



Dream Cutter LLC

Ocala FL USA

## **Cattle Multi Breed - Cow figure set for Poser**

Product URL <https://poserworld.com/cattle-multi-breed-figure-character-set-for-pose>

Short Description: 3d animated Cow & 12 cattle breed characters for Poser. Featuring a traditional rigged multi breed morphing cattle figure compatible with Poser 6 up with 8 poses and 4 animations, 24 full body morph parameters, high definition materials and textures (4000x4000) default and 1mb, and 2mb texture map sets.

12 Cattle breeds modeled are Angus Steer, Brahman Steer, Hereford Steer, Holstein Bull, Holstein Cow, Limousin Steer, Montbeliarde Cow, Scottish Highlander Steer, Simmental Steer, Texas Longhorn Steer, Tibetan Yak Steer and Wild Yak Bull.

Full Description:

Cattle Multi Breed figure set for Poser Merchant: PoserWorld215MB Download.Copyright 2019 PoserWorld.comThis product's content was created by: Ateria 3D, and Dreamcutter exclusively for PoserWorld. A traditional rigged multi breed morphing cattle figure compatible with Poser 6 up. Includes 8 poses and 4 animations, 24 full body morph parameters, high definition materials and textures (4000x4000) default and 1mb, and 2mb texture map material sets. Poser Pose Morph & Texture character breeds modeled are Angus Steer, Brahman Steer, Hereford Steer, Holstein Bull, Holstein Cow, Limousin Steer, Montbeliarde Cow, Scottish Highlander Steer, Simmental Steer, Texas Longhorn Steer, Tibetan Yak Steer and Wild Yak Bull.Cattle, or cows are large quadrupedal ungulate mammals with cloven hooves. Most breeds have horns, which can be as large as the Texas Longhorn or small like a scur. Careful genetic selection has allowed polled (hornless) cattle to become widespread. Around 10,500 years ago, cattle were domesticated from as few as 80 progenitors in central Anatolia, the Levant and Western Iran. According to an estimate from 2011, there are 1.4 billion cattle in the world. 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, Eyes, Neck, Chest, Collar, Shoulders, Forearms, Hands, Abdomen, Hip, Thigh, Shin, Foot, Tail, arms and legs are parametrically rigged. Mouth does not open.Full Body Morphs Parameters:Eyeball Size (Eye size)Ocular Depth (Eye Bulge)Ocular Height (Eye Height)Rumination (Chewing cud effect)Teat Retract (Retracts all teats into utter)Milk1, Milk2, Milk3, Milk4 (Teat milking effect)Utter Retract (Shrink & Smooth

Utter)Utter Volume (Milk capacity)Bull Features (Male anatomy)Dewlap (Neck flap size)Brahma Hump (Back hump Size)Shaggy Yack (Body Hair Mass)Navel (Navel size, maturity)Muscle Mass (Musclarity & girth)Tail Tip Thickness (Tail tassel size)Horn Retract (Use for Polled or to adjust horn size).Long Horn (Texas Longhorn Horn shape & size)Brahma Horns (“V” type horns)Yak Horns (Yak “U” type horns)Wild Yack Horns (“W” type horns) Poses: Default, Walk, Bedding, Graze, Jumping, Nervous, Rearing, Cow Milking and Calf NursingAnimations: 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\Bison Library.3) Add the PoserWorld Bison 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 Cattle 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. Complete license, file list and default installation paths are in the product readme and filelist.txt.

Price \$16.95

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