Cell Shading in Vue with Poser

By Brady McIntosh

Requires:

Poser 6+, Vue 6

Step 1 - Figure Set Up

Starting in Poser, load a figure into your scene. Conform any clothing, and morph your figure as much as you want. Apply any textures to the figure. Pose your figure and then save the scene in Poser as .pz3.

Step 2 – Cell Shading Materials

Move into the Material Editor by selecting the tab at the top in Poser.

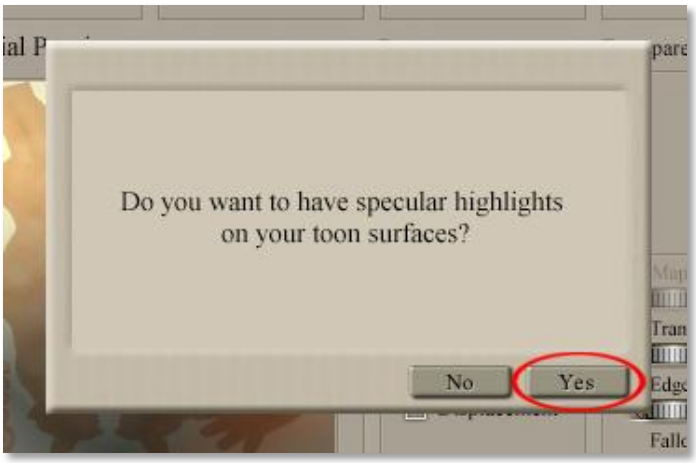
Under Objects, select your figure.

For each material, follow these three steps:

1. Select a material from the list. I'll start with Hiro's Skin Torso.

2. Click on "Set up toon render" button at the right.

3. Click on “Yes” in the pop-up window.

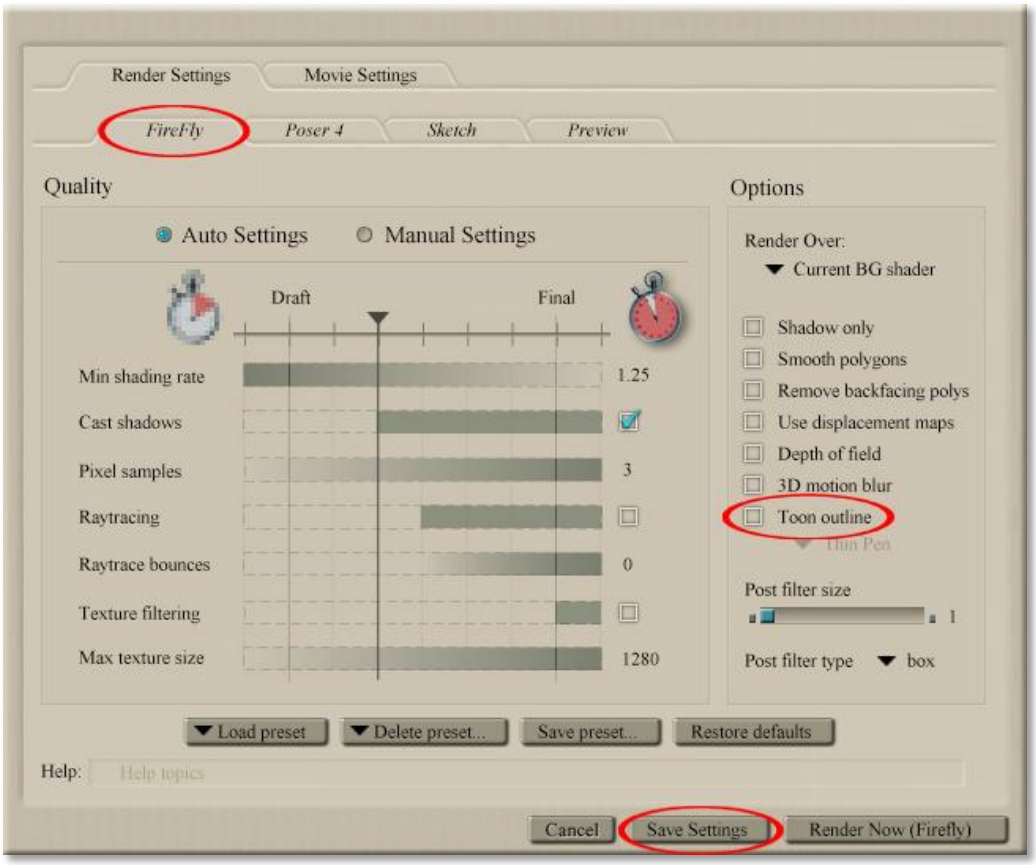


Before

After

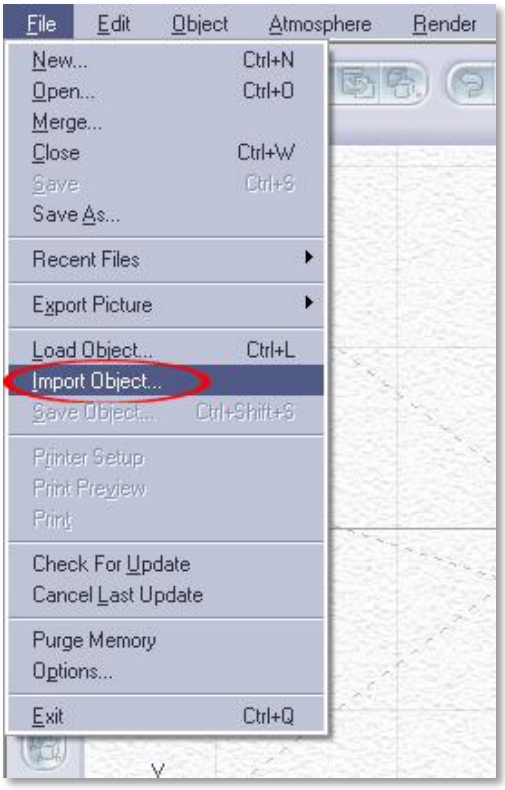
Repeat these 3 steps until all of the materials for your figure have been changed into cell shading. Then (if you have other figures or props in your scene), change the object, and then turn all of its materials into cell. Note: You will not notice any changes in your scene preview, only in the Material Preview window.

Save your scene. You may preview how your figure looks by rendering your scene with Poser's Firefly render engine. Note: Uncheck Toon Outlines in the Firefly Render Settings for best results (Render>Render Settings). Click Save Settings, then render directly from the Render Settings dialog box.

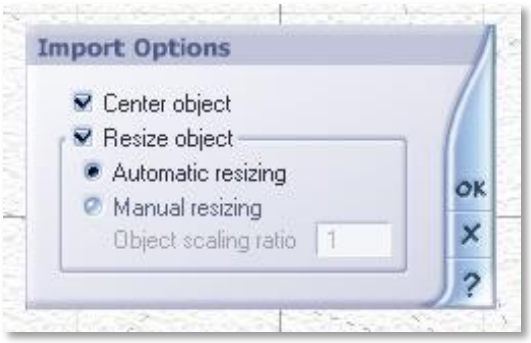


Step 3 – Importing into Vue 6

Open Vue 6. Click on File>Import Object.

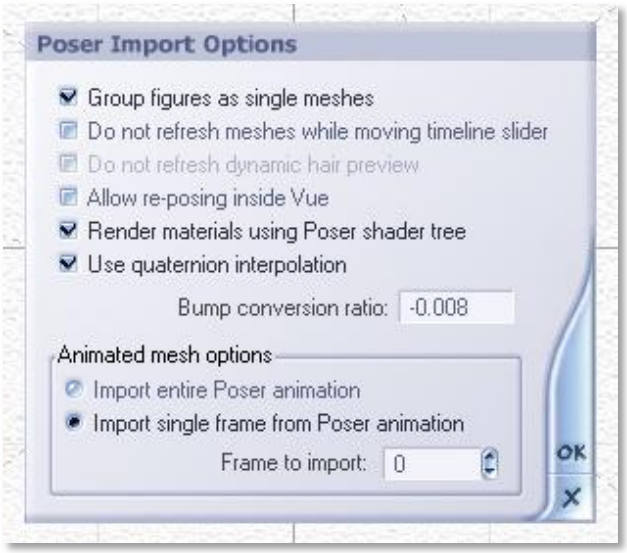


Locate your Poser scene wherever you saved it, and click Import. In the Import Options dialog box that appears, select Center Object and Resize Object>Automatic Resizing.

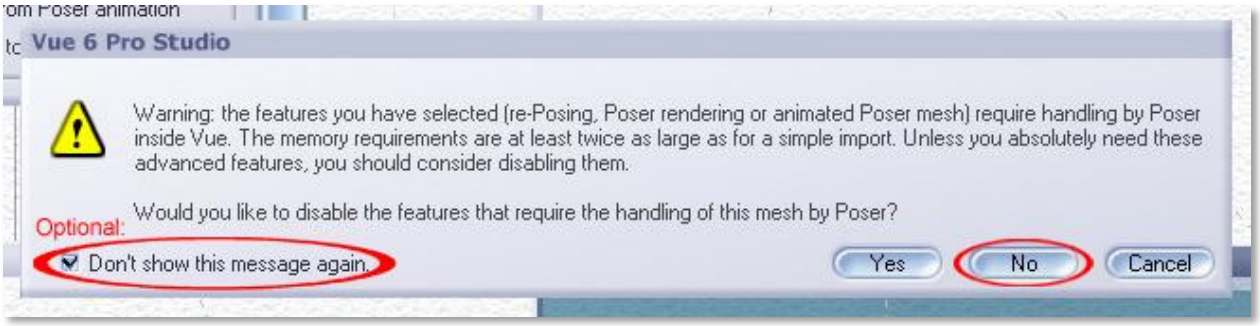


In the Poser Import Options dialog box, select Group Figures as Single Meshes, Render Materials using Poser Shader Tree, Use quaternion

interpolation>Bump Conversion Ratio: -0.008, and Import Single Frame from Poser animation. (The default Frame to import is 0.) Click OK.



By default (if you haven't turned this off yet), you will get a warning asking if you'd like to disable the features that require the handling of this mesh by Poser. If you click Yes, you will not see the end result of this cell shading tutorial.

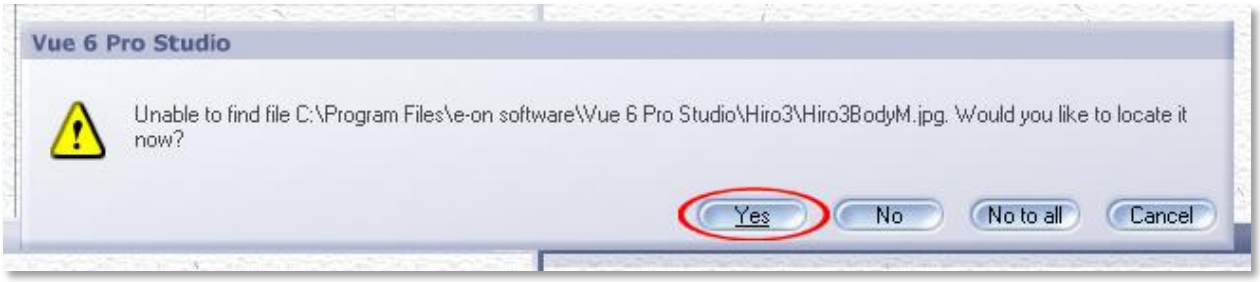


Click No.

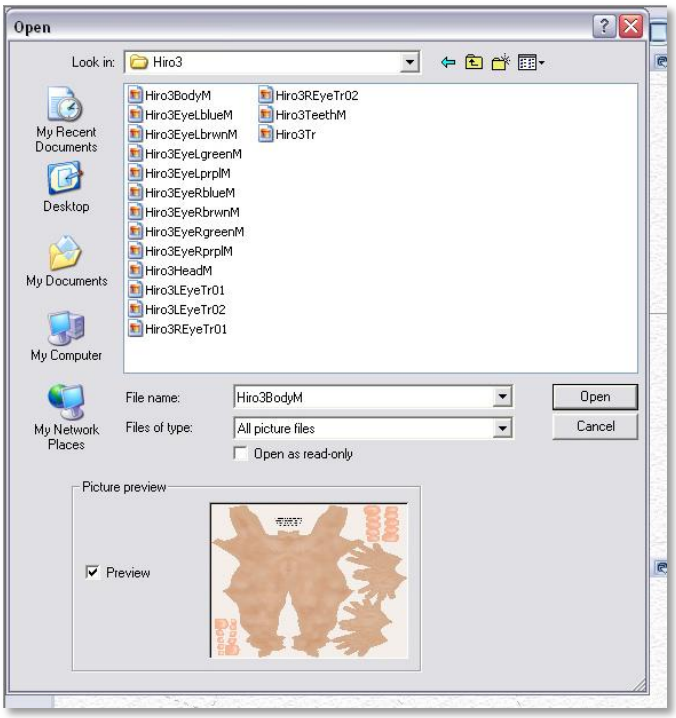
Optional step: Since I use this feature quite a bit, I checked "Don't show this message again."

Note: The handling of a mesh in Vue by Poser requires a significant amount of memory and may take a while to import.

Vue may then ask you to locate the texture files for your figure. If it does, locate the files Vue asks for.



By default, the textures are located at Poser>Runtime>Textures>….

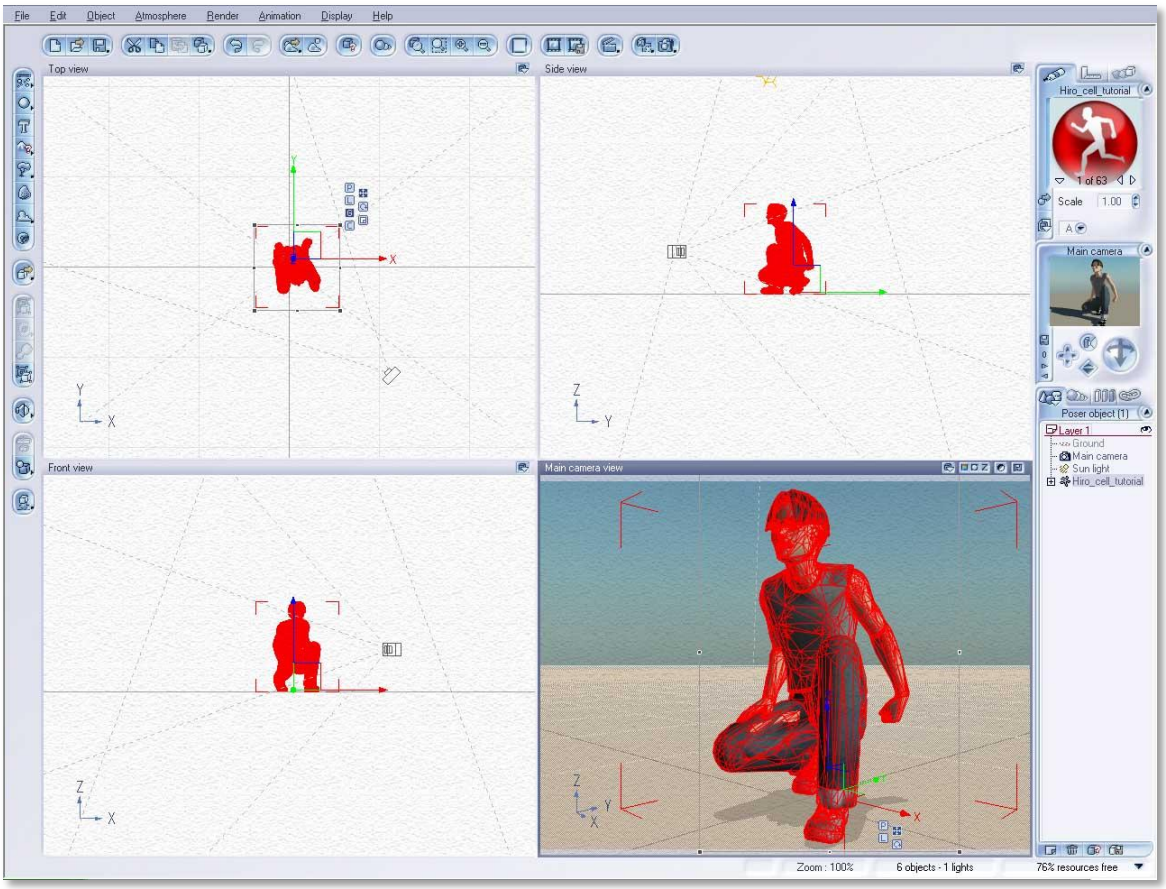


If you do not know where the textures are to be found, open the Material Editor in Poser. In the basic editor, double click on the material, click browse, and it will point to the folder where it is located.

After locating the material, click Open. Sometimes, if you have more than one file in the same folder you just located, Vue will ask you if you want to use this material instead of the one at this spot. Click Yes To All.

Repeat this process for as many materials Vue asks you to find.

After locating the last texture, Vue will huff and puff and finally load in your Poser scene.



Do a quick preview render to have a good look at your cell shaded figure and save your Vue scene.

Congratulations! You've created and rendered a cell shaded cartoon character with Poser and Vue. Although this method can take some time to finish, it produces favorable results. You can also apply this method to any other objects.

The point of this tutorial is to introduce two rarely used features in Poser and Vue. Feel free to experiment with these features and expand on them.

Troubleshooting: This method works better on some materials than others. If your figure appears reflective or glossy, click No for specular highlights on toon surfaces.

If you have any questions or comments, please be sure to contact me here. I would enjoy seeing any of your renders using this method for cell shading. Just send me a link to the image in your email. Thanks!

Links:

Cell Shading in Vue Infinite – by agiel

Credits:

DAZ's Hiro 3

Adzan's Hiro clothing and hair

http://www.mcsanimations.com

http://www.mcsanimations.blogspot.com