



Dream Cutter LLC

San Diego CA USA

## **Giraffa Subspecies - 6 animated giraffe character figures for Poser**

Product URL <https://poserworld.com/giraffa-subspecies-6-animated-giraffe-character-figures-for-pose-cop>

Short Description: Giraffa for Poser (with game and 3D media publishing license) includes morphs and textures for the Reticulated, Kordofan,

Luangwa, Massai, Nubian and South African Giraffe sub species and a Albino (spotless) fur texture set that is perfect for character customization.

Includes 6 poses (Drinking, Lounging, Low Graze Crouch, Resting, Sitting) 2 animations (Walkcycle 60f, Runcycle 60f). 6 character and 1 (Albino/ custom template) material sets with high resolution textures (4096x4096) default and 2mb and 4mb texture map sets.

Full Description: Giraffa Subspecies figure set for Poser

Merchant: PoserWorld

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Created by Dreamcutter

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Designed for main character renders and animation, this high resolution, quad poly mesh (219K polys) rigged 3d figure features the recognizable giraffe body with many morphs to adjust maturity, realism and character.

The giraffe is a large African hoofed mammal belonging to the genus Giraffa. It is the tallest living terrestrial animal and the largest ruminant on Earth. The giraffe's chief distinguishing characteristics are its extremely long neck and legs, its horn-like ossicones, and its spotted coat

patterns. The giraffe has intrigued various ancient and modern cultures for its peculiar appearance, and has often been featured in paintings, books, and cartoons. It is classified by the International Union for Conservation of Nature (IUCN) as vulnerable to extinction and has been extirpated from many parts of its former range. Native to the African continent, Giraffes are still found in numerous national parks and game reserves, but estimates as of 2016 indicate there are approximately 97,500 members of Giraffa in the wild. Source Wikipedia.

Features:

Fully Poser rigged and animatable, conforms to standard Poser figure rigging conventions and the figure accepts most poser biped conforming clothes and poses. Giraffa includes a conforming fur set figure using Poser Hair Growth, for maximum realism and dynamic physics however Mane and Tail Tassle hair morphs are also included for Toon / Anime appeal, and also to reduce export polys (game use).

Figure groups Head, Mouth, Eyes, EyeLid (with Hair eyelash), Eyelowlid, Neck, Chest, Collar, Shoulders, Forearms, Hands, Abdomen, Hip, Thigh, Shin, Foot, Tail, arms and legs are parametrically rigged.

Animation cycles: Walk 60 frames, and Run (gallop) 60 frames, and a bonus animation, walking on ice is included.

Morphs: Over 30 Morph and Animation Master Controls are included to simplify character customization, posing and animation, including:

Full Body Figure Morphs

Mane Length Morph

Mane Bias Morph

Mane Body Morph

Mane Edge Thickness

Mane Fallover Morph

Mane Fullness Morph

Mane Slope Morph

Mane Wave Morph

Adjustment\_Morph

Ossicone Growth Morph

Ossicone Roughness Morph

Rhino Horn Morph

Skull Aging Morph

Tail Tassle Morph

Tissue Definition Morph

Cheek Bulge Morph

Jawline Definition Morph

Upper Lip Raise Morph

Tounge Extend Morph

Tounge Grab Morph

Tounge Reach Morph

Tounge Swipe Morph  
Eye Size Morph  
Ocular Definition Morph  
OcularAnim  
Molar Bulge Morph  
Ocular Lacrimal Morph  
Smoothing Morph  
Ocular Temporal Morph  
Face Control Master Control Parameters (from figure Body parameters tab)  
Giraffa Ocular Fidelity - Anime (for eye position and scale)  
Eyelid Up-Down  
Lower Eyelid Down-Up  
Eyelash Position  
Blink  
Right Wink  
Eye Side Scan  
Eye Vertical Scan  
Eye Focus

Mouth Open-CloseDirections:

Extract the files into the specified folders:

Put the obj files into Runtime\Geometries\PoserWorld\

Put the cm2/ png (camera files) into Runtime\Libraries\camera\PoserWorld\

Put the cr2/ png (figure files) into Runtime\Libraries\Character\PoserWorld\

Put the hr2/ png (hair files) into Runtime\Libraries\hair\PoserWorld\

Put the pz2/ png (pose files) into Runtime\Libraries\Pose\PoserWorld\

Put the pp2/ png (prop files) into Runtime\Libraries\Props\PoserWorld\

Put the jpg files (textures) into the specified folder beneath Runtime\Textures\PoserWorld\

Using the figure:

- 1) Start Poser.
  - 2) Go to the PoserWorld\Giraffa Library.
  - 3) Add the PoserWorld Giraffa to your scene.
  - 4) Optional: Load species poses first, then apply any desired action poses, translations or joint rotations.
- Optional Instructions:

This figure is fully possible and includes animations and poses. Like all PoserWorld Animals, the WolfPack figure is rigged in a manner that it will accept many basic human poses and conforming clothes from other Poser traditionally rigged figures. High definition materials and textures default at 4000x4000 and material sets for 1mb, and 2mb texture maps are also included. If figure crashes the scene at load, load in scene with wireframe and change texture set to lower resolution. The Mane Morphs are separate hair effect from the included Poser fiber hair conforming figure and used to create toon and game dev friendly export figures.

Price \$24.95

SKU: f5010d5e



