

Follow Me With Those Pretty Eyes

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Tools Needed

Step 1: Pose Your Character

* Poser 5

Step 2: With Your Figure Selected

* Poser 6

Step 3: Next go to OBJECT/POINT AT

Step 4: And Choose

Step 5: Repeat Steps 3 and 4

Step 6: Now Look At Those Eyes!

Step 7: Now Move and Experiment

Step 8: Go to your Parameter Dials

Step 9: "Y" Rotate That Figure

Step 10: Move Her A Bit More and Bend Her Head

Introduction

For this tutorial I'll use Aiko, but this will work for all of your characters.

Default Position



Step 1 - Pose Your Character



What you want to accomplish is to make your characters eyes follow the camera as you pose and move her. This way it doesn't look as if she's a mannequin in the department store window. A human being 'model' often moves about but still looks at the camera.

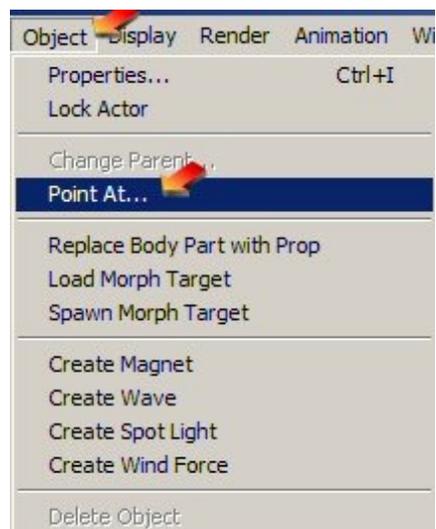
In this illustration Aiko has been posed but is staring ahead at ??? anyone knows! That's great if you are wanting to do this, but if you want those eyes to move to look at the camera when you move her about this is how.

Step 2 - With Your Figure Selected



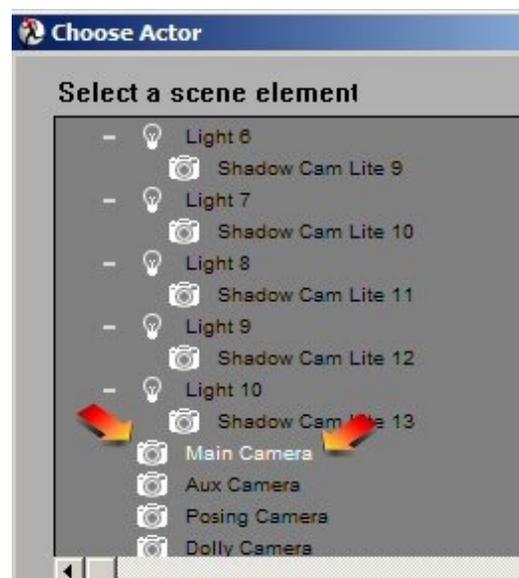
With your FIGURE Selected, go to BODY PARTS and select the LEFT EYE

Step 3 - Next go to OBJECT/POINT AT



At the top of your Poser screen go to OBJECT/POINT AT

Step 4 - And Choose



Now Choose MAIN CAMERA. What this is doing is connecting that eye to the camera.

Step 5 - Repeat Steps 3 and 4

**Repeat the last 2 steps,
this time choosing the Right Eye**

Repeat steps 3 and 4 but this time choose the RIGHT EYE

Step 6 - Now Look At Those Eyes!



Isn't that much more realistic? Those eyes moved naturally to follow the camera just as a real live person's eyes would.

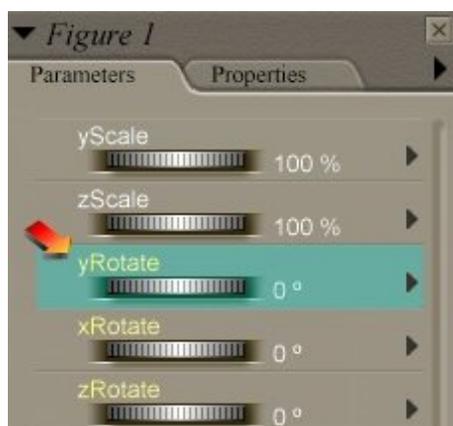
Step 7 - Now Move and Experiment



Now let's experiment a little and see what happens with those pretty eyes when we move Aiko about.

Select the FIGURE and the BODY

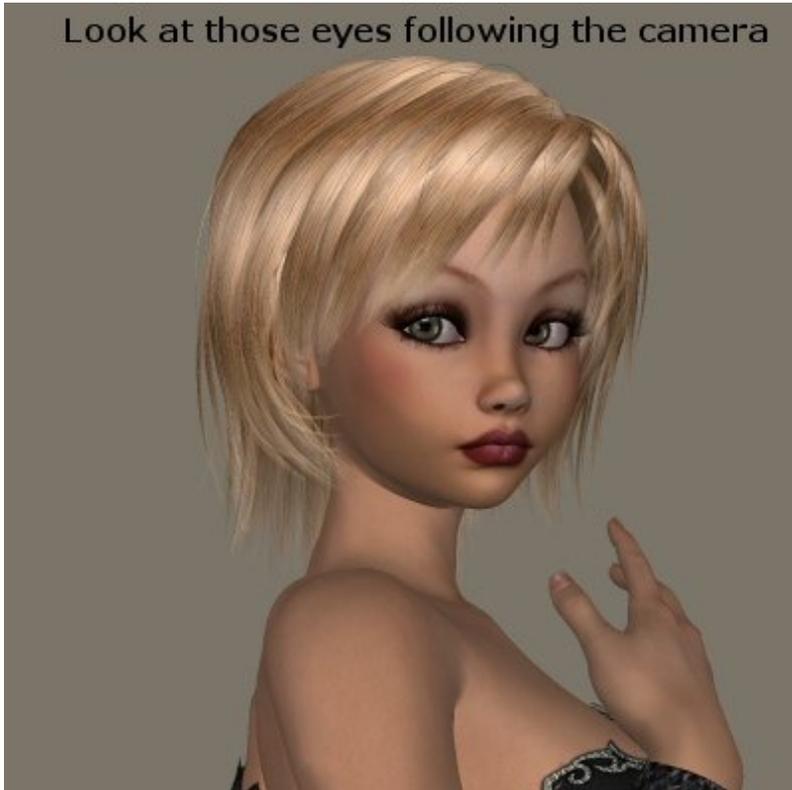
Step 8 - Go to your Parameter Dials



Go to your parameter dials, and select Y Rotate, with that Figure/Body Selected and rotate her a bit.

Step 9 - "Y" Rotate That Figure

Look at those eyes following the camera



"Y" Rotate your figure a bit and now look at how the eyes are following the camera.

Step 10 - Move Her A Bit More and Bend Her Head

Turn her a little more and bend her head. You'll see those eyes are still looking right at the camera!



Move her, and bend her head a bit. See the difference in her eyes?

That's all there is to it. Now you can make your character look much more alive and natural.

I hope you have fun and success with this method.

