

# Using the Grouping Tool and Magnets for realism

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Tools Needed

\* Poser 6

\* Most Figures and Props

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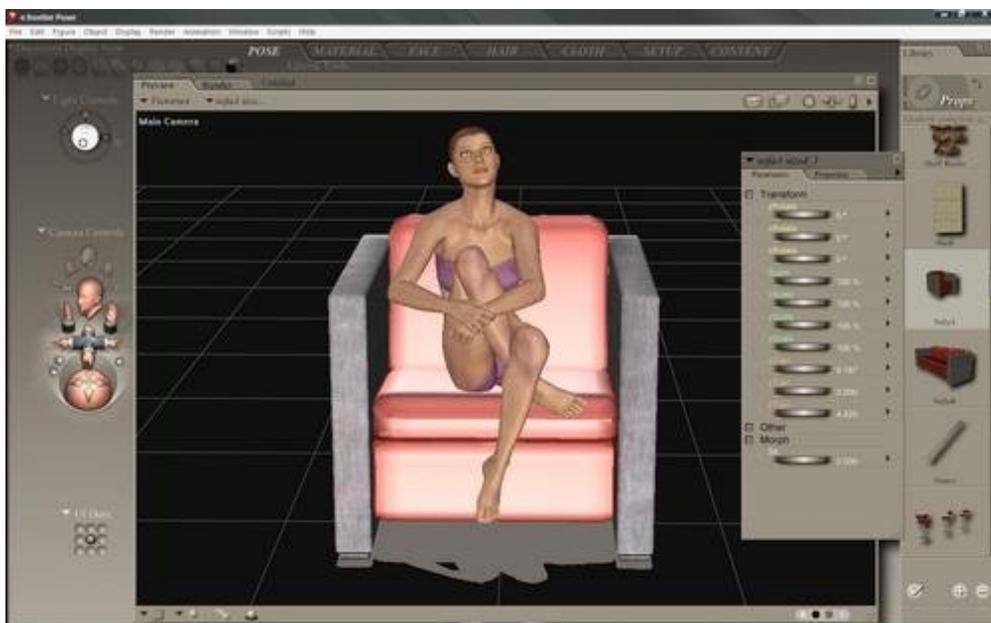
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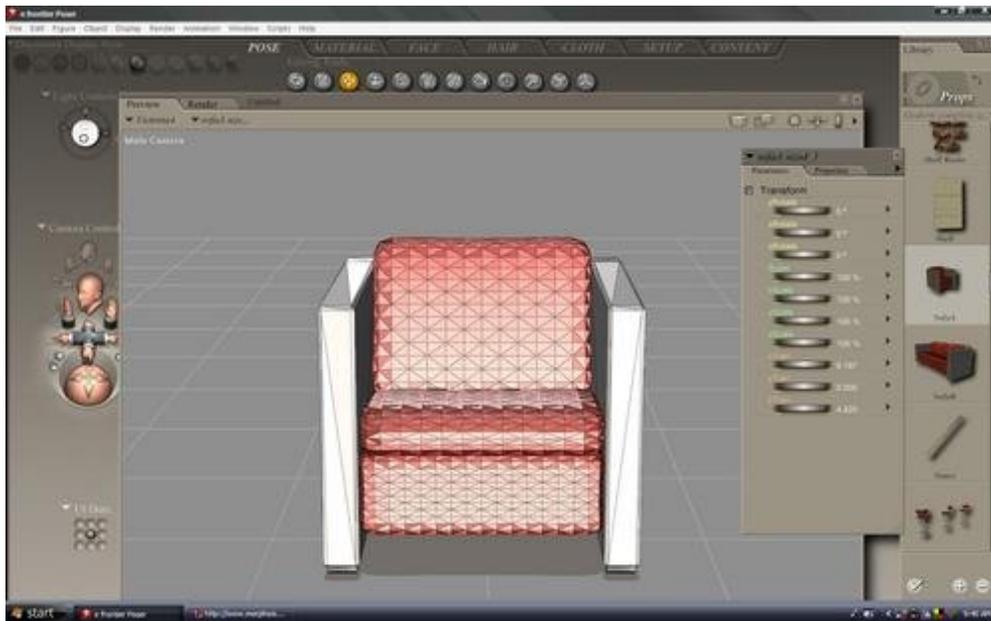
**Step 9:** [Done!](#)

## Step 1 - Setting Up



Setting up a simple scene, I have Victoria 4.1 sitting on a [chair](#). It's ok, but the chair has no morphs, so V4.1 looks a bit unnatural (and uncomfortable!) sitting on top of the rigid chair. But, in a few steps, we can improve this a bit.

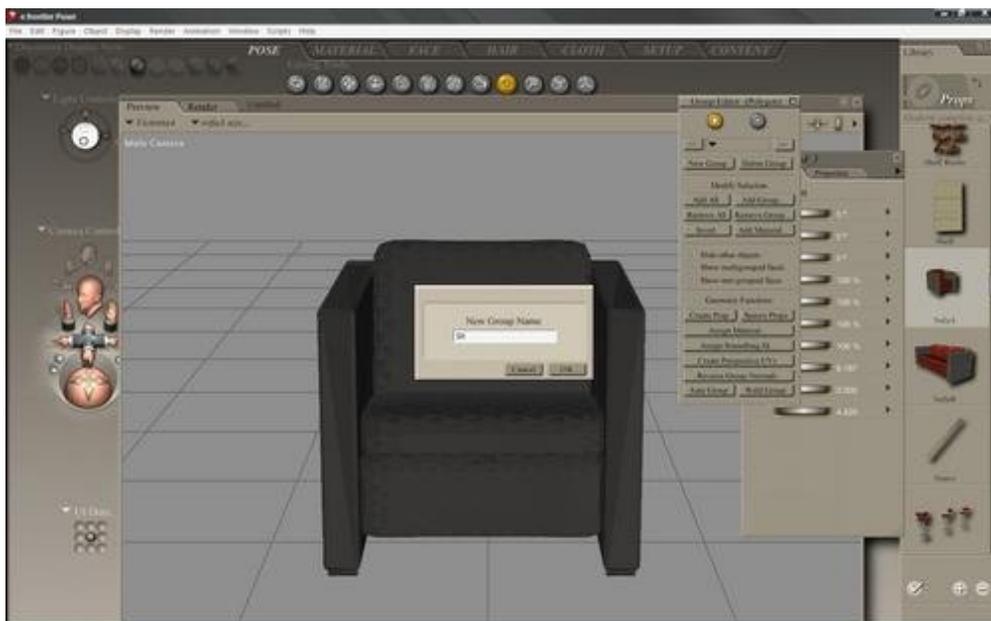
## Step 2 - Getting Started



First off, to make things a little easier for myself, I made a few adjustments.

I hid V4.1, since she wasn't needed at the moment, and switched the [display](#) view to "Flat Lined" so [it](#) was easier for me to see the individual polygons, etc.

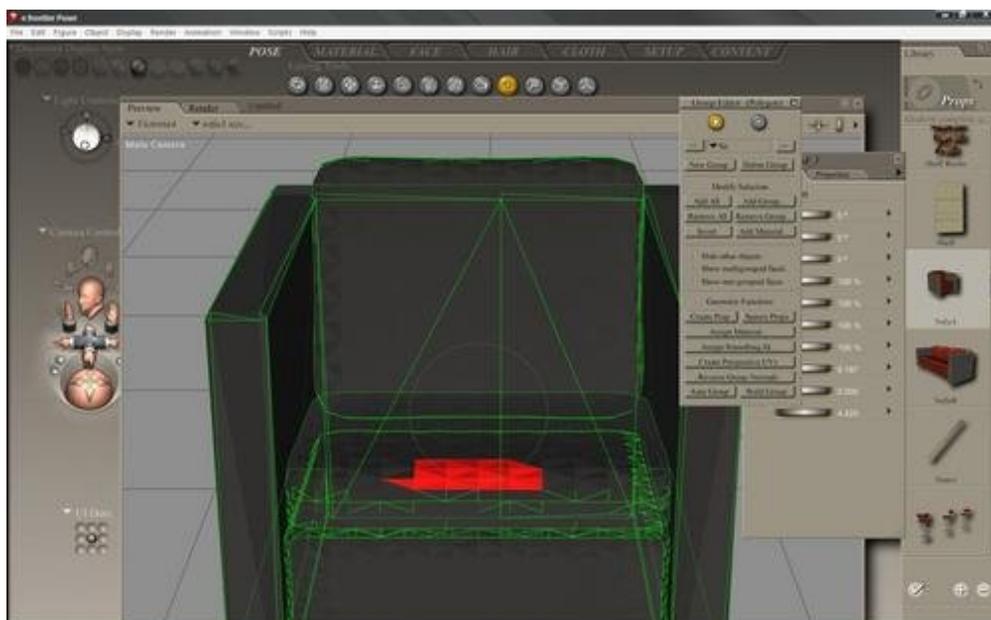
### Step 3 - Using the Grouping Tool



Making sure the chair was targeted, I went to the [editing](#) tools and selected the grouping Tool.

That opened up the Group Editor window. I hit the "New Group" button and named my intended group. Of course, I chose the original name of "Sit".

### Step 4 - Using the Grouping Tool, Pt. 2

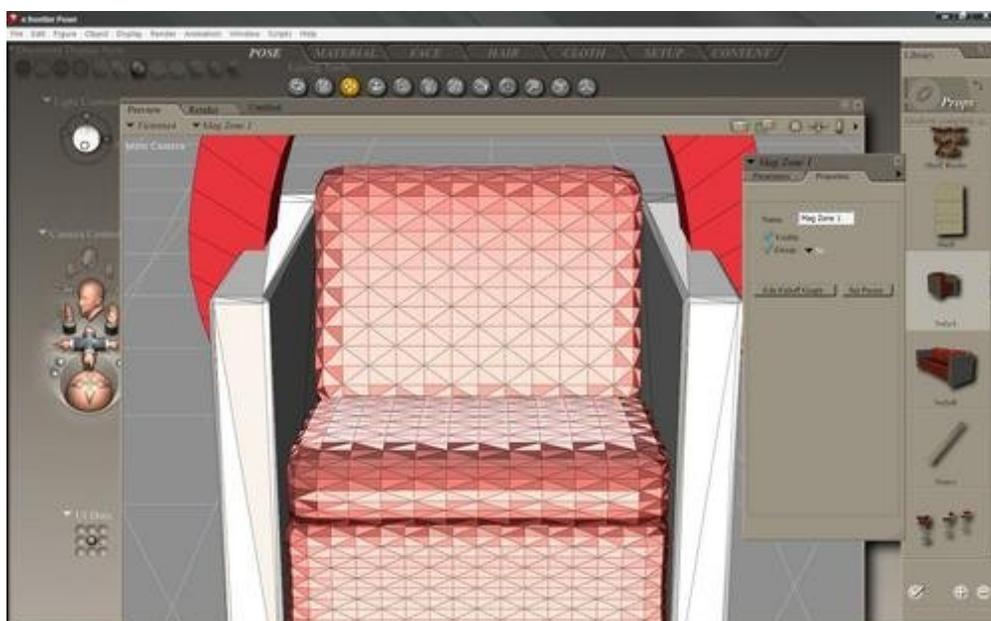


Now I selected the polygons of the chair I wanted like to deform.

As each one was selected, it turned red. If the wrong polygon was accidentally selected, all I had to do was hold down the Ctrl button and select it again to remove it from the group.

When I was finished with that, I closed the Grouping Editor window.

### Step 5 - Creating a Magnet

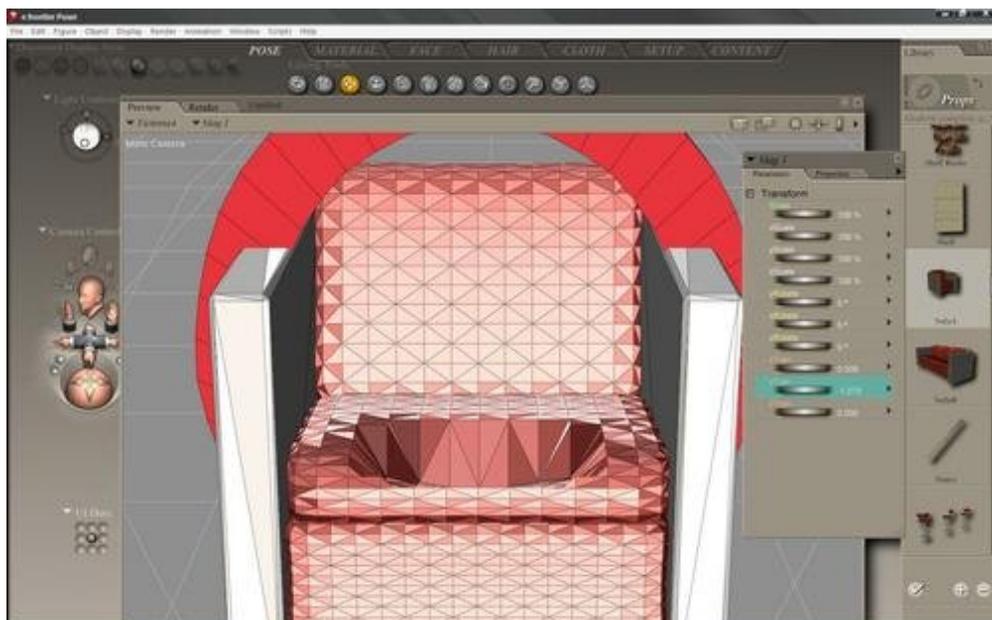


With the chair still targeted, head over to the Poser tool bar and select "Object". From the drop down menu, select "Create magnet".

When the magnet appears, select the Magnet Zone from the props and open up the Properties Tab for it. Check off the "Group" box and from the small, drop down menu, select the newly created "Sit" group.

Now the magnet will affect only that area of the prop.

### Step 6 - Fine Tuning the Magnet



Moving the magnet (not the Mag Zone or the base), you can see how the magnet affects the selected group.

If the deformations are too extreme or not extreme enough, target the Magnet Zone again. Once more, tab to Properties and select "Edit Falloff Graph". This will open a new window, displaying the Falloff Graph. Tweak the settings until you get a result you're happy with.

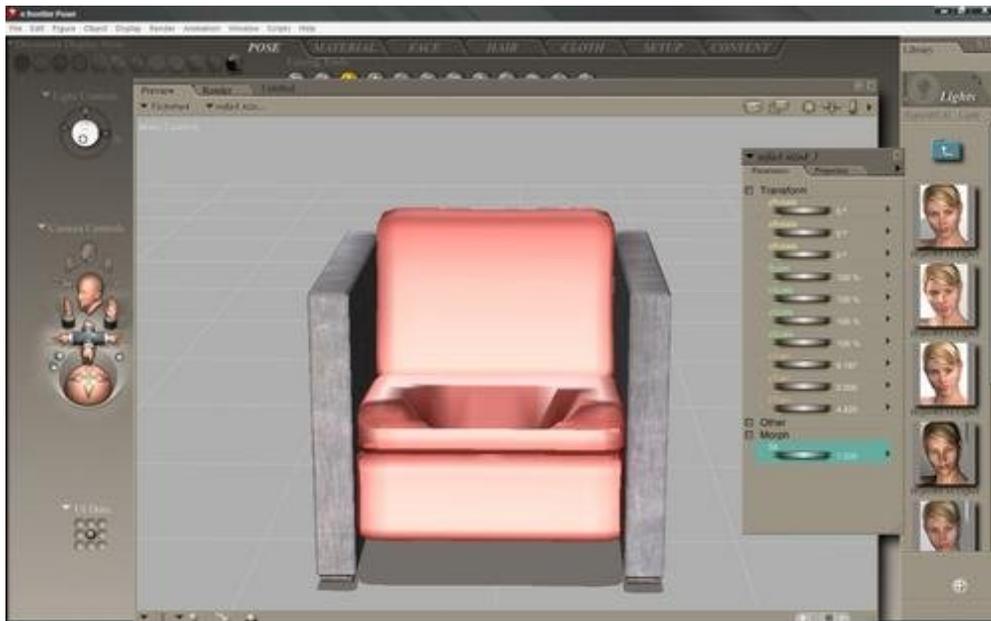
### Step 7 - Spawning the Morph Target



Target the chair and go back to the Poser toolbar. Select "Object" again and this time, from the dropdown menu, select "Spawn Morph Target".

In the new window that opens, name the new morph for yourself.

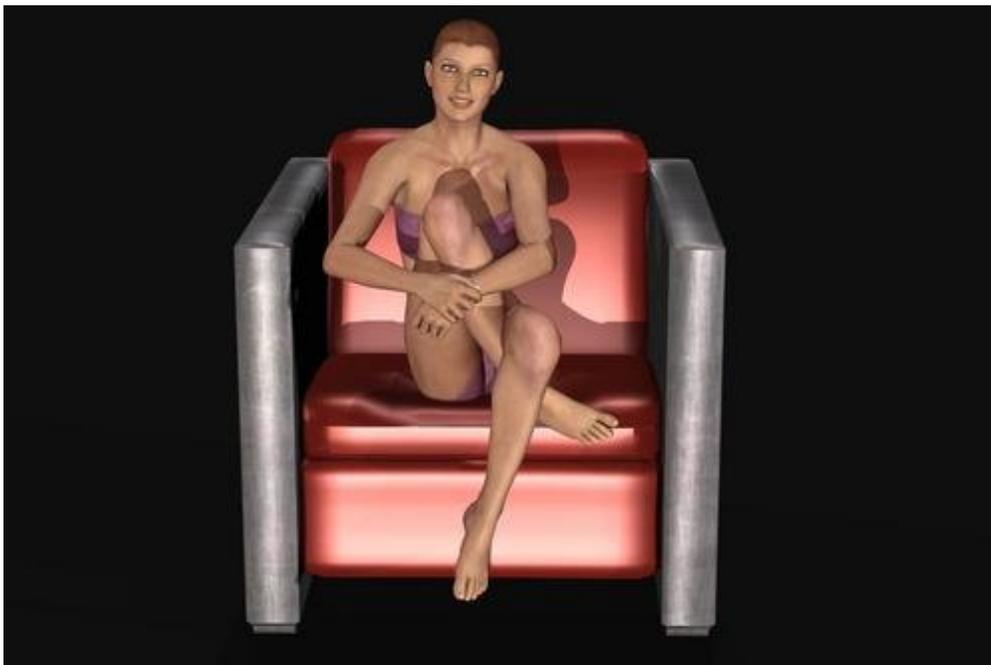
### Step 8 - The "New" prop



A new line should show up in the Parameters tab for the object with your new morph.

Once you confirm this, the magnet can be deleted and the prop can be re-saved back into your library, so you can reuse it at a future date, if you choose.

### Step 9 - Done!



Now that the "hard" work is done, I unhide V4.1 and adjust the new morph on the chair for a more realistic effect.

This is just a simple use for the Grouping Tool and magnets within Poser. You can use it in a variety of ways, such as adding morphs to figures when they interact with each other or other items in a scene. For example, you could create several morphs along V4.1's arm where another figure might be holding it, to create natural looking indentations from the contact.

This technique should work in earlier versions of Poser as well, although the commands might be worded slightly differently.

Enjoy!