

Dissecting Props in Poser 6

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Tools Needed

Step 1: Inside the Material Room

Step 2: Using the Grouping Editor

Step 3: Isolating the New Prop

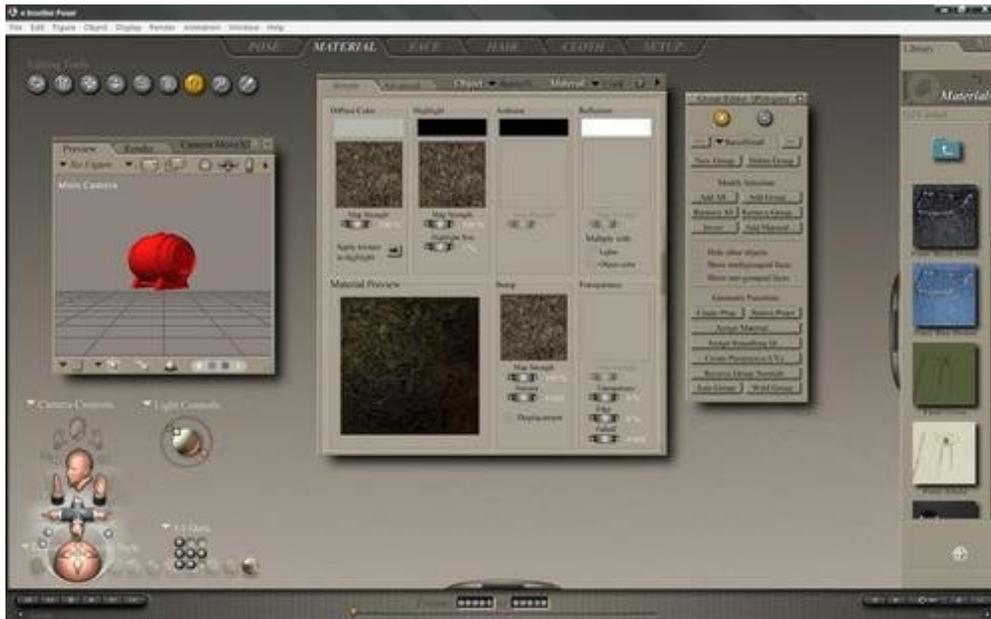
Step 4: Creating the New Prop

Step 5: Saving the New Prop

* Poser 6

* A prop with multiple material zones

Step 1 - Inside the Material Room



In this example, I wanted to save the tap only from the barrel prop out of Faveral's Medieval Tavern set. There was no way to "hide" the unnecessary parts via the hierarchy [editor](#) since this is a "solid" prop, so here's what I did.

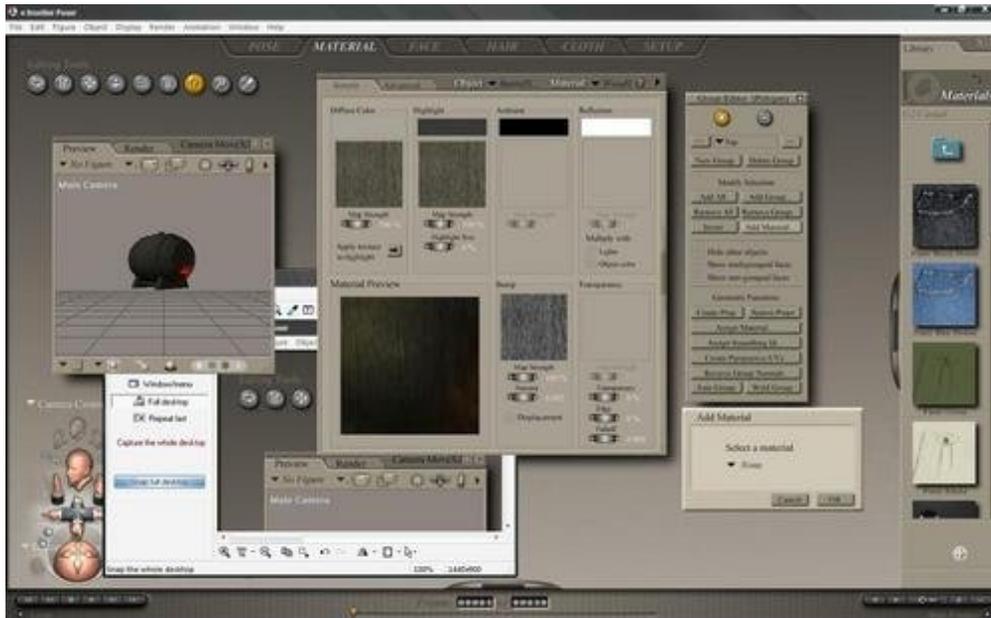
After loading the barrel prop into my empty scene, I entered the Material Room. Once there, I selected the Grouping Tool (the yellow, highlighted button on the left), which opened up the Grouping Editor box (pictured on the right).

Step 2 - Using the Grouping Editor



Using the Grouping Editor, I hit the New Group button and in the Name box that opened up, I decided to call the prop "Tap". I know...very original :)

Step 3 - Isolating the New Prop



To make sure nothing's been accidentally selected, you can hit the Remove All button in the Grouping Editor.

Now to find your [new](#) prop. Hit the Add Material Button and a new window will now appear. From its drop-down menu, select the material that comprises the section of the prop that you want to isolate. In many cases, the part you want may be named appropriately.

In this case, there was no "tap" material, so I kept selecting materials from the drop-down menu until the tap area turned red (as pictured on the left). I then hit OK and moved on to the next step.

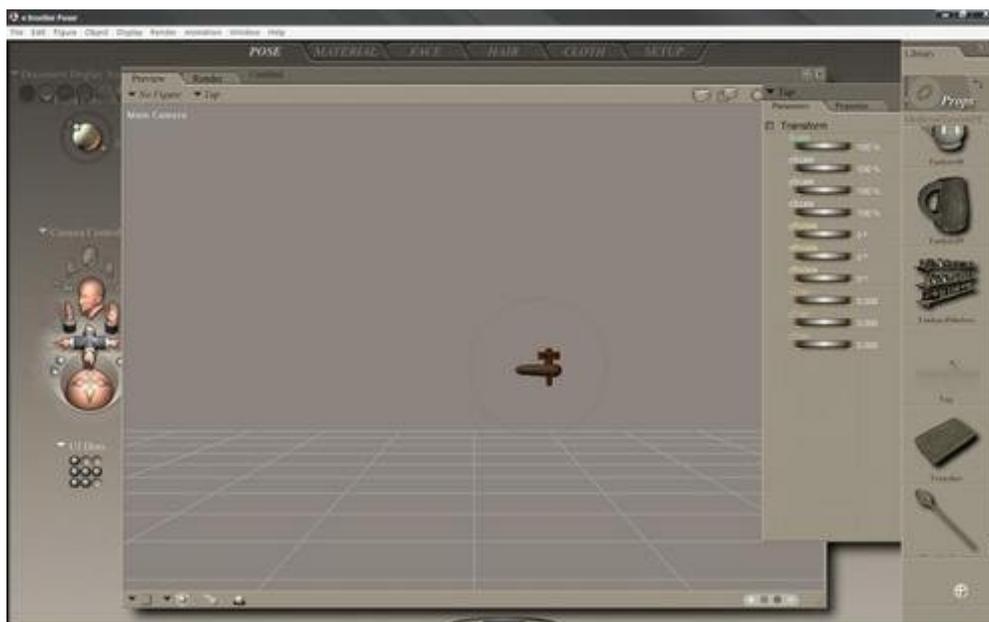
Step 4 - Creating the New Prop



I selected the Create Prop button from the Grouping Editor and in the new window, I typed in "Tap" for my new prop name and hit OK.

After that step, I selected the original barrel and deleted it. Almost done now!

Step 5 - Saving the New Prop



Back in the Pose Room, I now had my isolated tap prop. Opening up the Props folder and making sure the tap was selected, I hit the Add to Library button and named my new prop when prompted.

That's it, all done within Poser 6!