

## Exact eyes setting made easy (part 2)

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Tools Needed

\* **Poser 4 or higher**

\* **CR2Builder (free)**

\* **Michael 3**

Support Files

\* [targetGeom\\_template.zip](#)

### Introduction

This tutorial is quite long, so it has been split in 2 parts. Welcome to exact eyes setting made easy tutorial - part 2. Nothing is complicated really and you'll end up with a great improvement to your Figure usage. Part 2 of this tutorial [will](#) show you:  
 \* which parameters I use to edit the 4 remaining ERC  
 \* how to create 2 eyelids positioning morphs inside Poser  
 \* how to cluster together your 7 [new](#) controls into a new parameters group (P5/P6) in order to [insure](#) a quick and easy access.

### Step 1 - ERC mass production - Parameters

Use the following parameters to edit the remaining 4 ERC.

Parameters

ERC n°2

We want the Figure's eyes to look left and right, both eyes being controlled from the head.

(we want the eyes to turn around the y axis)

Name: Eye Left-Right

Master control location: actor head

Slave n°1

Actor: actor leftEye

Control ratio: deltaAddDelta 10.000000

Controlled channel: rotateY yrot

Slave n°2

Actor: actor rightEye

Control ratio: deltaAddDelta 10.000000

Controlled channel: rotateY yrot

ERC n°3

We want to adjust the eyes vertical positioning

(we want the eyes to translate along the y axis)

Name: Eye Low-High

Master control location: actor head

Slave n°1

Actor: actor leftEye

Control ratio: deltaAddDelta 0.001000

Controlled channel: translateY ytran

Slave n°2

Actor: actor rightEye

Control ratio: deltaAddDelta 0.001000

Controlled channel: translateY ytran

ERC n°4

We want to pull the eyes closer or push them apart

(we want the eyes to translate along the x axis)

Name: Eye Near-Split

Master control location: actor head

Slave n°1

Actor: actor leftEye

Control ratio: deltaAddDelta 0.001000

Controlled channel: translateX xtran

Slave n°2

Actor: actor rightEye

Control ratio: deltaAddDelta -0.001000

Controlled channel: translateX xtran

Warning !!! Control ratio sign is different in each slave. Eyes are moving in opposite directions, so their polarity must be different.

ERC n°5

We want to adjust the eyes depth positioning

(we want the eyes to translate along the z axis)

Name: Eye Back-Front

Master control location: actor head

Slave n°1

Actor: actor leftEye

Control ratio: deltaAddDelta 0.001000

Controlled channel: translateZ ztran

Slave n°2

Actor: actor rightEye

Control ratio: deltaAddDelta 0.001000

Controlled channel: translateZ ztran

For memory

ERC n°1

We want the Figure's eyes to look up and down, both eyes being controlled from the head.

(we want the eyes to turn around the x axis)

Name: Eye Down-Up

Master control location: actor head

Slave n°1

Actor: actor leftEye

Control ratio: deltaAddDelta -10.000000

Controlled channel: rotateX xrot

Slave n°2

Actor: actor rightEye

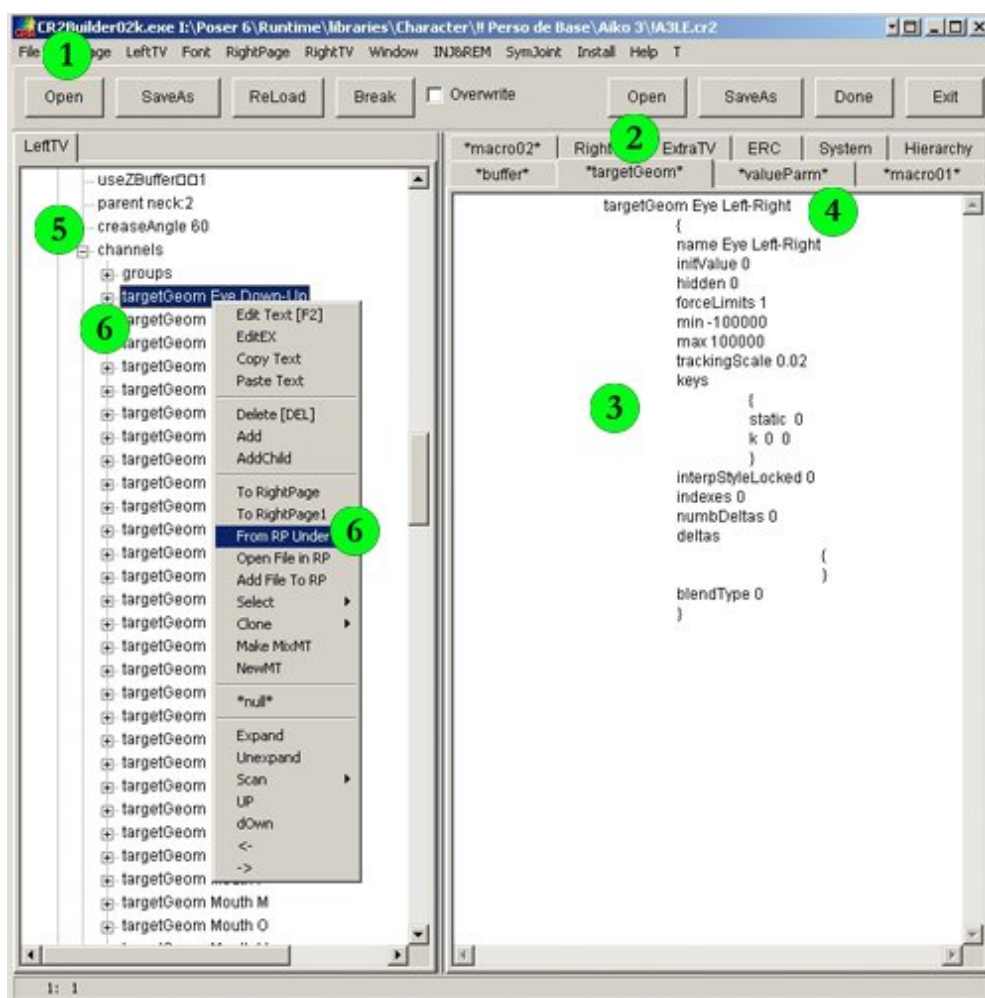
Control ratio: deltaAddDelta -10.000000

Controlled channel: rotateX xrot

Once again, these parameters are mine and, provided you know what you are doing, you can change them according to your taste/needs.

**Step 2 - ERC mass production - Edit all the Master channels**

ERC mass production process is a variation of the one explained in part 1.



1-Load the Figure you plan to work with in the left tree view.

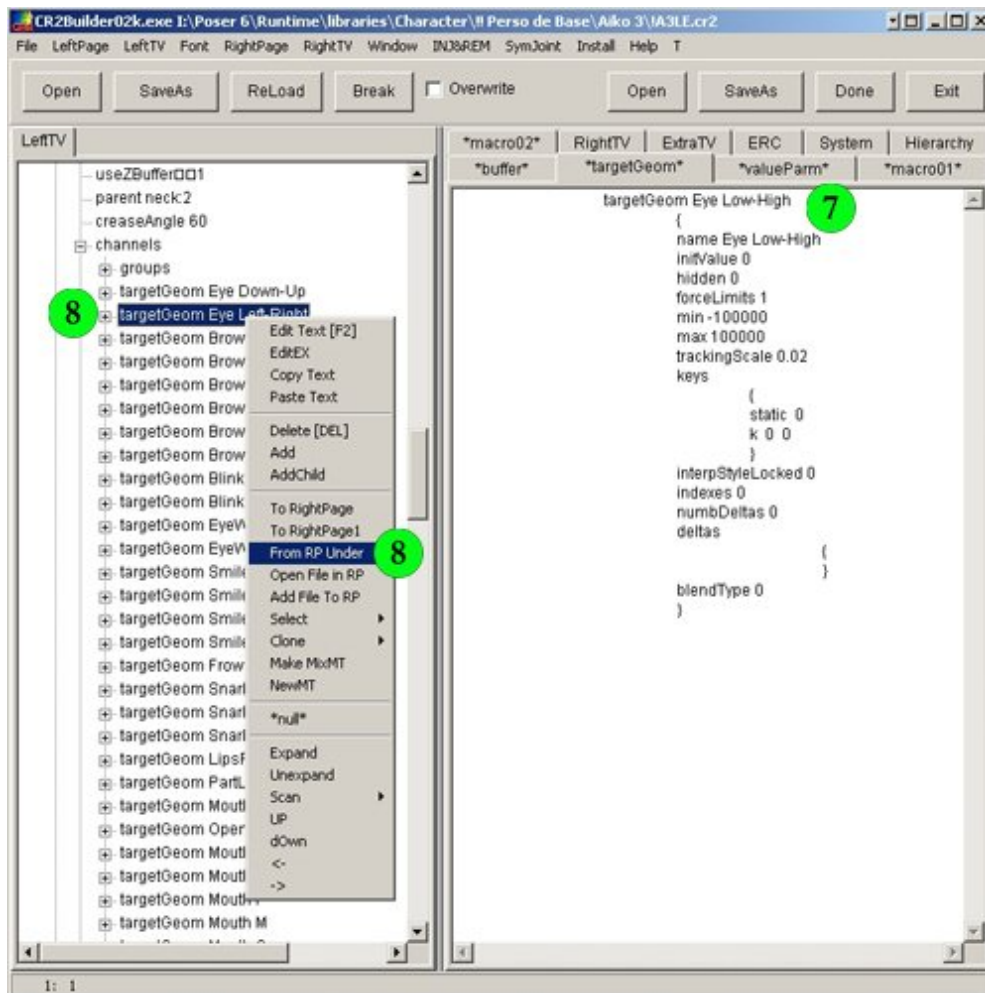
2-In the right window, click the '\*targetGeom\*' tab

3-Put the template provided with this tutorial in place of the one on display (copy/paste on top)

4-Put the name of the ERC n°2 in place of '%1' (copy/paste on top)

5-In the LeftTV window, click the '+' in front of 'actor head' (second instance) then 'channels' to develop.

6-Right click on the first master channel at the top of the list ('targetGeom Eye Down-Up' created during the first part of the tutorial). In the pop-up menu, click 'From RP Under'



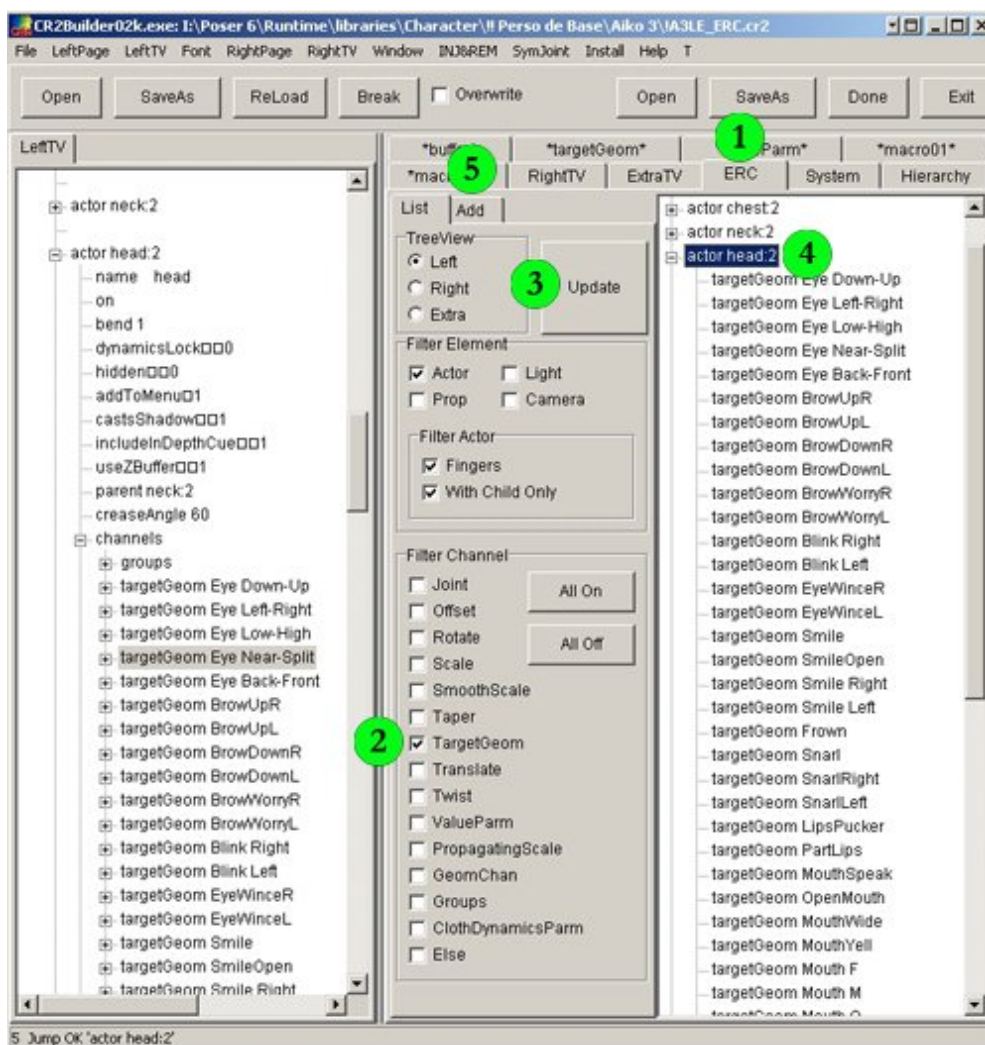
7-In the right window, put the name of the ERC n°3 in place of the name of the ERC n°2 (copy/paste on top)

8-In the LeftTV window, right click on the master channel you've just created. In the pop-up menu, click 'From RP Under'

Begin again steps 7 & 8 with ERC n°4 and ERC n°5.

Save. CR2Builder is stable. (Theoretically, there is no need to save your job before the end, but it's good practice, anyways).

### Step 3 - ERC mass production - Edit all Slave channels



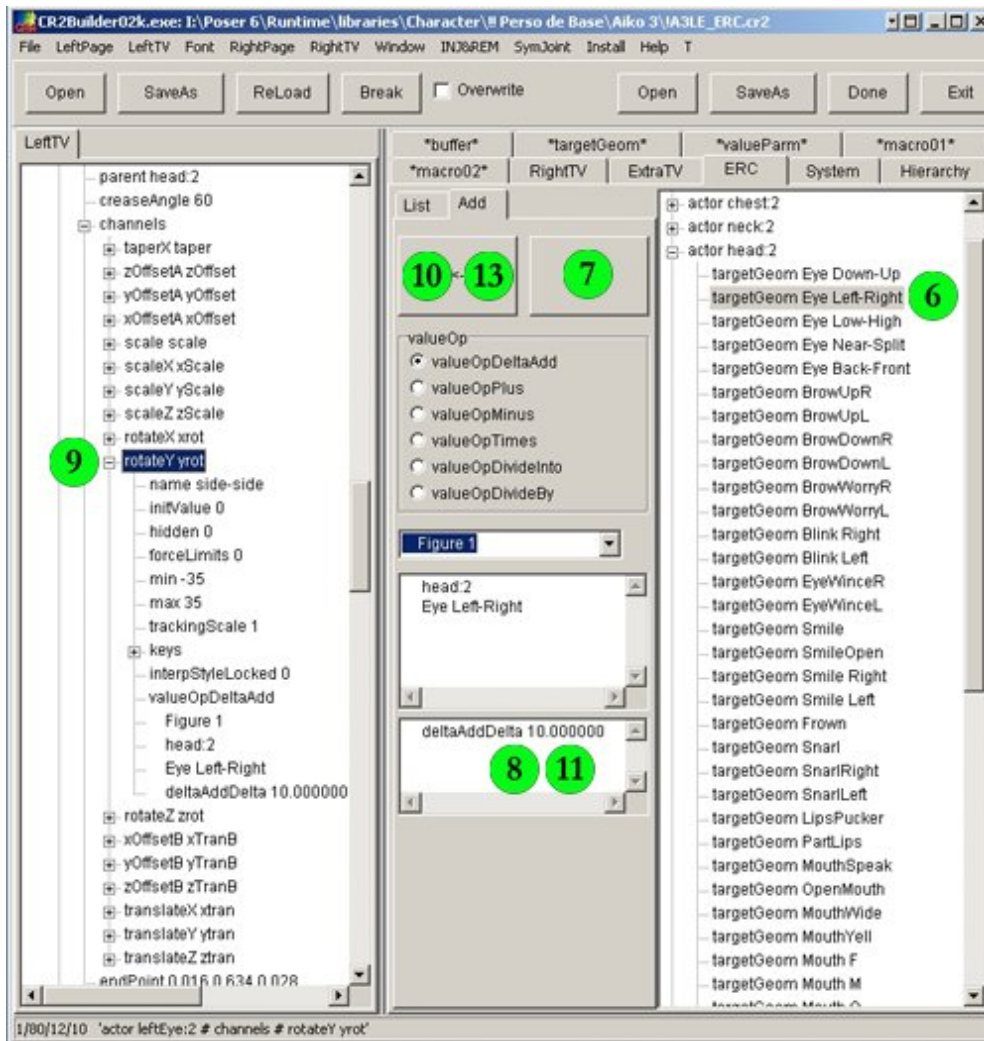
1-In the right window, click the 'ERC' tab.

2-In the Filter Channel panel, tick 'TargetGeom'

3-Click the 'Update' button

4-In the simplified version of the cr2 tree view, develop 'actor head'

5-Click the 'Add' tab.



ERC n°2

Slave n°1

6-Select 'targetGeom Eye Left-Right' (if you followed part 1 of the tutorial, 'targetGeom Eye Down-Up' is already done),

7-Click the right '<' button.

8-Have a look at the parameters list. If needed, change the control ratio value (copy/paste on top)

9-In the LeftTV window develop 'actor leftEye' => 'channels' => rotateY yrot

10-Click the left '<' button

Slave n°2

11-Have a look at the parameters list. If needed, change the control ratio value (copy/paste on top)

12-In the LeftTV window develop 'actor rightEye' => 'channels' => rotateY yrot

13-Click the left '<' button



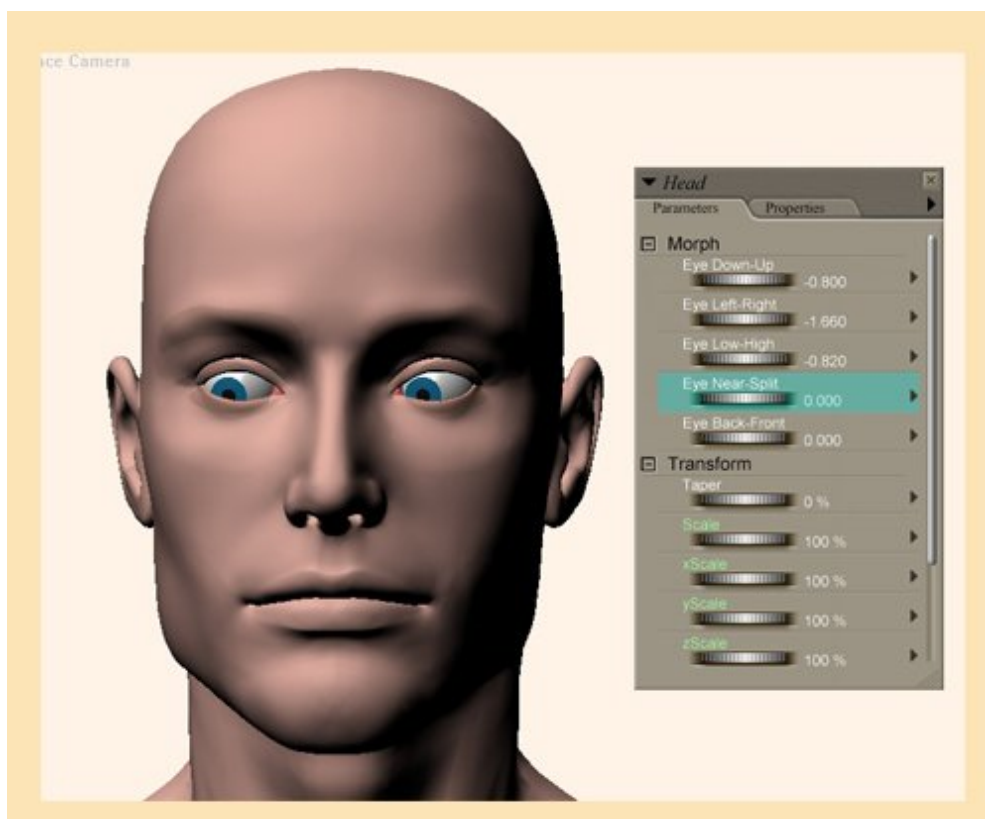
ERC n°X

Begin again from step 6, using ERC n°X

Once you get used to the sequence, it's quite fast ... boring, but quite fast.

Save after completion.

Don't close CR2Builder yet.



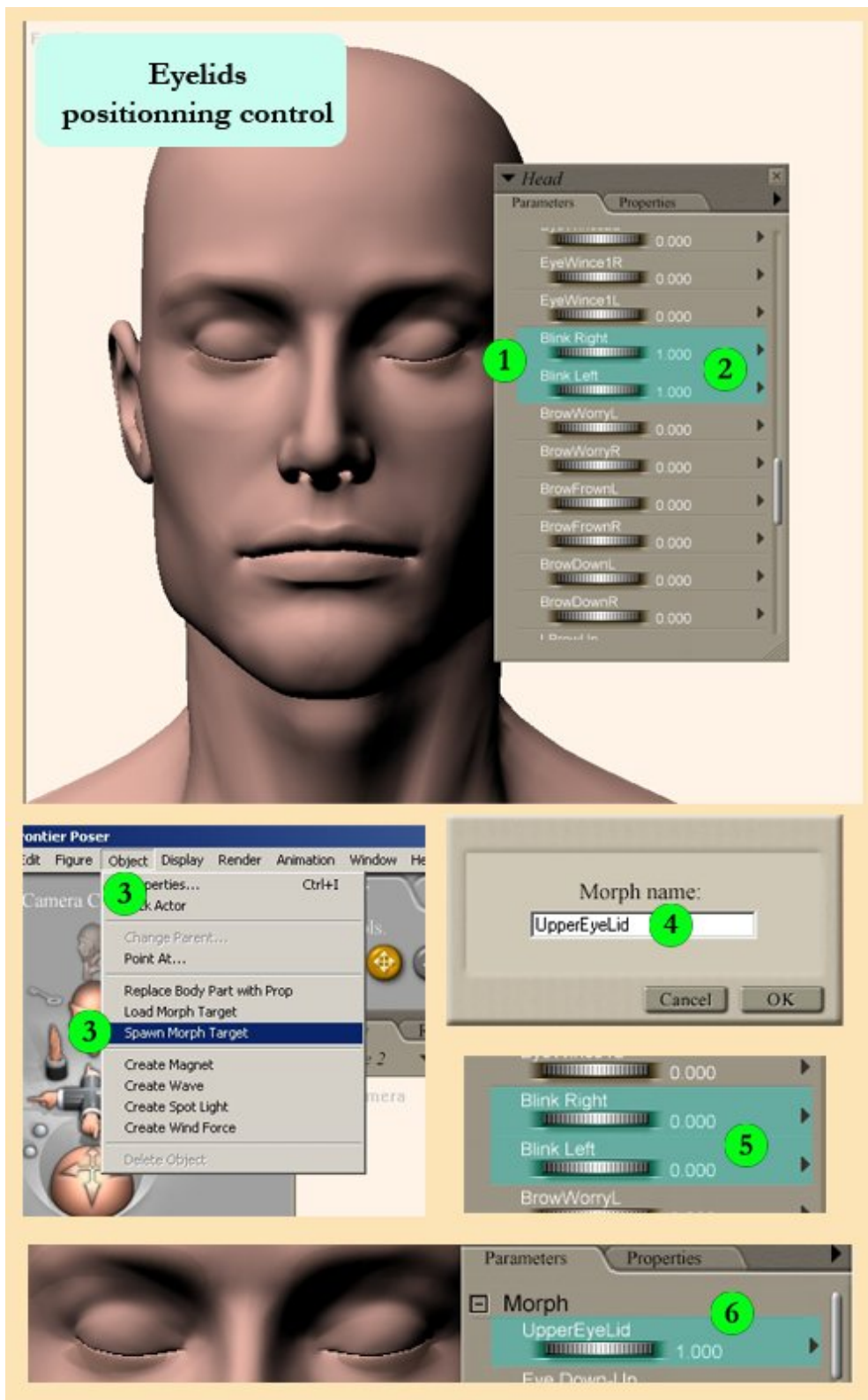
Launch Poser and load the new version of M3\_ERC. Select the head. Open the 'Parameters Dials' window.

You should see something like shown on the above picture. Test your 5 ERC.

If they are working properly, then close CR2Builder.

#### Step 4 - Eyelids positioning morphs





Inject expression morphs into M3\_ERC's head.

1-In the 'Parameters Dials' tab, look for 'Blink Right' and 'Blink Left'.

2-Set value to 1 for both of them

3-Go to 'Object' => 'Spawn Morph Target'

4-Name your new morph ('UpperEyeLid' for example)

5-Reset 'Blink Right' and 'Blink Left' to zero

6-Locate your new morph 'UpperEyeLid'. Make sure it's working properly.

Now you control the upper eyelids.

Reset 'UpperEyeLid'

Use the same process to create a morph controlling the lower eyelids.

In the 'Parameters Dials' tab, look for 'EyeWince1L' and 'EyeWince1R'.

Set value to 1 for both of them

Go to 'Object' => 'Spawn Morph Target'

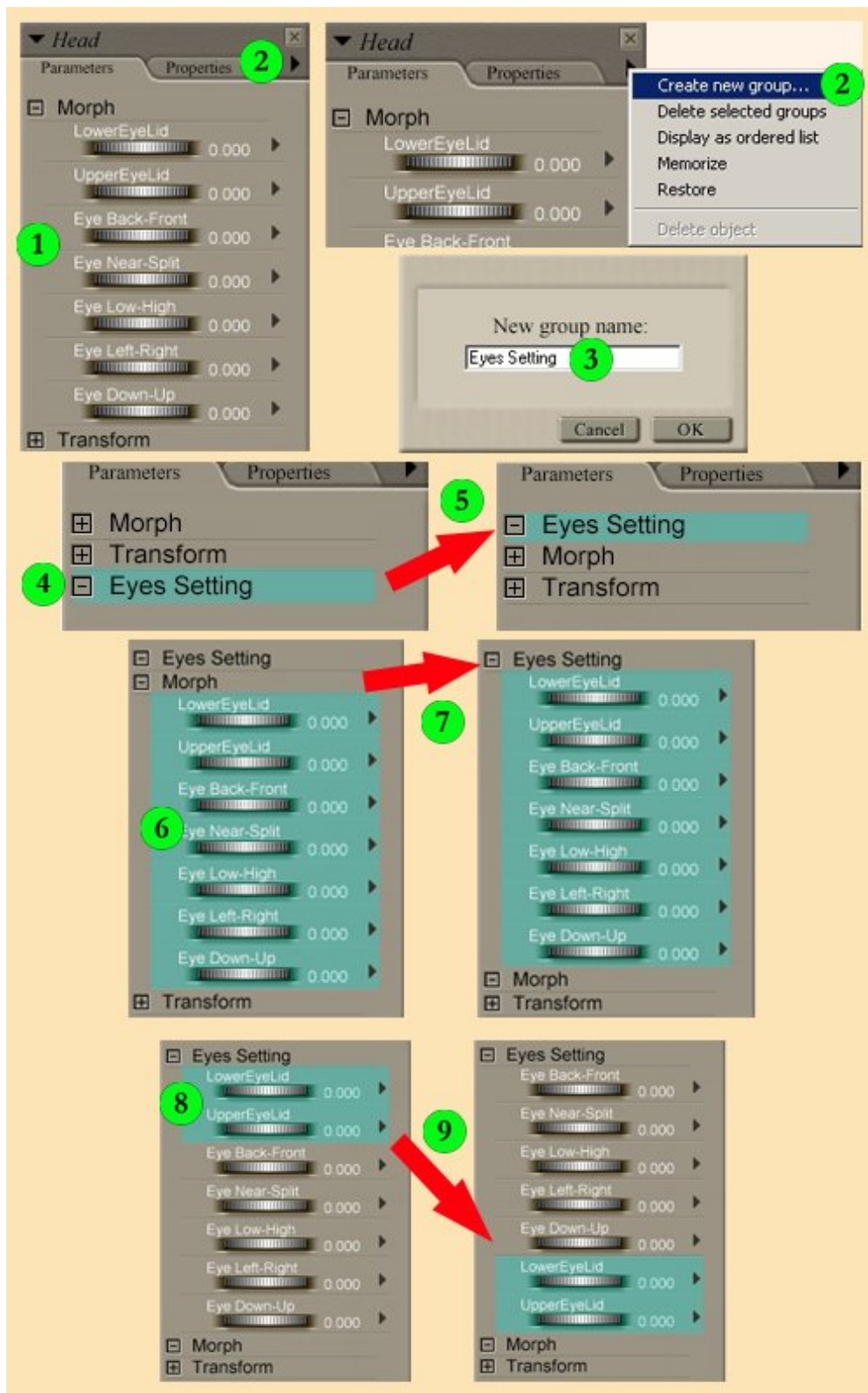
Name your new morph ('LowerEyeLid' for example)

Reset 'EyeWince1L' and 'EyeWince1R' to zero

Locate your new morph 'LowerEyeLid'. Make sure it's working properly.

Now you control the lower eyelids.

**Step 5 - Rearrange your dials**



1-If you followed step by step the instructions, your 'Parameters Dials' tab should look more or less like that, with the 5 new remote controls and 2 morphs at the top of the list in the Morph group.

Not bad, but I'd rather have them all together in a separate group.

Create a new group

2-Click the small arrow right to the 'Properties' tab to open a pop-up menu. Click 'Create new group'.

3-Name the new group 'Eyes Setting'

4-The new group is created. There is a '-' sign in front of it, to show that the group is empty

Moving groups

This group being very important to me, I want it to be top of the list.

5-Select, drag 'Eyes Setting' group on top of 'Morph' group. If you look carefully (and if you have very good eyes), you'll see a tiny little narrow yellow line just on top of the Morph group. Drop 'Eyes Setting' group on this yellow line. It's sometimes easier to drop the 2 other groups underneath 'Eyes Setting'.

Moving Morphs/ERC from group to group

6-Click the '+' in front of 'Morph' to develop. Select the 5 new remote controls and 2 morphs (multiple Ctrl+click)

7-Drag and drop on 'Eyes Setting' group

Moving Morphs/ERC inside a group

Happy? Not yet. I want the eyelid morphs at the bottom of the list.

8-Select the 2 eyelid morphs (multiple Ctrl+click)

9-Drag and drop on the famous yellow line, underneath 'UpperEyeLid' dial.

You've got the idea. Reshuffle the dials until you like the combination.

Save your Figure. You are done.

## Step 6 - Conclusion

These 7 controls will help you, on a daily basis, to:

- \* fix poke though eyelids
- \* fix eyes wrong positioning
- \* fix eyes extremely wrong positioning
- \* make silly eyes positioning for your toon characters
- \* easily get rid of the default bulging eyes
- \* avoid expressionless look
- \* try to breathe life into your Poser character's eyes (Talent is not included in the package, sorry!)

It's possible to add 'Exact eyes setting' controls to any Figure (provided the Figure has head and eyes)

Process and parameters will remain the same.

You made it 5 times, you are now a specialist! You could become more adventurous and edit your own ERC (control both eyes size from the head / control both eyes morphs (if any) from the head.....)

Have fun

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