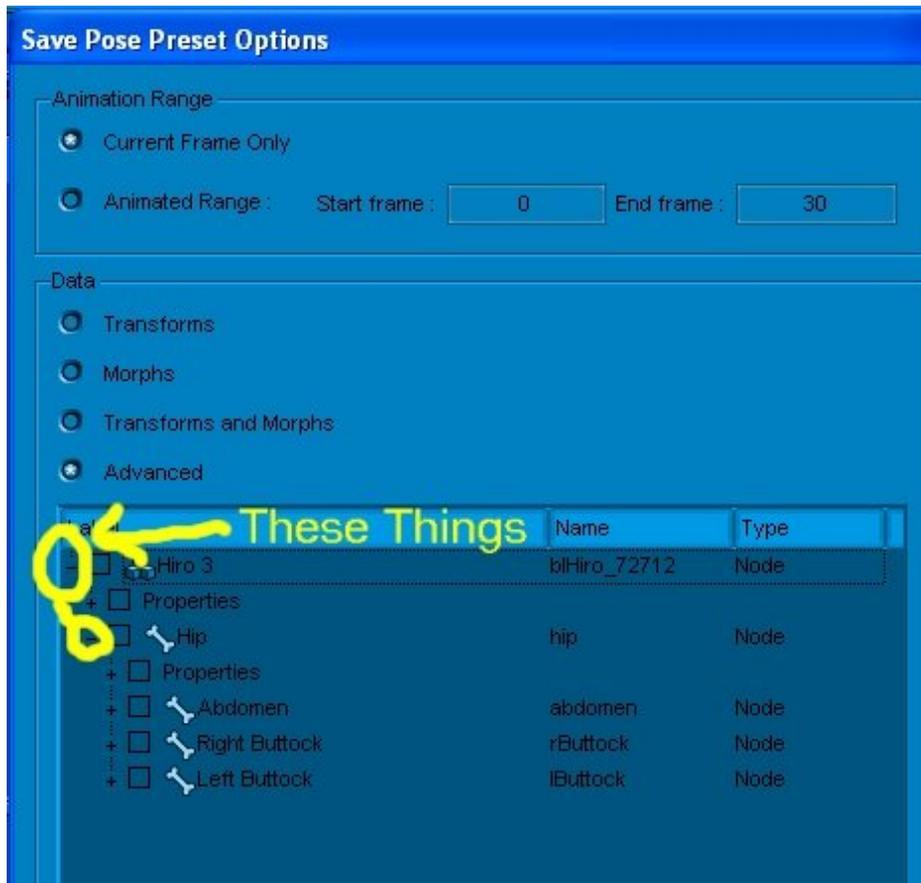


### Step 5 - Step 5 Intermission

Before going any further I am going to explain why I chose advanced. Just clicking transforms and accept is ok and will save your pose, but it also save the global transforms parameters. What does this mean? In simple terms if load a character and save pose the pose presets with your character standing in the middle of the grid area then everytime you apply those poses your character will show up in exactly the same spot. Let's say you have a wall in your scene and you want your character leaning against the wall. You load your character apply a leaning pose that was saved by just clicking the transforms button and save. Everything is ok no problems right. Now move your character over close to the wall. That pose does not look right. So I apply another leaning pose that I saved the same way as mentioned earlier or apply this pose again. See your character jumped away from the wall and back to where you had saved the pose at. Now saving global position is a good thing like if you have a scene created with a bench and you go want to use the scene many times. Then you should save not only the way that your character is sitting on the bench but also the global position so that when you apply the pose your character not only moves to the right position for sitting on the bench but also moves your character to the bench in the scene. The way that I am saving the pose preset saves only the local settings. Which means that I can move my character against the wall in one pose. While there I can apply another pose saved with local settings and there is no jumping around the scene. The only thing that changes is the way that the character is posing. A bit long winded I know, but hopefully you understand why I save most of my pose presets with only local settings. Now on with the tutorial.

### Step 6 - Step 6 Pose Preset Options Menu p2

Now expand the bone heirarchy by pressing the plus signs.



You could save here by just pressing the square beside the hip.



This would not save your global position, but would also save all the adjustments made to the morph buttons. In other words if you applied a morph to a character then applied a pose preset saved this way, the pose preset would set all morph adjustments to what they were when the preset was saved. To fix this problem you have two options. To check or to uncheck.

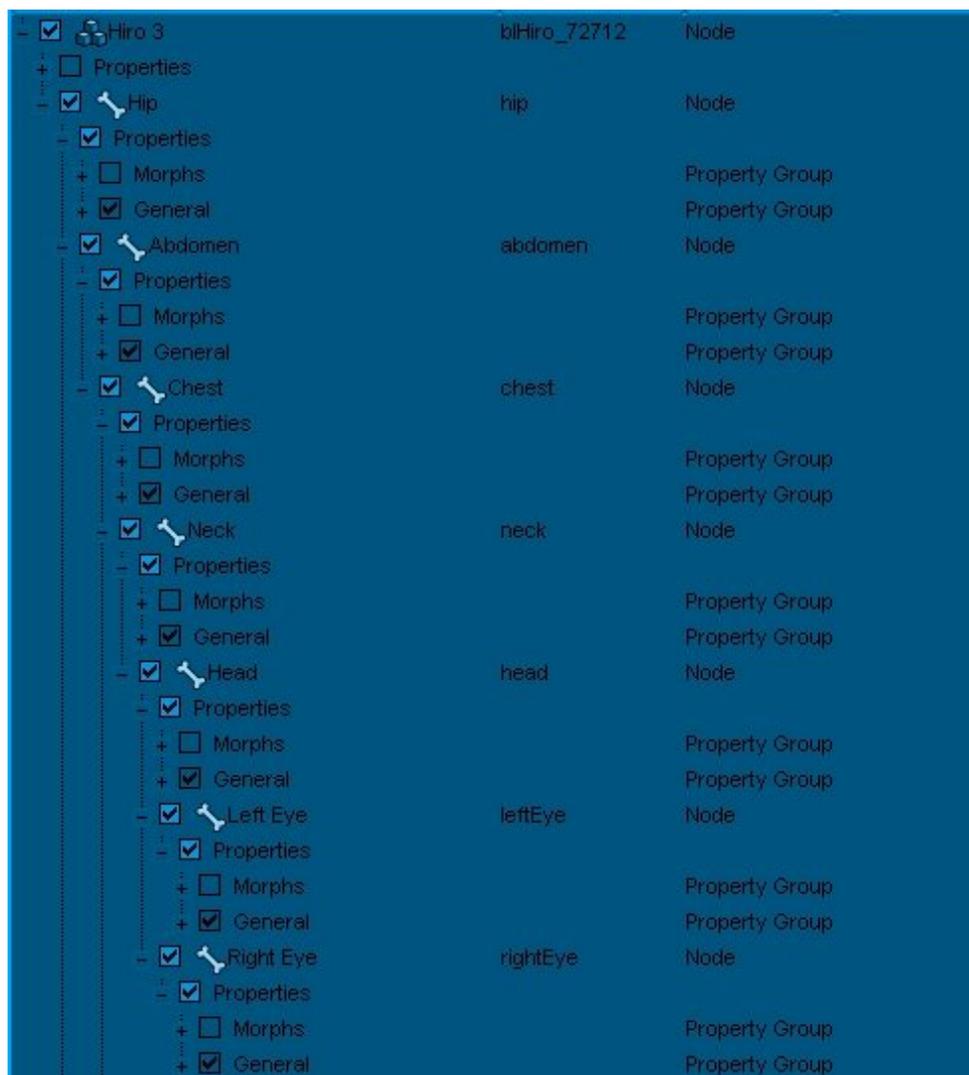
**Step 7 - Step 7 To check or to uncheck**



You have two options that you can choose from. You can either click the box beside the hip node as mentioned before (which checks everything below the hip in the bone hierarchy) and then expand properties (below the hip node) and uncheck the morph property group or you can skip checking the hip node, expand properties (below the hip node) and check the general- property group. Whichever method you choose is up to you, but with both methods you will have to repeat this for every node below the hip node in the bone hierarchy.

### Step 8 - Step 8 Pose Preset Options Menu p3

I prefer to uncheck the morph property group, but whichever way you choose to go the end result will look like these pictures. I have divided the final look of the pose preset menu up into more than one picture so that they would load faster.





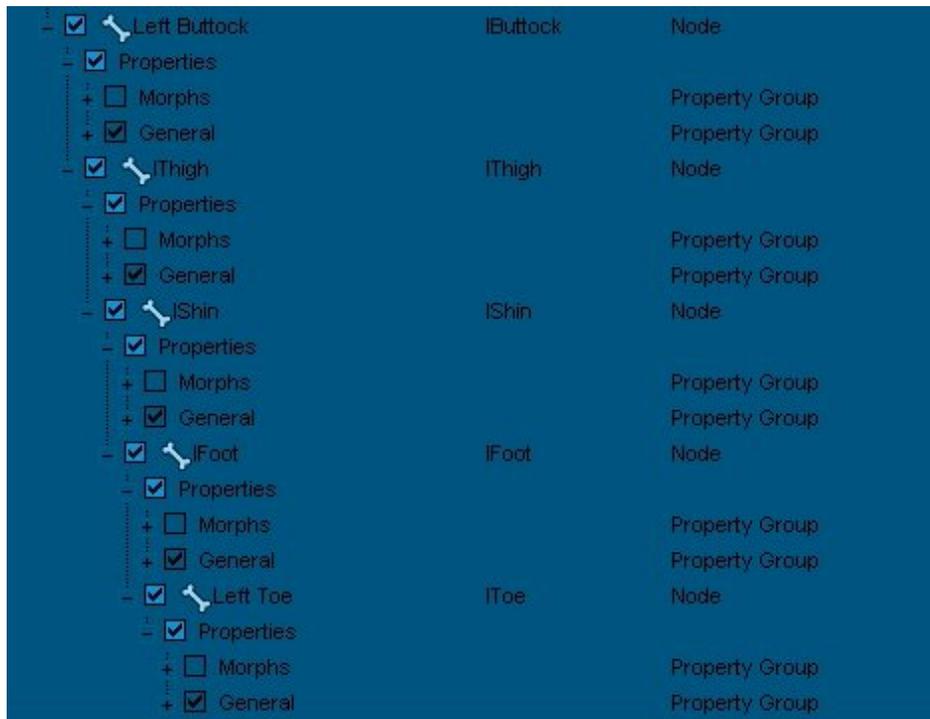




<input checked="" type="checkbox"/>		rCollar	rCollar	Node
-	<input checked="" type="checkbox"/>	Properties		
-	+ <input type="checkbox"/>	Morphs		Property Group
-	+ <input checked="" type="checkbox"/>	General		Property Group
-	<input checked="" type="checkbox"/>		rShldr	Node
-	<input checked="" type="checkbox"/>	Properties		
-	+ <input type="checkbox"/>	Morphs		Property Group
-	+ <input checked="" type="checkbox"/>	General		Property Group
-	<input checked="" type="checkbox"/>		rForeArm	Node
-	<input checked="" type="checkbox"/>	Properties		
-	+ <input type="checkbox"/>	Morphs		Property Group
-	+ <input checked="" type="checkbox"/>	General		Property Group
-	<input checked="" type="checkbox"/>		rHand	Node
-	<input checked="" type="checkbox"/>	Properties		
-	+ <input type="checkbox"/>	Morphs		Property Group
-	+ <input checked="" type="checkbox"/>	General		Property Group
-	<input checked="" type="checkbox"/>		Right Thumb 1	rThumb1
-	<input checked="" type="checkbox"/>	Properties		
-	+ <input type="checkbox"/>	Morphs		Property Group
-	+ <input checked="" type="checkbox"/>	General		Property Group
-	<input checked="" type="checkbox"/>		Right Thumb 2	rThumb2
-	<input checked="" type="checkbox"/>	Properties		
-	+ <input type="checkbox"/>	Morphs		Property Group
-	+ <input checked="" type="checkbox"/>	General		Property Group
-	<input checked="" type="checkbox"/>		Right Thumb 3	rThumb3
-	<input checked="" type="checkbox"/>	Properties		
-	+ <input type="checkbox"/>	Morphs		Property Group
-	+ <input checked="" type="checkbox"/>	General		Property Group
-	<input checked="" type="checkbox"/>		Right Index 1	rIndex1
-	<input checked="" type="checkbox"/>	Properties		
-	+ <input type="checkbox"/>	Morphs		Property Group
-	+ <input checked="" type="checkbox"/>	General		Property Group
-	<input checked="" type="checkbox"/>		Right Index 2	rIndex2
-	<input checked="" type="checkbox"/>	Properties		
-	+ <input type="checkbox"/>	Morphs		Property Group
-	+ <input checked="" type="checkbox"/>	General		Property Group
-	<input checked="" type="checkbox"/>		Right Index 3	rIndex3
-	<input checked="" type="checkbox"/>	Properties		
-	+ <input type="checkbox"/>	Morphs		Property Group
-	+ <input checked="" type="checkbox"/>	General		Property Group
-	<input checked="" type="checkbox"/>		Right Mid 1	rMid1
-	<input checked="" type="checkbox"/>	Properties		
-	+ <input type="checkbox"/>	Morphs		Property Group
-	+ <input checked="" type="checkbox"/>	General		Property Group
-	<input checked="" type="checkbox"/>		Right Mid 2	rMid2
-	<input checked="" type="checkbox"/>	Properties		
-	+ <input type="checkbox"/>	Morphs		Property Group
-	+ <input checked="" type="checkbox"/>	General		Property Group
-	<input checked="" type="checkbox"/>		Right Mid 3	rMid3
-	<input checked="" type="checkbox"/>	Properties		
-	+ <input type="checkbox"/>	Morphs		Property Group
-	+ <input checked="" type="checkbox"/>	General		Property Group
-	<input checked="" type="checkbox"/>		Right Ring 1	rRing1
-	<input checked="" type="checkbox"/>	Properties		
-	+ <input type="checkbox"/>	Morphs		Property Group



<input checked="" type="checkbox"/>		ICollar	ICollar	Node
	<input checked="" type="checkbox"/>	Properties		
		<input type="checkbox"/>	Morphs	Property Group
		<input checked="" type="checkbox"/>	General	Property Group
<input checked="" type="checkbox"/>		IShldr	IShldr	Node
	<input checked="" type="checkbox"/>	Properties		
		<input type="checkbox"/>	Morphs	Property Group
		<input checked="" type="checkbox"/>	General	Property Group
<input checked="" type="checkbox"/>		IForeArm	IForeArm	Node
	<input checked="" type="checkbox"/>	Properties		
		<input type="checkbox"/>	Morphs	Property Group
		<input checked="" type="checkbox"/>	General	Property Group
<input checked="" type="checkbox"/>		IHand	IHand	Node
	<input checked="" type="checkbox"/>	Properties		
		<input type="checkbox"/>	Morphs	Property Group
		<input checked="" type="checkbox"/>	General	Property Group
<input checked="" type="checkbox"/>		Left Thumb 1	IThumb1	Node
	<input checked="" type="checkbox"/>	Properties		
		<input type="checkbox"/>	Morphs	Property Group
		<input checked="" type="checkbox"/>	General	Property Group
<input checked="" type="checkbox"/>		Left Thumb 2	IThumb2	Node
	<input checked="" type="checkbox"/>	Properties		
		<input type="checkbox"/>	Morphs	Property Group
		<input checked="" type="checkbox"/>	General	Property Group
<input checked="" type="checkbox"/>		Left Thumb 3	IThumb3	Node
	<input checked="" type="checkbox"/>	Properties		
		<input type="checkbox"/>	Morphs	Property Group
		<input checked="" type="checkbox"/>	General	Property Group
<input checked="" type="checkbox"/>		Left Index 1	IIndex1	Node
	<input checked="" type="checkbox"/>	Properties		
		<input type="checkbox"/>	Morphs	Property Group
		<input checked="" type="checkbox"/>	General	Property Group
<input checked="" type="checkbox"/>		Left Index 2	IIndex2	Node
	<input checked="" type="checkbox"/>	Properties		
		<input type="checkbox"/>	Morphs	Property Group
		<input checked="" type="checkbox"/>	General	Property Group
<input checked="" type="checkbox"/>		Left Index 3	IIndex3	Node
	<input checked="" type="checkbox"/>	Properties		
		<input type="checkbox"/>	Morphs	Property Group
		<input checked="" type="checkbox"/>	General	Property Group
<input checked="" type="checkbox"/>		Left Mid 1	IMid1	Node
	<input checked="" type="checkbox"/>	Properties		
		<input type="checkbox"/>	Morphs	Property Group
		<input checked="" type="checkbox"/>	General	Property Group
<input checked="" type="checkbox"/>		Left Mid 2	IMid2	Node
	<input checked="" type="checkbox"/>	Properties		
		<input type="checkbox"/>	Morphs	Property Group
		<input checked="" type="checkbox"/>	General	Property Group
<input checked="" type="checkbox"/>		Left Mid 3	IMid3	Node
	<input checked="" type="checkbox"/>	Properties		
		<input type="checkbox"/>	Morphs	Property Group
		<input checked="" type="checkbox"/>	General	Property Group
<input checked="" type="checkbox"/>		Left Ring 1	IRing1	Node
	<input checked="" type="checkbox"/>	Properties		
		<input type="checkbox"/>	Morphs	Property Group



Now press accept in the lower right hand side of the pose preset options menu. You have just saved your first of probably many poses.

**Step 9 - Step 9 Closing comments P1**

In closing I want to encourage you to experiment with saving different parts of poses. For an example to save an upper body pose all that you have to do is have the property groups checked as shown in the next three images. All others in the pose preset options menu remain unchecked.

Label	Name	Type
<input checked="" type="checkbox"/> Hiro 3	blHiro_72712	Node
+ <input type="checkbox"/> Properties		
- <input checked="" type="checkbox"/> Hip	hip	Node
- <input type="checkbox"/> Properties		
+ <input type="checkbox"/> Morphs		Property Group
+ <input type="checkbox"/> General		Property Group
- <input checked="" type="checkbox"/> Abdomen	abdomen	Node
- <input checked="" type="checkbox"/> Properties		
+ <input type="checkbox"/> Morphs		Property Group
+ <input checked="" type="checkbox"/> General		Property Group
- <input checked="" type="checkbox"/> Chest	chest	Node
- <input checked="" type="checkbox"/> Properties		
+ <input type="checkbox"/> Morphs		Property Group
+ <input checked="" type="checkbox"/> General		Property Group
- <input checked="" type="checkbox"/> Neck	neck	Node
- <input checked="" type="checkbox"/> Properties		
+ <input type="checkbox"/> Morphs		Property Group
+ <input checked="" type="checkbox"/> General		Property Group
- <input checked="" type="checkbox"/> Head	head	Node
- <input checked="" type="checkbox"/> Properties		
+ <input type="checkbox"/> Morphs		Property Group
+ <input checked="" type="checkbox"/> General		Property Group
- <input checked="" type="checkbox"/> Left Eye	leftEye	Node
- <input checked="" type="checkbox"/> Properties		
+ <input type="checkbox"/> Morphs		Property Group
+ <input checked="" type="checkbox"/> General		Property Group
- <input checked="" type="checkbox"/> Right Eye	rightEye	Node
- <input checked="" type="checkbox"/> Properties		
+ <input type="checkbox"/> Morphs		Property Group
+ <input checked="" type="checkbox"/> General		Property Group





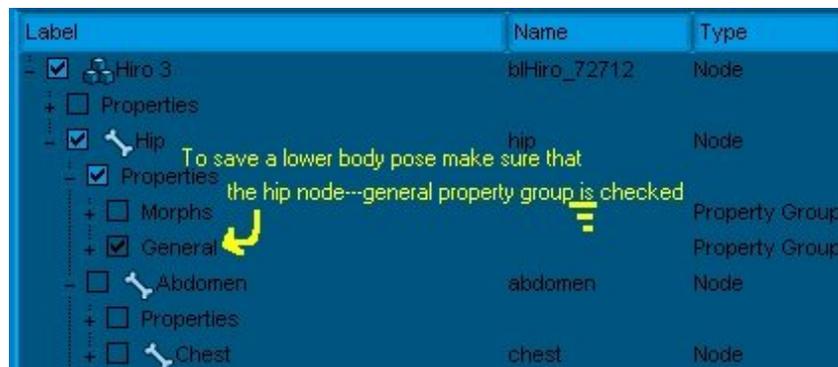
<input checked="" type="checkbox"/>		rCollar	rCollar	Node
-	<input checked="" type="checkbox"/>	Properties		
	+ <input type="checkbox"/>	Morphs		Property Group
	+ <input checked="" type="checkbox"/>	General		Property Group
-	<input checked="" type="checkbox"/>		rShldr	Node
-	<input checked="" type="checkbox"/>	Properties		
	+ <input type="checkbox"/>	Morphs		Property Group
	+ <input checked="" type="checkbox"/>	General		Property Group
-	<input checked="" type="checkbox"/>		rForeArm	Node
-	<input checked="" type="checkbox"/>	Properties		
	+ <input type="checkbox"/>	Morphs		Property Group
	+ <input checked="" type="checkbox"/>	General		Property Group
-	<input checked="" type="checkbox"/>		rHand	Node
-	<input checked="" type="checkbox"/>	Properties		
	+ <input type="checkbox"/>	Morphs		Property Group
	+ <input checked="" type="checkbox"/>	General		Property Group
-	<input checked="" type="checkbox"/>		Right Thumb 1	rThumb1
-	<input checked="" type="checkbox"/>	Properties		
	+ <input type="checkbox"/>	Morphs		Property Group
	+ <input checked="" type="checkbox"/>	General		Property Group
-	<input checked="" type="checkbox"/>		Right Thumb 2	rThumb2
-	<input checked="" type="checkbox"/>	Properties		
	+ <input type="checkbox"/>	Morphs		Property Group
	+ <input checked="" type="checkbox"/>	General		Property Group
-	<input checked="" type="checkbox"/>		Right Thumb 3	rThumb3
-	<input checked="" type="checkbox"/>	Properties		
	+ <input type="checkbox"/>	Morphs		Property Group
	+ <input checked="" type="checkbox"/>	General		Property Group
-	<input checked="" type="checkbox"/>		Right Index 1	rIndex1
-	<input checked="" type="checkbox"/>	Properties		
	+ <input type="checkbox"/>	Morphs		Property Group
	+ <input checked="" type="checkbox"/>	General		Property Group
-	<input checked="" type="checkbox"/>		Right Index 2	rIndex2
-	<input checked="" type="checkbox"/>	Properties		
	+ <input type="checkbox"/>	Morphs		Property Group
	+ <input checked="" type="checkbox"/>	General		Property Group
-	<input checked="" type="checkbox"/>		Right Index 3	rIndex3
-	<input checked="" type="checkbox"/>	Properties		
	+ <input type="checkbox"/>	Morphs		Property Group
	+ <input checked="" type="checkbox"/>	General		Property Group
-	<input checked="" type="checkbox"/>		Right Mid 1	rMid1
-	<input checked="" type="checkbox"/>	Properties		
	+ <input type="checkbox"/>	Morphs		Property Group
	+ <input checked="" type="checkbox"/>	General		Property Group
-	<input checked="" type="checkbox"/>		Right Mid 2	rMid2
-	<input checked="" type="checkbox"/>	Properties		
	+ <input type="checkbox"/>	Morphs		Property Group
	+ <input checked="" type="checkbox"/>	General		Property Group
-	<input checked="" type="checkbox"/>		Right Mid 3	rMid3
-	<input checked="" type="checkbox"/>	Properties		
	+ <input type="checkbox"/>	Morphs		Property Group
	+ <input checked="" type="checkbox"/>	General		Property Group
-	<input checked="" type="checkbox"/>		Right Ring 1	rRing1
-	<input checked="" type="checkbox"/>	Properties		
	+ <input type="checkbox"/>	Morphs		Property Group

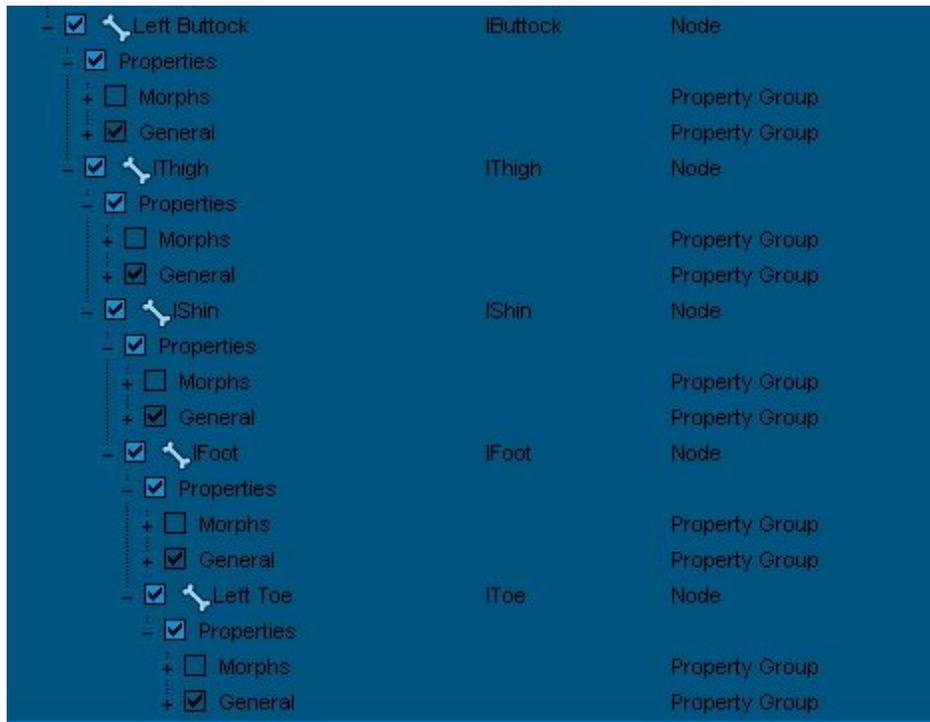


<input checked="" type="checkbox"/>		ICollar	ICollar	Node
	<input checked="" type="checkbox"/>	Properties		
	<input type="checkbox"/>	Morphs		Property Group
	<input checked="" type="checkbox"/>	General		Property Group
<input checked="" type="checkbox"/>		IShldr	IShldr	Node
	<input checked="" type="checkbox"/>	Properties		
	<input type="checkbox"/>	Morphs		Property Group
	<input checked="" type="checkbox"/>	General		Property Group
<input checked="" type="checkbox"/>		IForeArm	IForeArm	Node
	<input checked="" type="checkbox"/>	Properties		
	<input type="checkbox"/>	Morphs		Property Group
	<input checked="" type="checkbox"/>	General		Property Group
<input checked="" type="checkbox"/>		IHand	IHand	Node
	<input checked="" type="checkbox"/>	Properties		
	<input type="checkbox"/>	Morphs		Property Group
	<input checked="" type="checkbox"/>	General		Property Group
<input checked="" type="checkbox"/>		Left Thumb 1	IThumb1	Node
	<input checked="" type="checkbox"/>	Properties		
	<input type="checkbox"/>	Morphs		Property Group
	<input checked="" type="checkbox"/>	General		Property Group
<input checked="" type="checkbox"/>		Left Thumb 2	IThumb2	Node
	<input checked="" type="checkbox"/>	Properties		
	<input type="checkbox"/>	Morphs		Property Group
	<input checked="" type="checkbox"/>	General		Property Group
<input checked="" type="checkbox"/>		Left Thumb 3	IThumb3	Node
	<input checked="" type="checkbox"/>	Properties		
	<input type="checkbox"/>	Morphs		Property Group
	<input checked="" type="checkbox"/>	General		Property Group
<input checked="" type="checkbox"/>		Left Index 1	IIndex1	Node
	<input checked="" type="checkbox"/>	Properties		
	<input type="checkbox"/>	Morphs		Property Group
	<input checked="" type="checkbox"/>	General		Property Group
<input checked="" type="checkbox"/>		Left Index 2	IIndex2	Node
	<input checked="" type="checkbox"/>	Properties		
	<input type="checkbox"/>	Morphs		Property Group
	<input checked="" type="checkbox"/>	General		Property Group
<input checked="" type="checkbox"/>		Left Index 3	IIndex3	Node
	<input checked="" type="checkbox"/>	Properties		
	<input type="checkbox"/>	Morphs		Property Group
	<input checked="" type="checkbox"/>	General		Property Group
<input checked="" type="checkbox"/>		Left Mid 1	IMid1	Node
	<input checked="" type="checkbox"/>	Properties		
	<input type="checkbox"/>	Morphs		Property Group
	<input checked="" type="checkbox"/>	General		Property Group
<input checked="" type="checkbox"/>		Left Mid 2	IMid2	Node
	<input checked="" type="checkbox"/>	Properties		
	<input type="checkbox"/>	Morphs		Property Group
	<input checked="" type="checkbox"/>	General		Property Group
<input checked="" type="checkbox"/>		Left Mid 3	IMid3	Node
	<input checked="" type="checkbox"/>	Properties		
	<input type="checkbox"/>	Morphs		Property Group
	<input checked="" type="checkbox"/>	General		Property Group
<input checked="" type="checkbox"/>		Left Ring 1	IRing1	Node
	<input checked="" type="checkbox"/>	Properties		
	<input type="checkbox"/>	Morphs		Property Group

**Step 10 - Step 10 Closing comments P2**

For a lower body pose just check the property groups shown in the next three images and leave all others in the pose preset options menu unchecked.





Thanks for reading.I hope this tutorial was helpful.