

## How to make a glass object sparkle in Poser 7

**Author:** [Samanthie](#)

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Tools Needed

\* [Poser 7](#)

**Step 1:** [Setup and Import](#)

**Step 2:** [Material Room](#)

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**Step 4:** [Ambience, Transparency and Advanced](#)

**Step 5:** [Adjust and Test](#)

**Step 6:** [Render Settings](#)

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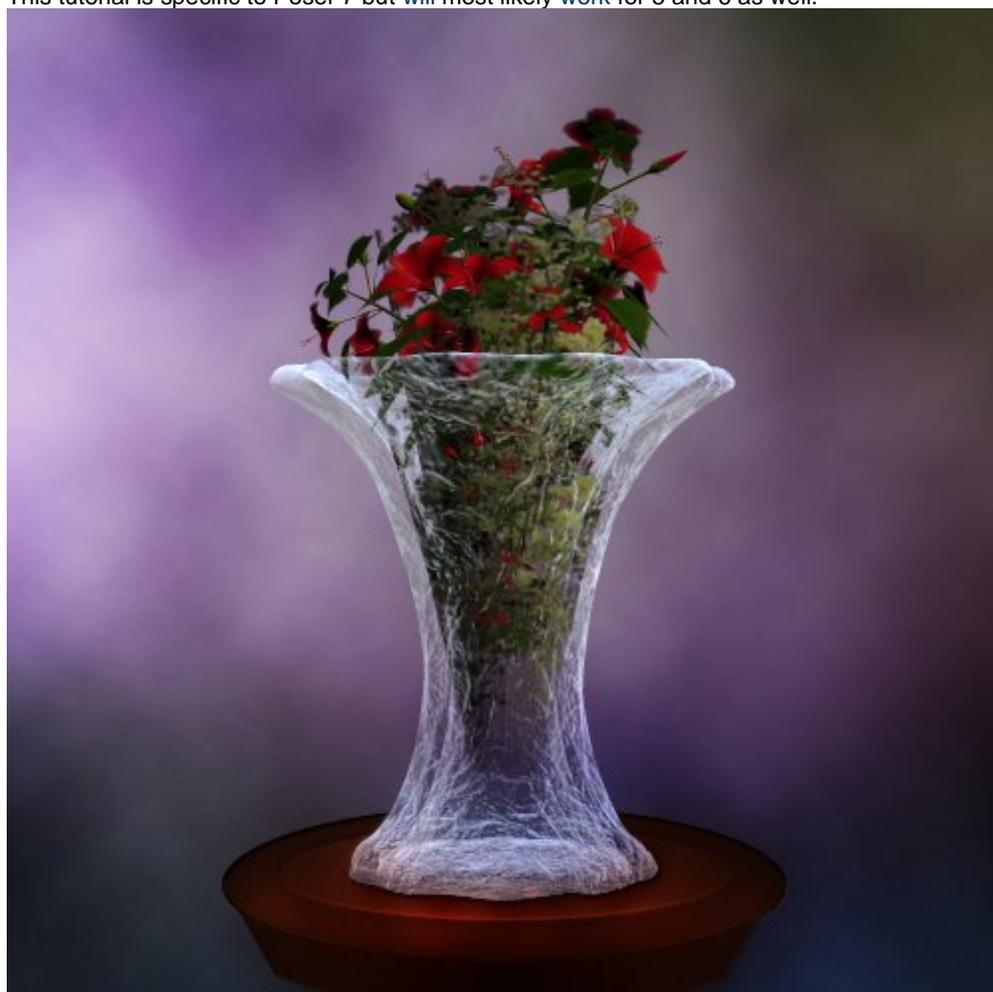
Support Files

\* [Vase\\_Object.zip](#)

\* [Vase\\_Tut.zip](#)

### Introduction

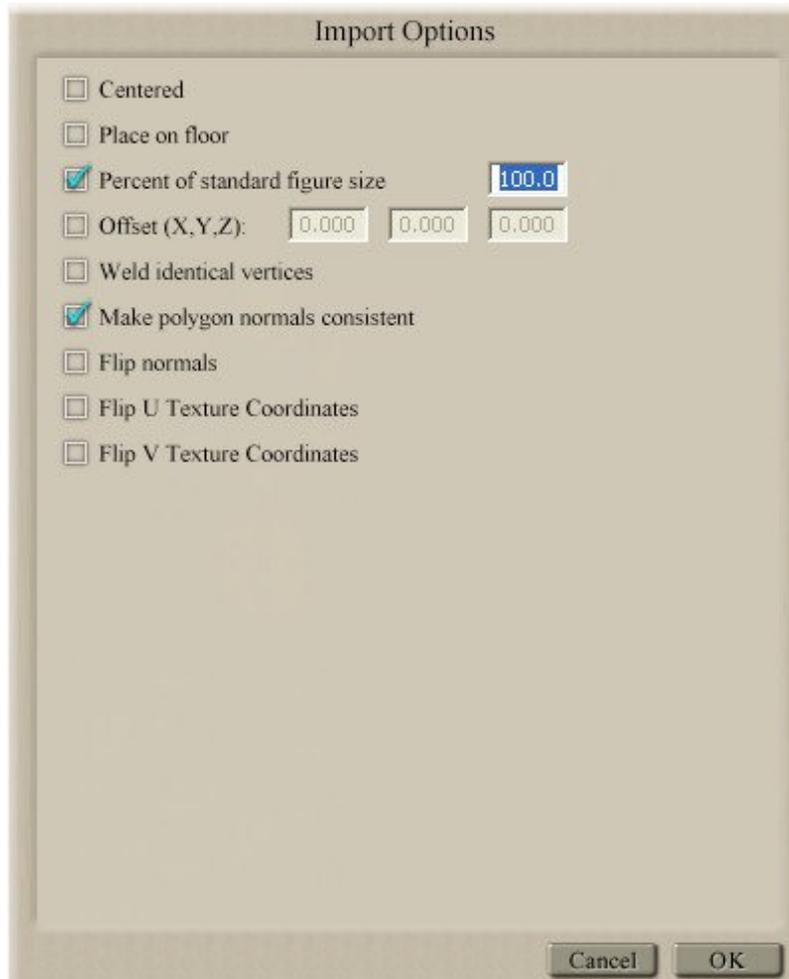
This tutorial is specific to Poser 7 but will most likely work for 5 and 6 as well.



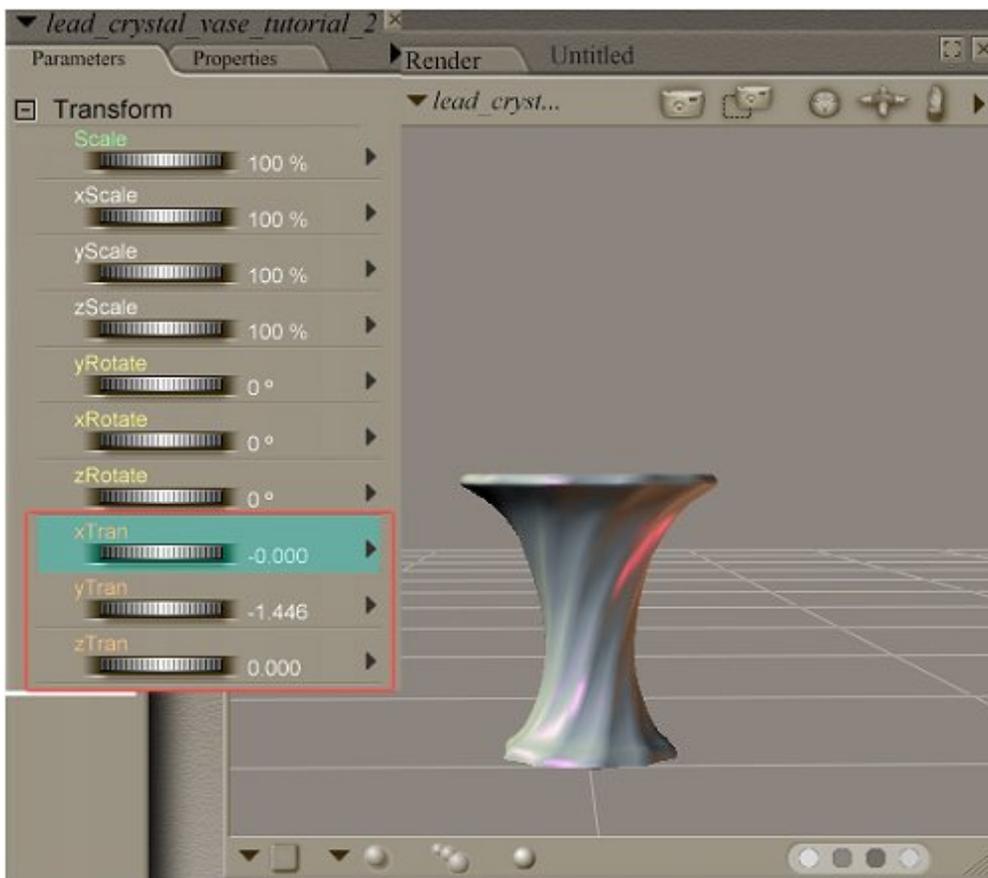
### Step 1 - Setup and Import

Download the Vase\_Tut support files and unzip them to your Poser [directory](#) or place them manually. Download the Vase\_Object file and place it into a folder for import into Poser.

Launch Poser and Import the wavefront object. Use these settings and the vase should be the correct size.



The vase should load exactly at zero position but if your vase appears to float above the ground plane or below it you can adjust it using these parameter dials.



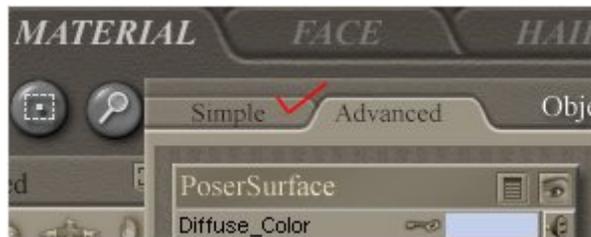
You can zoom in to the vase by using the camera controls.



We are going to begin by using the Material room so go ahead and click on that tab.



Now click on the Simple tab.



## Step 2 - Material Room

Click inside the square beneath Diffuse Color. Browse for and load the texture map.

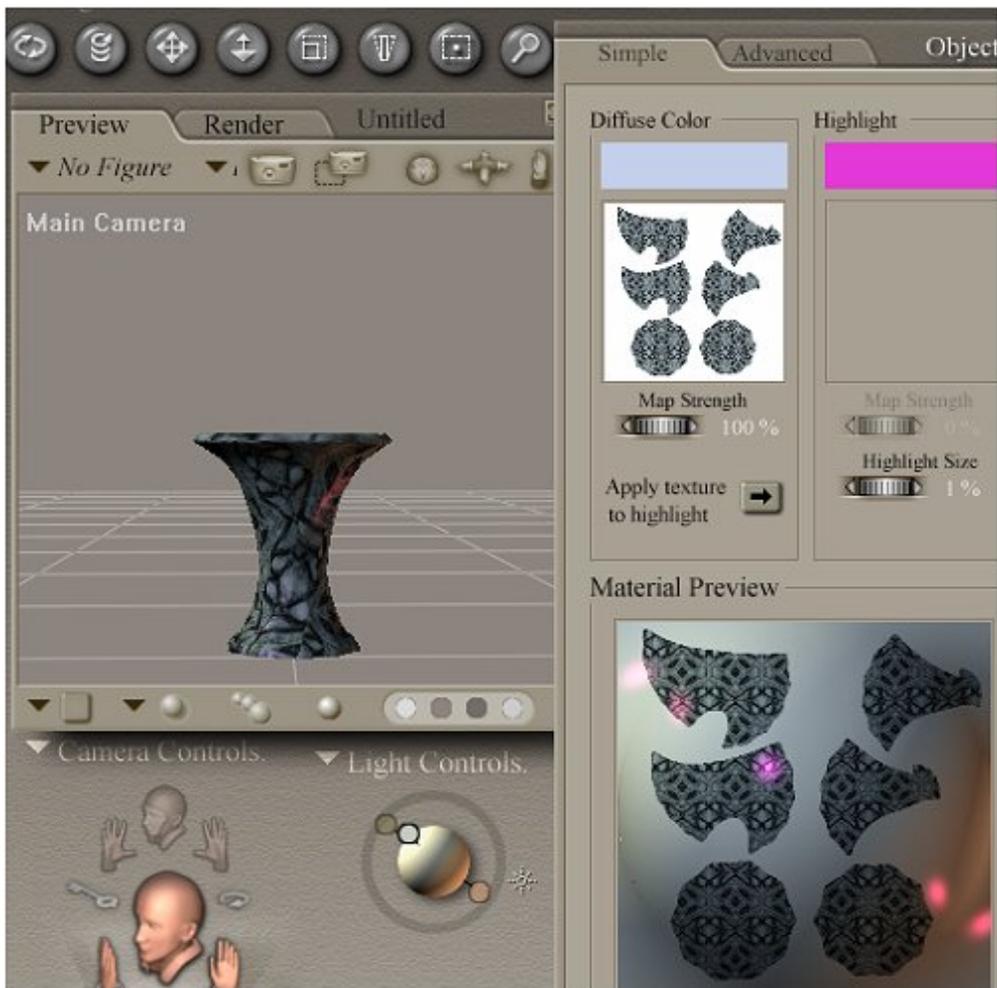




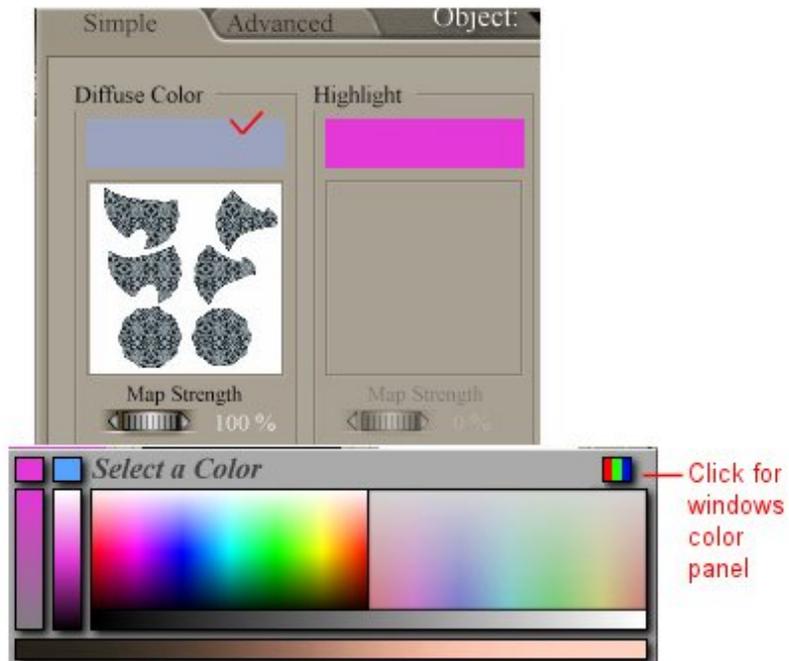
Click ok when you have the map loaded.



This is what you should see.



Click on the color bar in the Diffuse panel and change the color to #r156,g163,b191



### Step 3 - Material Room Continued

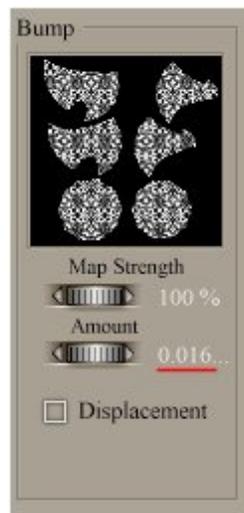
Next click on the square beneath the word Bump.



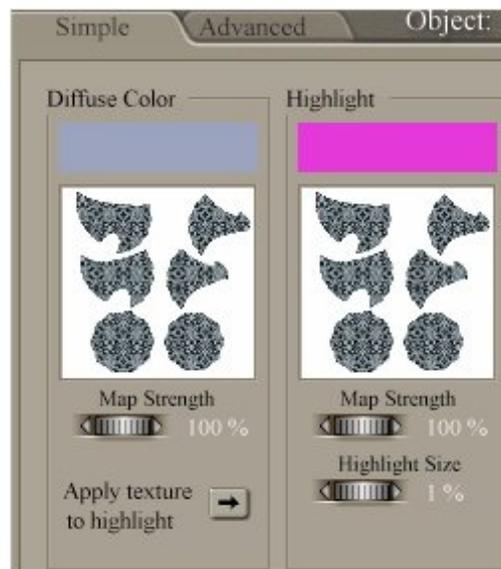
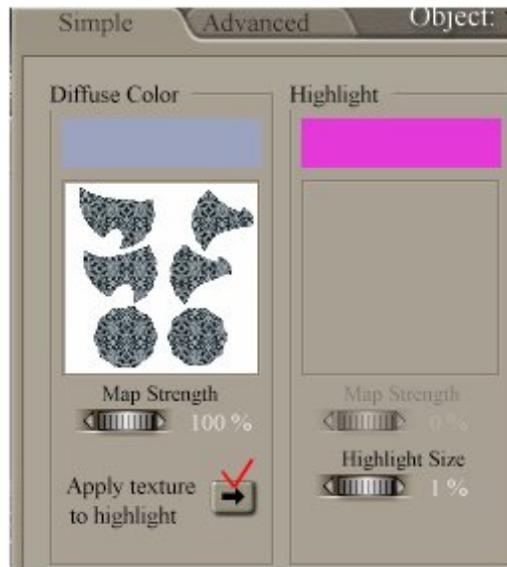
Browse for the Bump map and load it, click ok.



Reduce Amount to 0.016. Leave displacement unchecked.

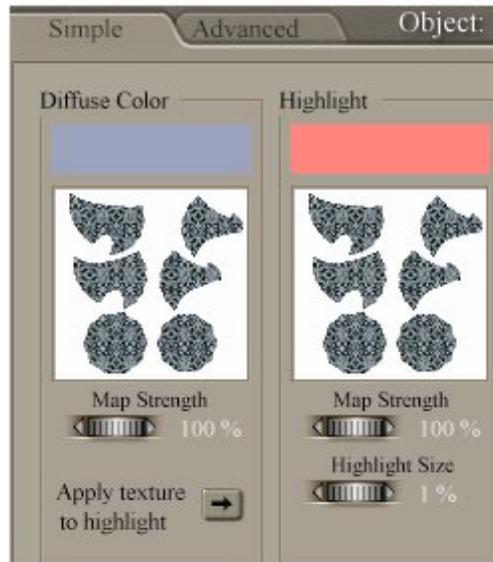


Beneath the texture map in the Diffuse Color panel is a small box with an arrow. Click on that to apply texture to highlight. Note the texture map is automatically loaded in the highlight panel.



I want to change the highlight color to an orange hue. Click on the current highlight color and use color# r255,g133,b126.

#### Step 4 - Ambience, Transparency and Advanced

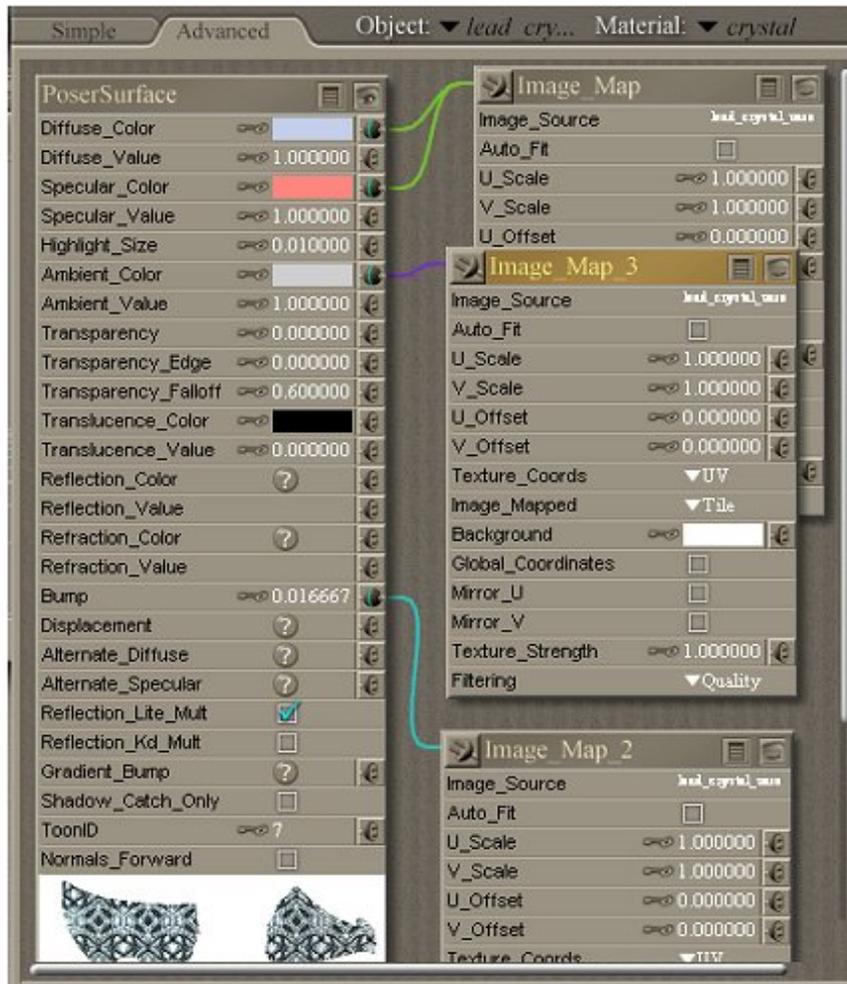


Click on the square beneath Ambient and reload the texture map. Change the ambient color to #r207,g207,b209.

We are not going to load a map in the Transparency panel but we can still effect how transparent our vase will be. Click on the advanced tab. We will return to the simple panel in a moment.



All of the changes we made in the Simple room have been reflected here in the Advanced room as well. I think it makes adjusting settings a lot easier. All we need to do here is adjust the transparency to what it needs to be for the vase.



Click on the numbers to the right of the items in the list and type in the new settings underlined in red.

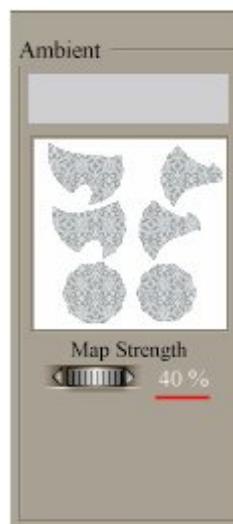
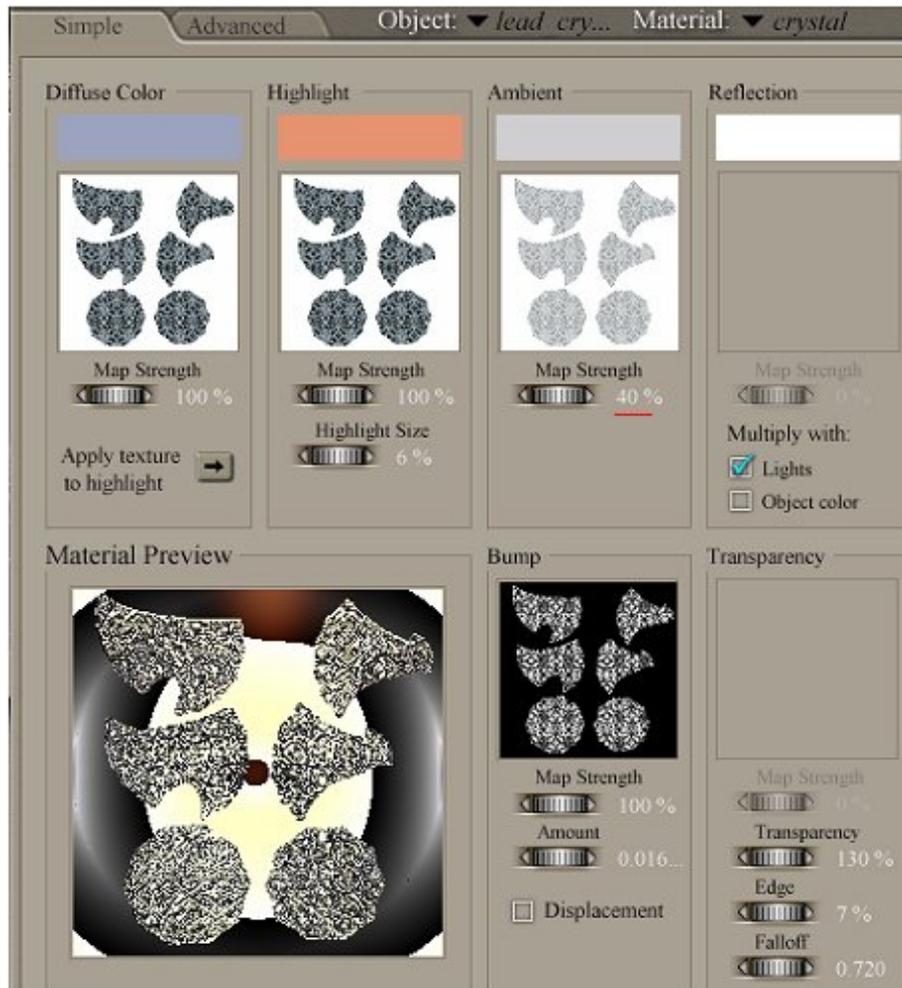


Just a small tip for future reference. Notice the panels (or nodes) to the right of the Poser Surface panel. They can be moved around using the top bar of each one. If one of the nodes is behind another and you want to bring it to the front all you have to do is click on it.

We are finished here so let's click on the Simple tab to return that area.

### Step 5 - Adjust and Test

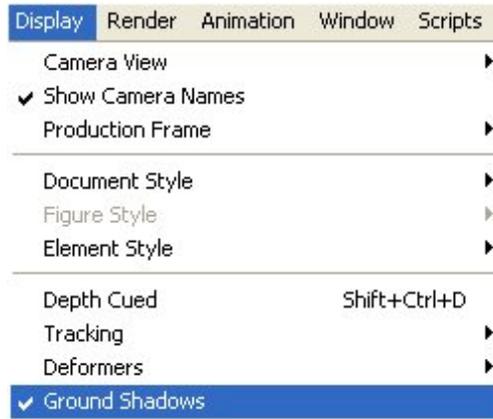
This is what you should have so far. Lower the Ambient map strength to 40%.



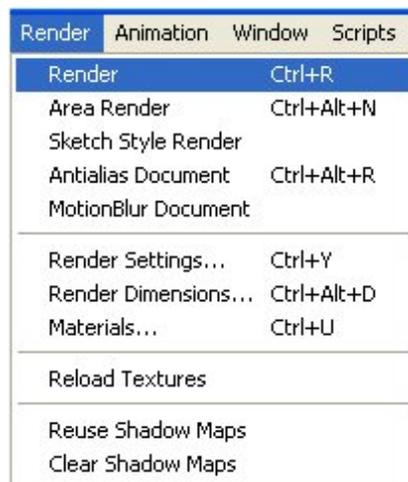
Click on the Pose tab to return to the pose room.



Turn off ground shadows.

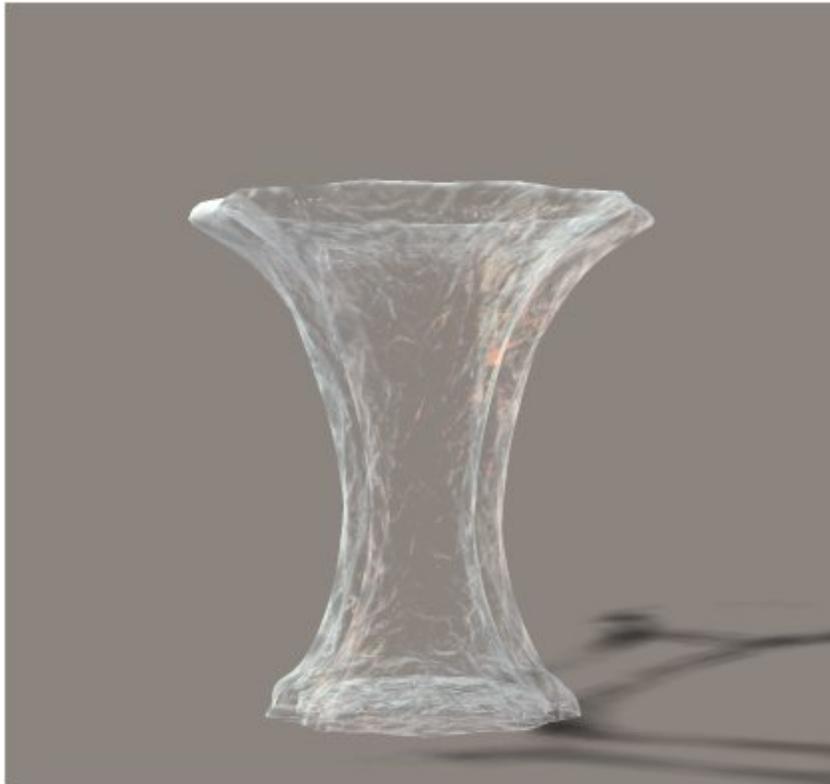


Now just do a quick render to see how the vase looks.



## Step 6 - Render Settings

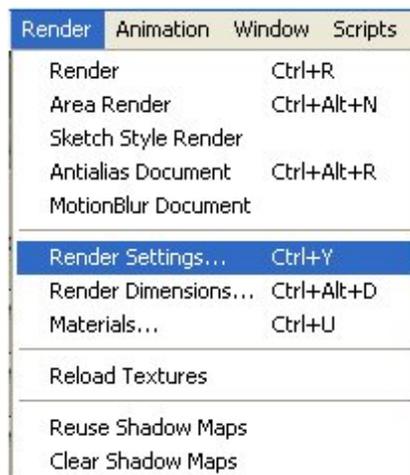
Here is mine with the default Poser lights.



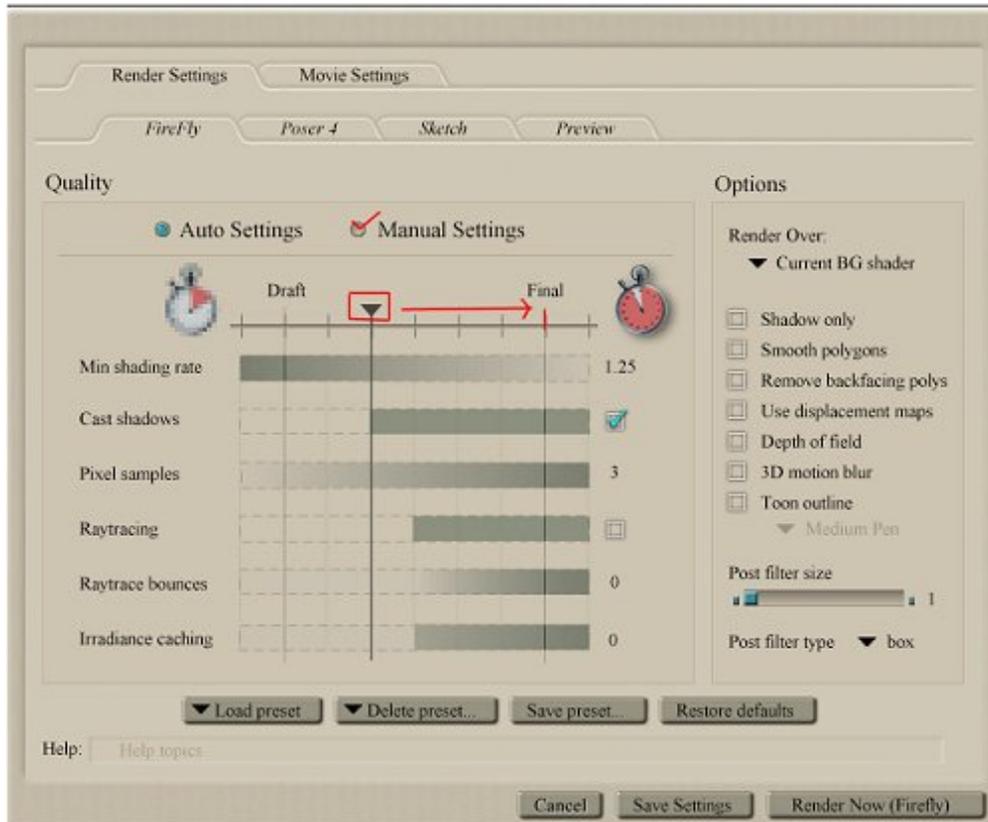
Now let's do a real render.

Navigate to your Lights folder in the Poser Library and locate the folder Sam\_Lights and click on it. Load the Vase light set. Note: Light set is a Poser default light set.

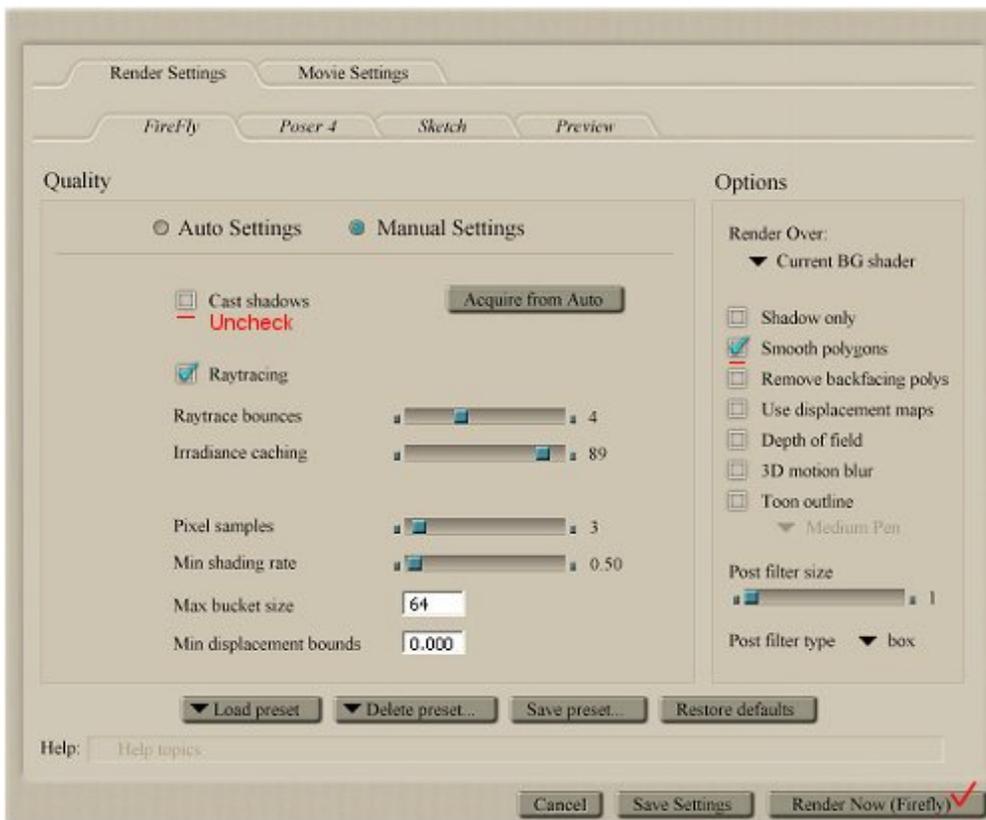
Click on Render Settings. We will use the Firefly renderer.



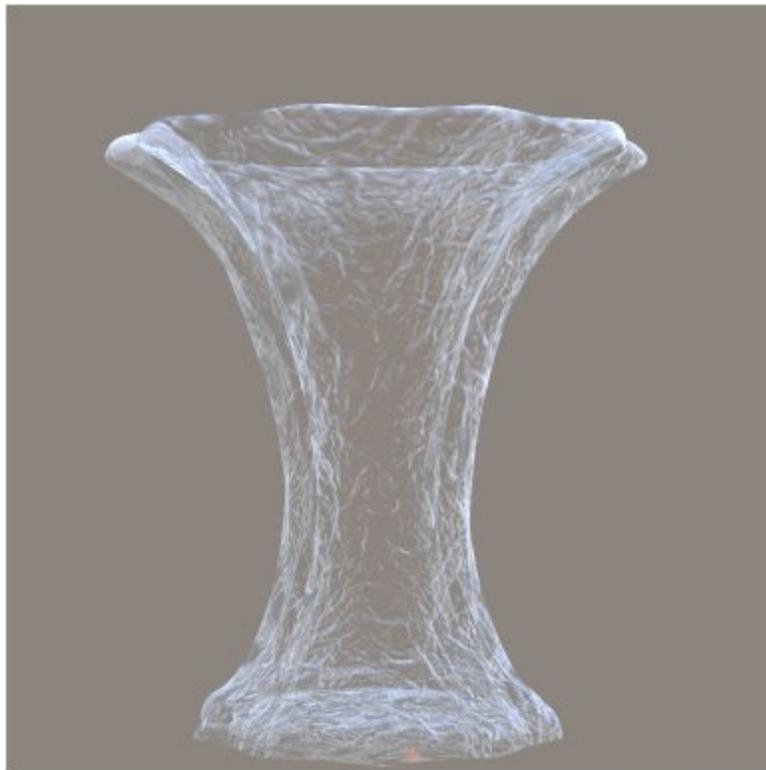
Slide the brown triangle over to Final and then click on Manual Settings.



Click on the tab that says Acquire from Auto. Uncheck cast shadows and use the same settings as in the image. Click on render now.



much nicer...



**Step 7 - Final Render**

One last little fun thing to try. Load a favorite background or color and render it again. Add some nice flowers to your vase and experiment with the light settings. Have fun!

Flowers used are by Lisa's Botanicals - Hibiscus and Daz Environment props Plant02. Background is Cyclorama: Portrait Paper Backdrops

How to make glass sparkle tutorial by Debbie Overstreet

If you would like to learn how to model the vase shown in this tutorial just follow the link.

<http://www.daz3d.com/i.x/tutorial/tutorial/-/?id=2018>