



Dream Cutter LLC

Ocala FL USA

Indian & African Elephant figures for Poser

Product URL <https://poserworld.com/african-and-indian-elephant-figure-set-for-poser>

Short Description: A pair of fully Poser traditional rigged Indian and African Elephant figures with character blend morphs for breed hybridization and maturity features including tusk size, skull and skin smoothing compatible with Poser 6 up. Includes 6 poses and 4 animations, optimized per figure, High definition materials and textures (4000x4000) default and 1mb, 2mb and 4mb texture map material sets. Licensed for 2d and protected 3d media publications including commercial game distribution. Refer to read me file for full license terms.

Full Description: Indian & African Elephant figures for PoserMerchant: PoserWorldCopyright 2019 PoserWorld.comThis product's content was created by: Atreria 3D, and Dreamcutter exclusively for PoserWorld. A pair of fully Poser traditional rigged Indian and African Elephant figures with character blend morphs for breed hybridization and maturity features including tusk size, skull and skin smoothing compatible with Poser 6 up. Includes 6 poses and 4 animations, optimized per figure, High definition materials and textures (4000x4000) default and 1mb, 2mb and 4mb texture map material sets. Elephants, the largest existing land animal. African elephants have larger ears and concave backs, whereas Asian elephants have smaller ears, and convex or level backs. Distinctive features of all elephants include a long trunk, tusks, large ear flaps, massive legs, and tough but sensitive skin. The trunk, also called a proboscis, is used for breathing, bringing food and water to the mouth, and grasping objects. Tusks, which are derived from the incisor teeth, serve both as weapons and as tools for moving objects and digging. The large ear flaps assist in maintaining a constant body temperature as well as in communication. The pillar-like legs carry their great weight. Elephants are scattered throughout sub-Saharan Africa, South Asia, and Southeast Asia and are found in different habitats, including savannahs, forests, deserts, and marshes. They are herbivorous, and they stay near water when it is accessible. They are considered to be keystone species, due to their impact on their environments. 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. Head, Mouth, Neck, Chest, Collar, Shoulders, Forearms, Hands, Abdomen, Hip, Thigh, Shin, Foot, Tail, arms and legs are parametrically rigged.Tusk Size MorphTusk Extraction Morph, apply for indian and

female elephants. Tusk Sharpen Morph, use to sharpen tusk points. Hide Smoothing Morph, use to adjust age. Poses: Default, Step, Bedding, Graze, Jumping, Nervous, Rearing, Cow and Calf Nursing Animations: Alert (100 frame cycle), Grazing (200 frames cycle), Idle (200 frame cycle), Walking (34 frame cycle) Directions: 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\Elephant Library. 3) Add the PoserWorld Fallow Deer to your scene. 4) Optional: Add your favorite characters and pose them to suit the needs of your scene. Optional Instructions: This figure is fully possible and includes animations and poses. Like all PoserWorld Animals, the Elephant figure is rigged in a manner that it will accept many basic human poses and conforming clothes from other Poser traditionally rigged figures. The Burro Pedro figure includes master controls to help mouth animation by animating lips through the range of with mouth bends. High definition materials and textures default at 4000x4000 and material sets for 1mb, 2mb and 4mb are also included. If figure crashes the scene at load, load in scene with wireframe and change texture set to lower resolution. Complete license, file list and default installation paths are in the product readme and filelist.txt.

Price \$14.95

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