
2D
ose

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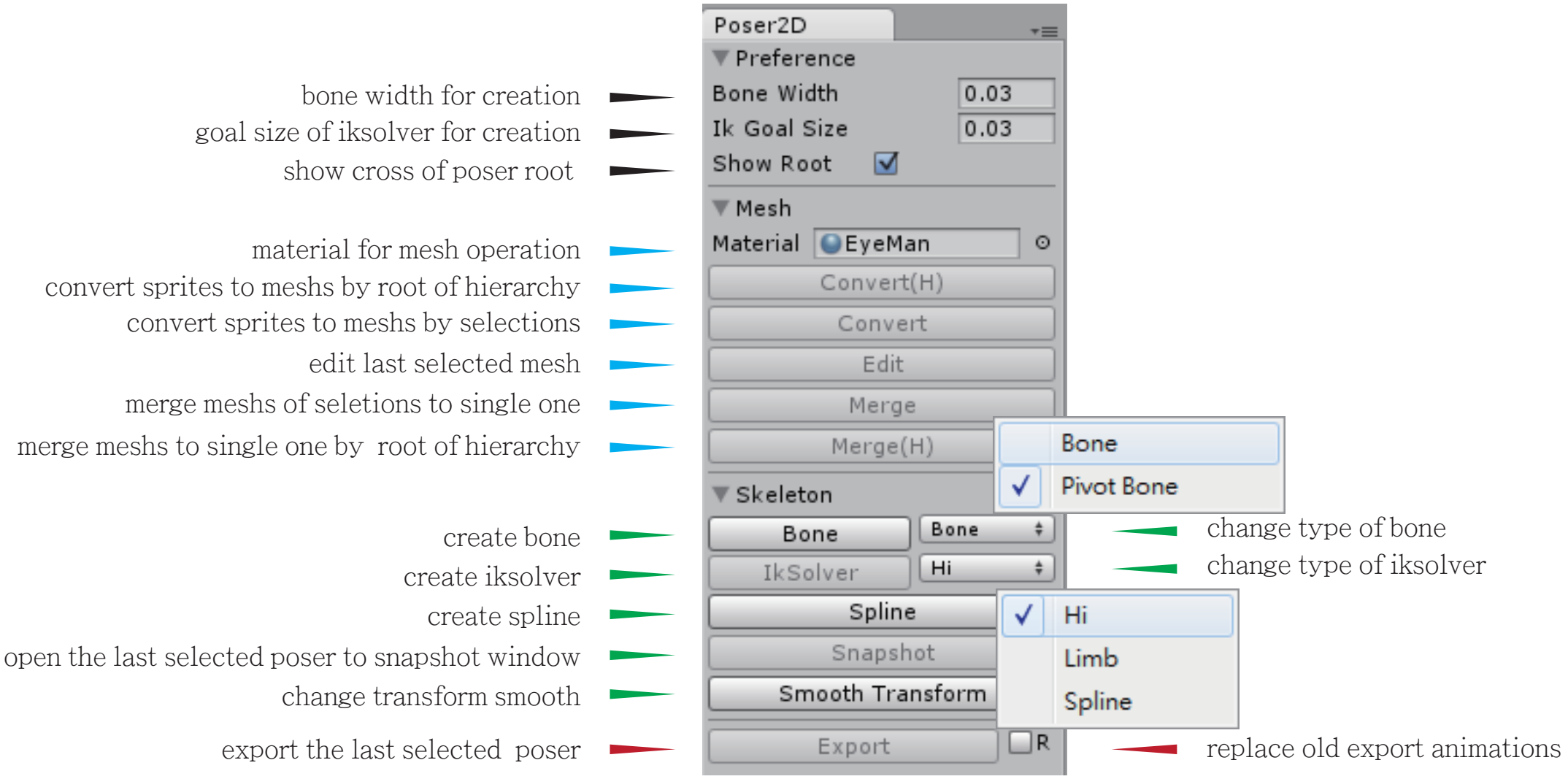
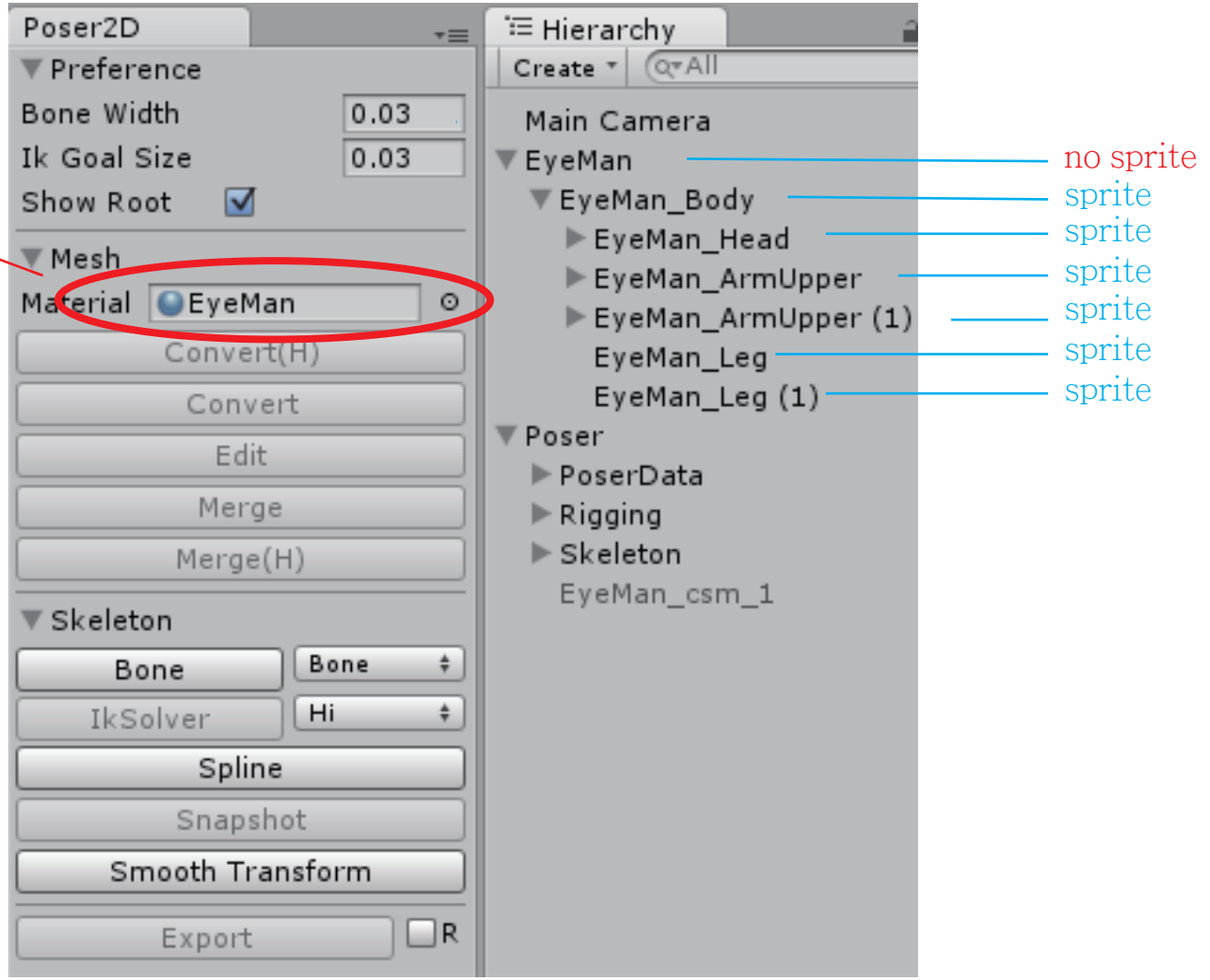
Poser2D Window



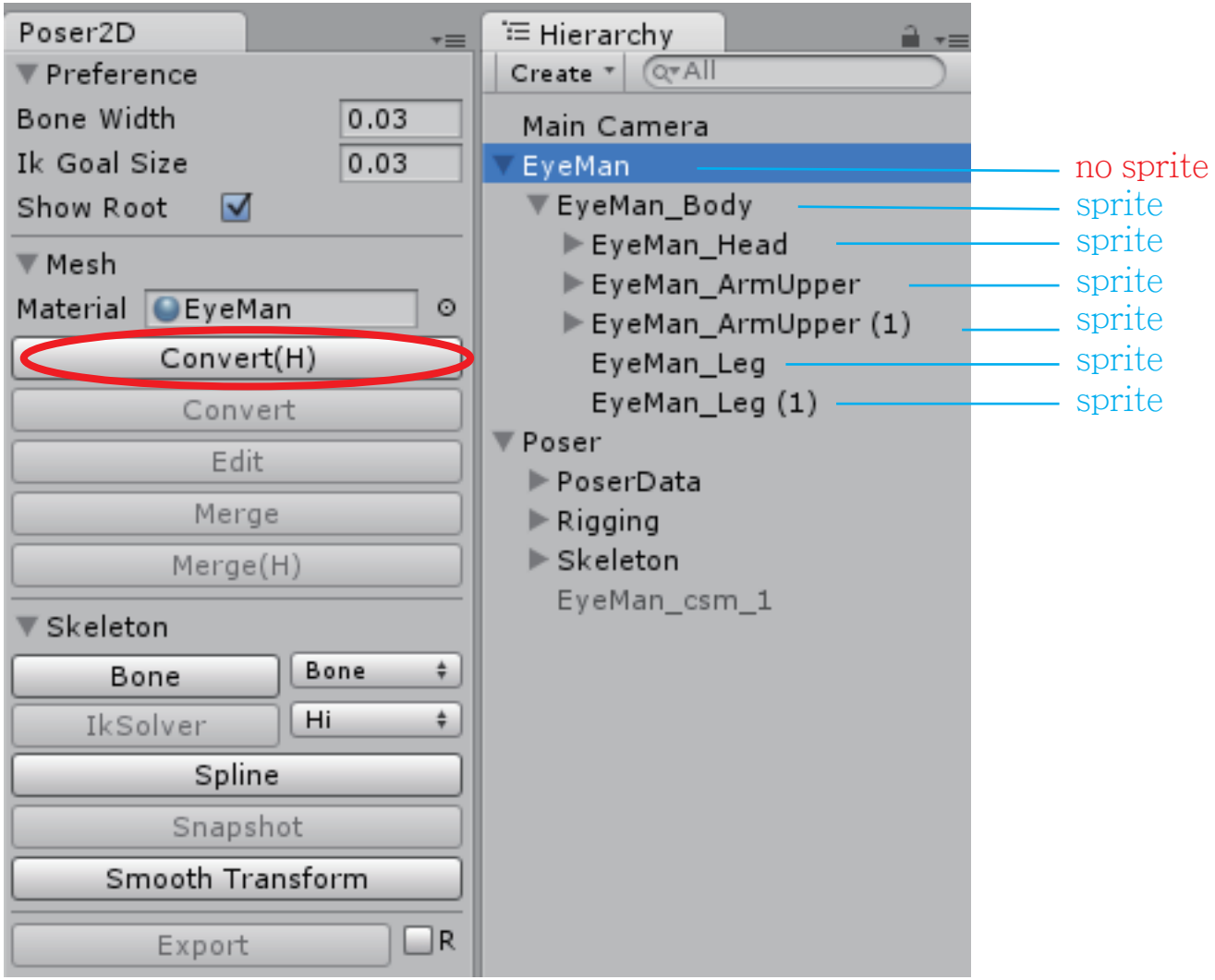
Mesh

convert or merge mesh need a material for a operation



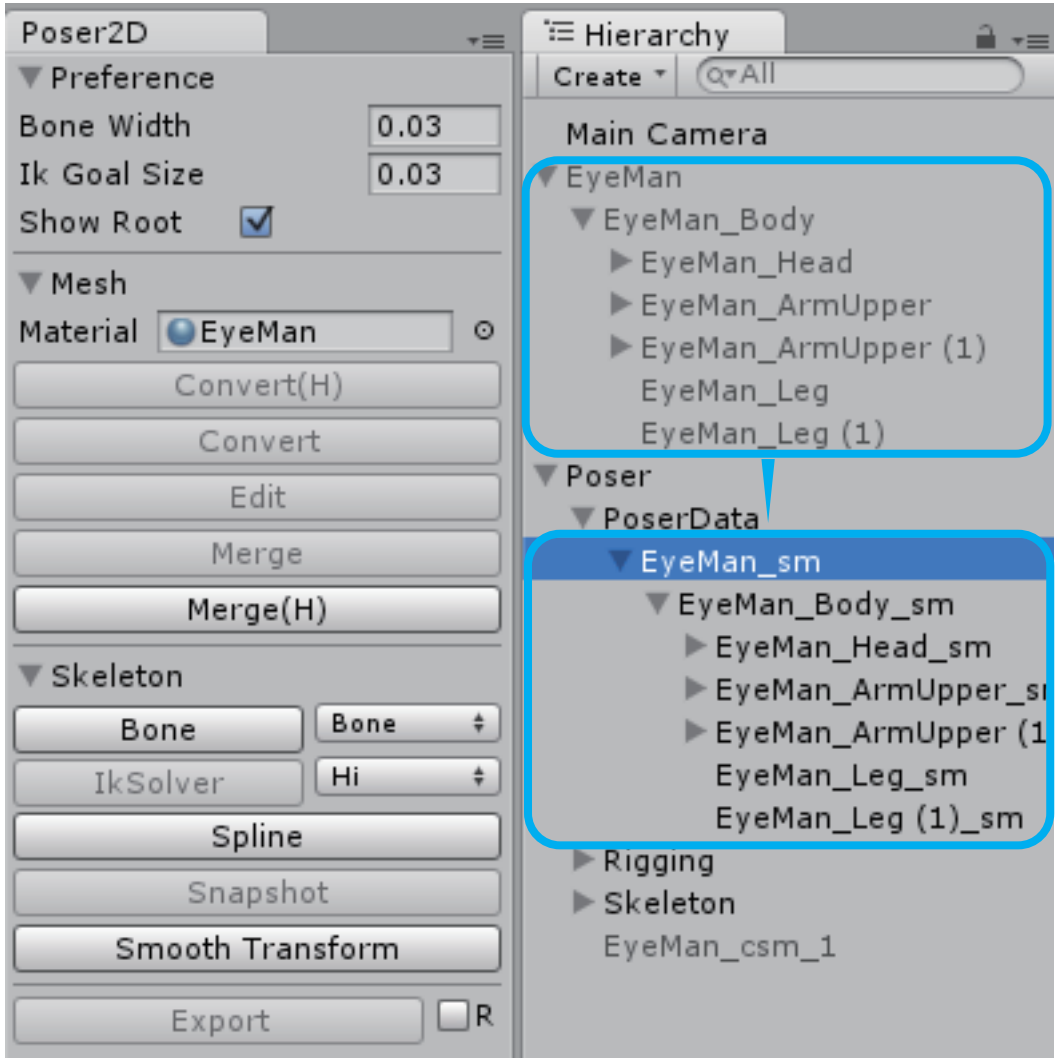
Mesh - Covert(H)

active button
there is at least one sprite in the last selection or children



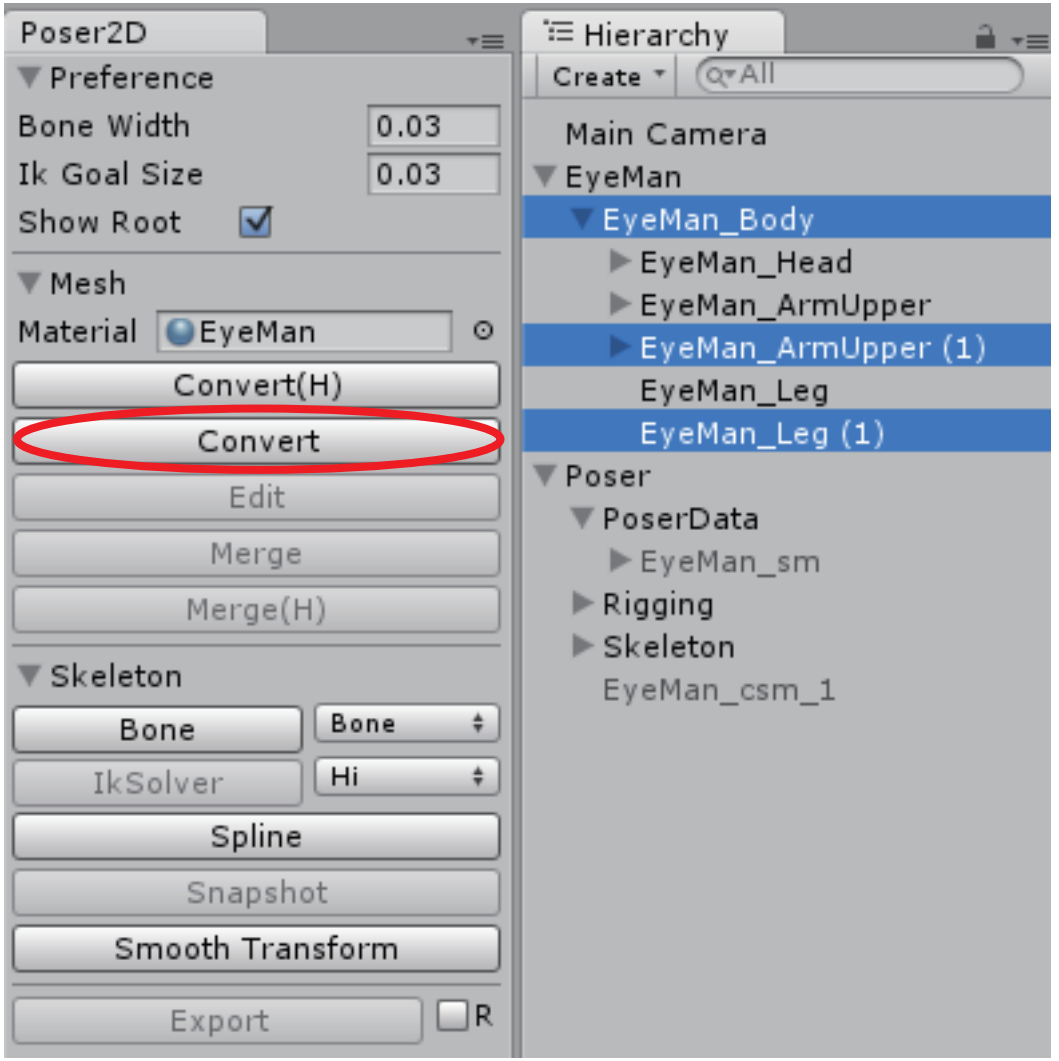
Mesh - Covert(H)

click button
convert all sprites to meshs by hierarchy
and attach to PoserData



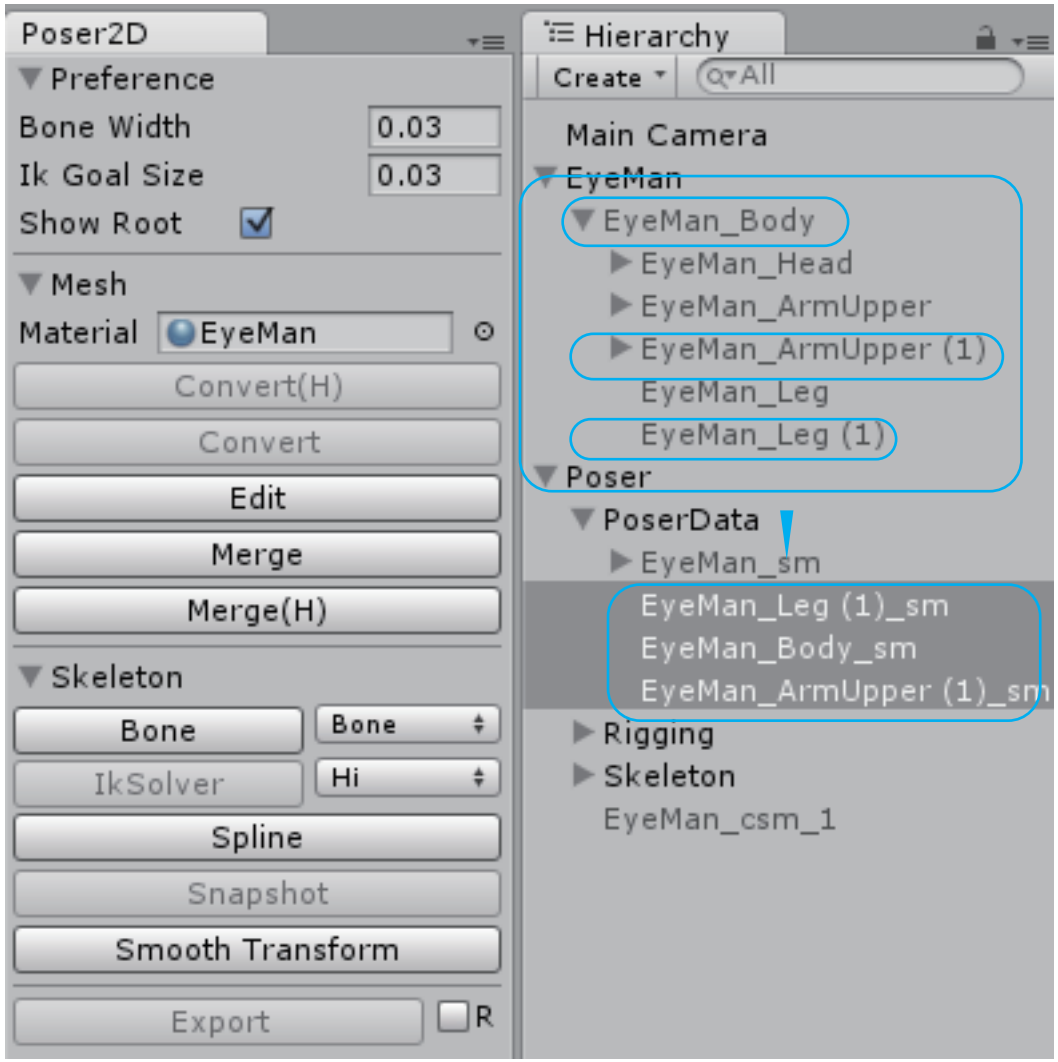
Mesh - Covert

active button
there is at least one sprite in selections



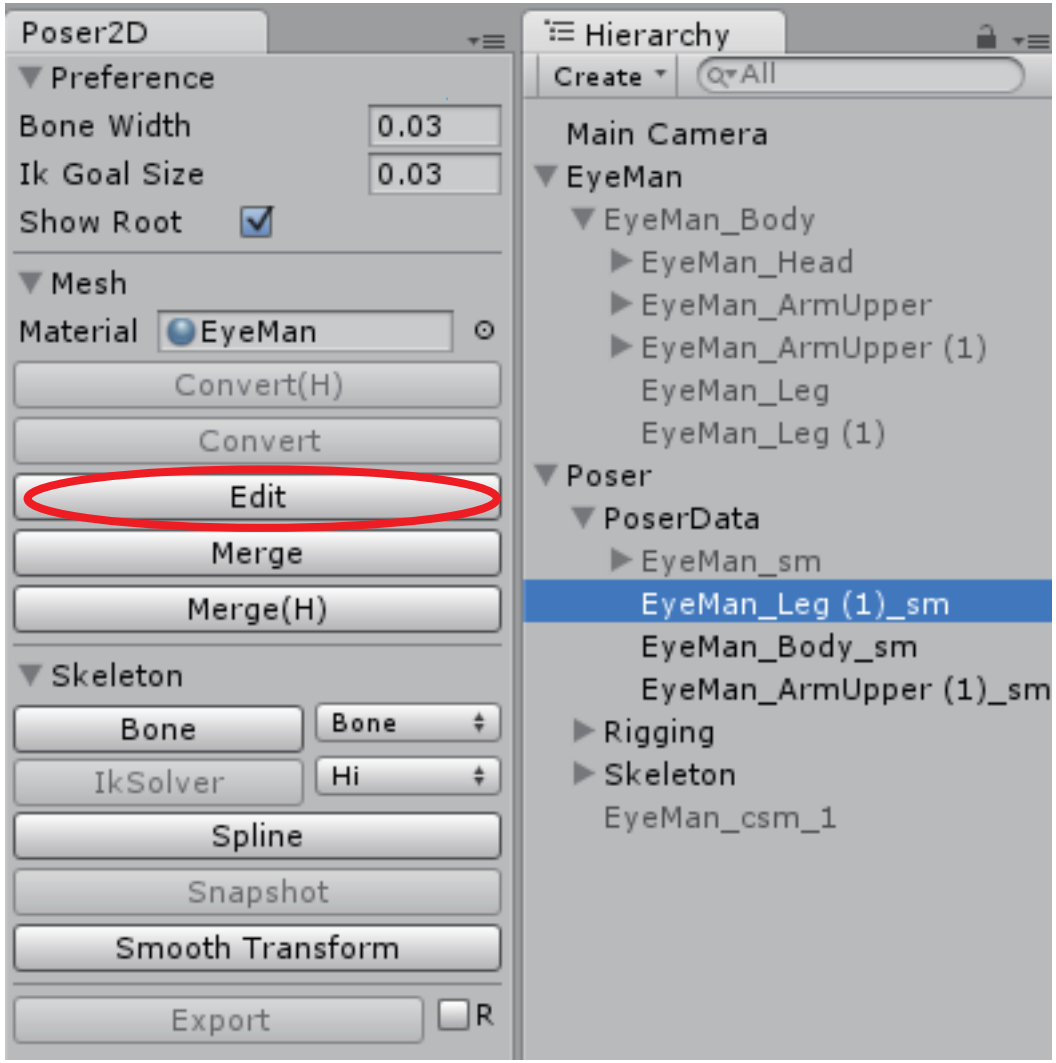
Mesh - Covert

click button
create meshs from sprites of selections
and attach to PoserData

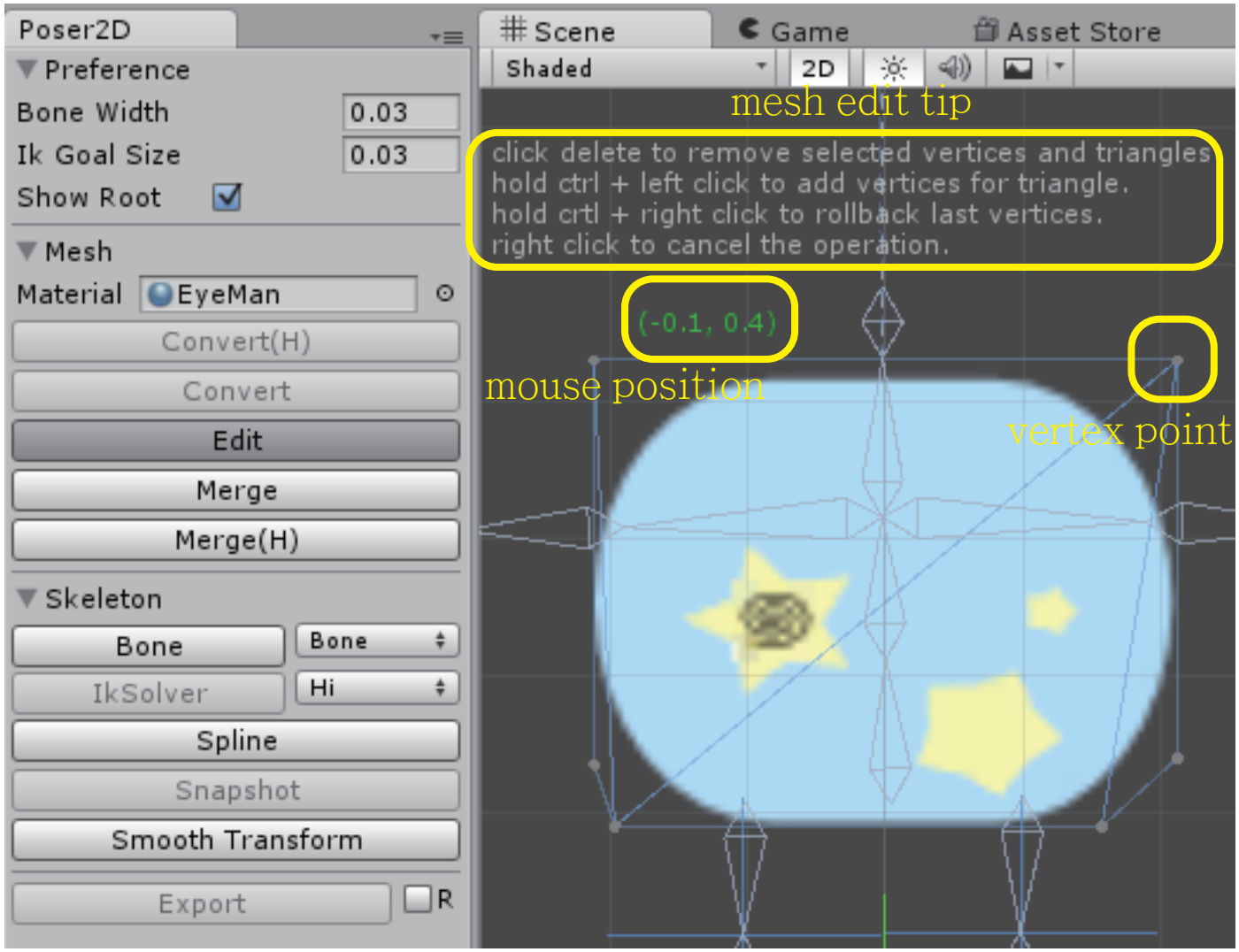


Mesh - Edit

active button
there is a SkinBoneWeights in the last selection



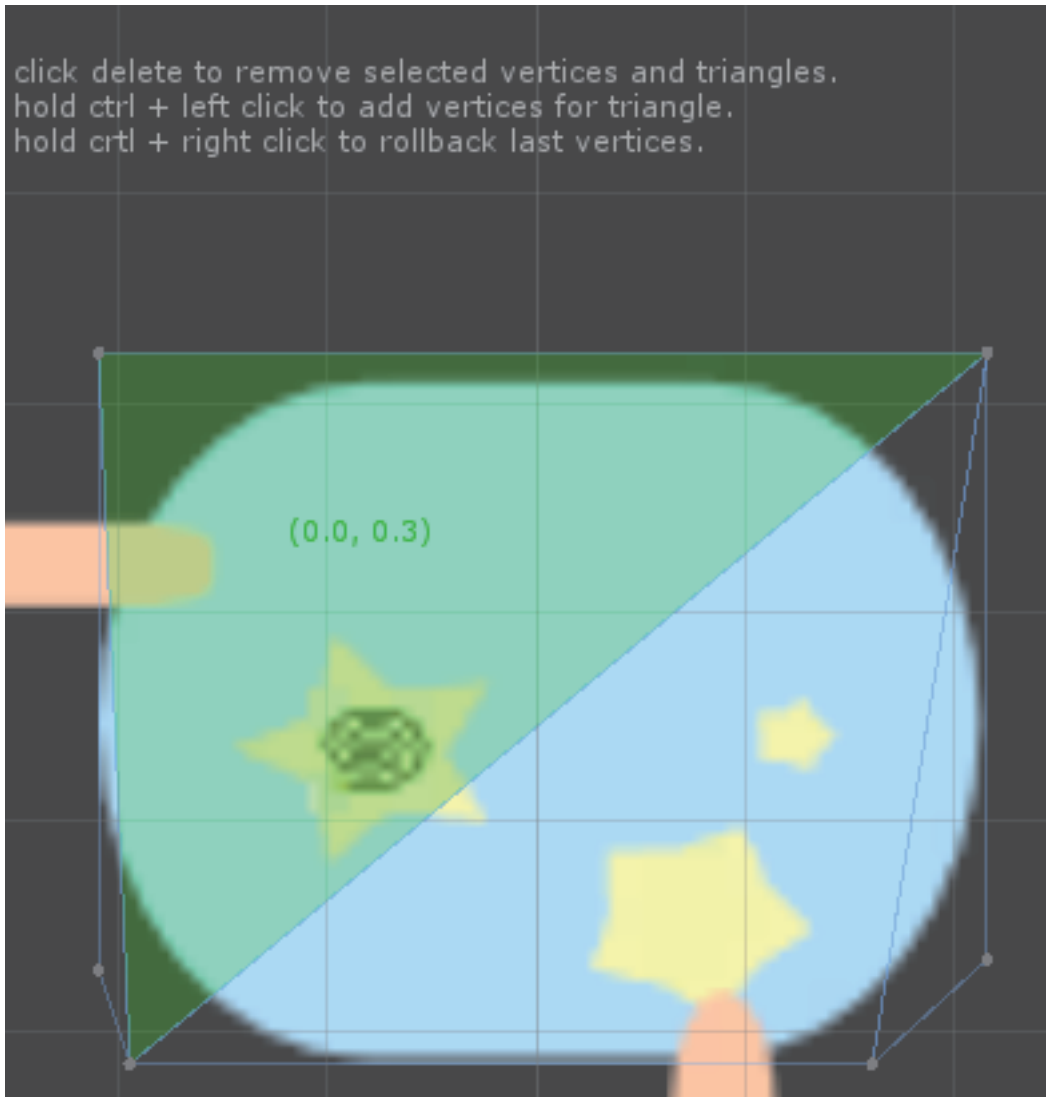
Mesh - Edit


Poser2D
Preference
Bone Width
0.03
Ik Goal Size
0.03
Show Root
Mesh
Material
EyeMan
Convert(H)
Convert
Edit
Merge
Merge(H)
Skeleton
Bone
Bone
IkSolver
Hi
Spline
Snapshot
Smooth Transform
Export
R
Scene
Game
Asset Store
Shaded
2D
mesh edit tip
click delete to remove selected vertices and triangles
hold ctrl + left click to add vertices for triangle.
hold crtl + right click to rollback last vertices.
right click to cancel the operation.
(-0.1, 0.4)
mouse position
vertex point

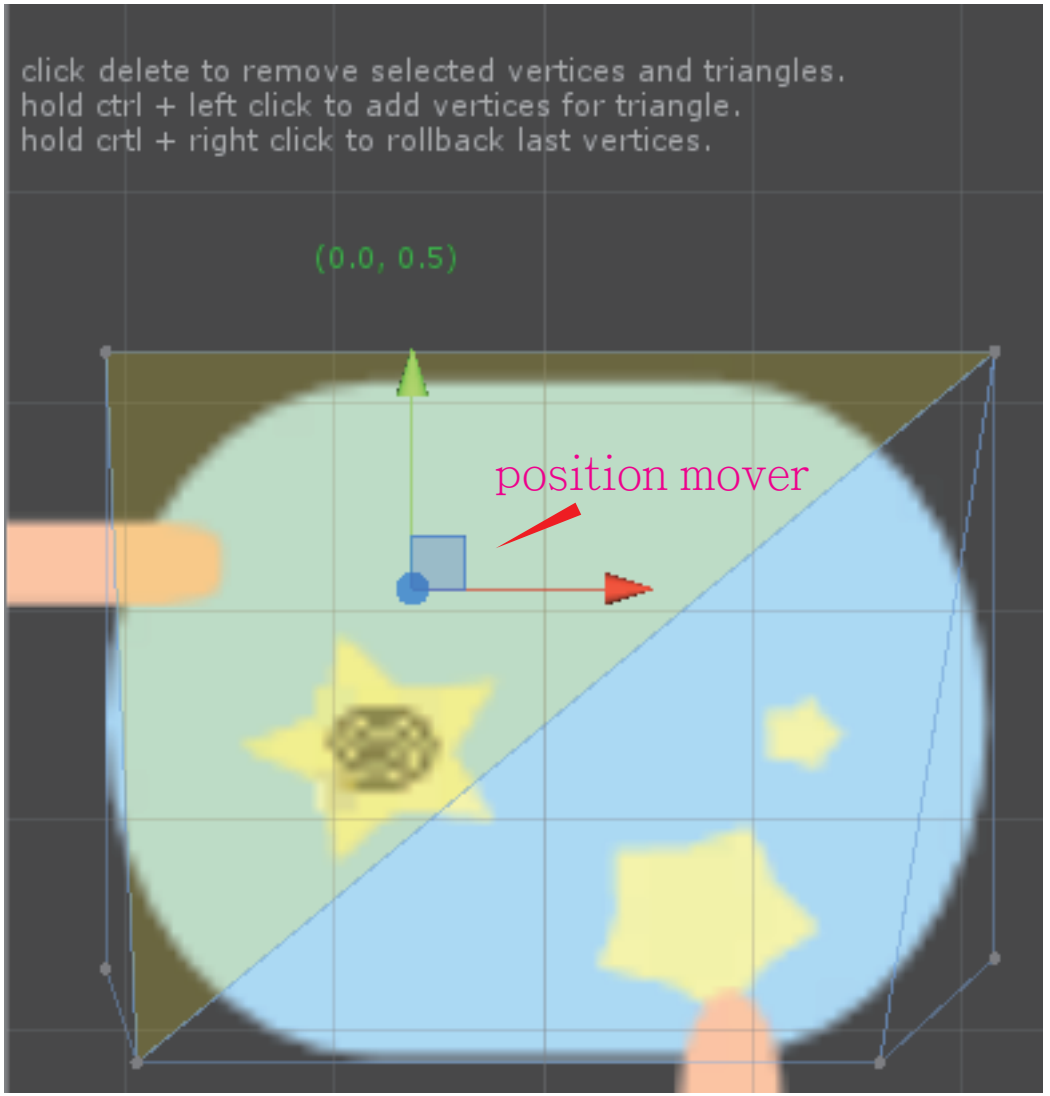
Mesh - Edit

selected triangle could be moved by position mover.
press delete button to remove the selected triangle from mesh

mouse hover triangle



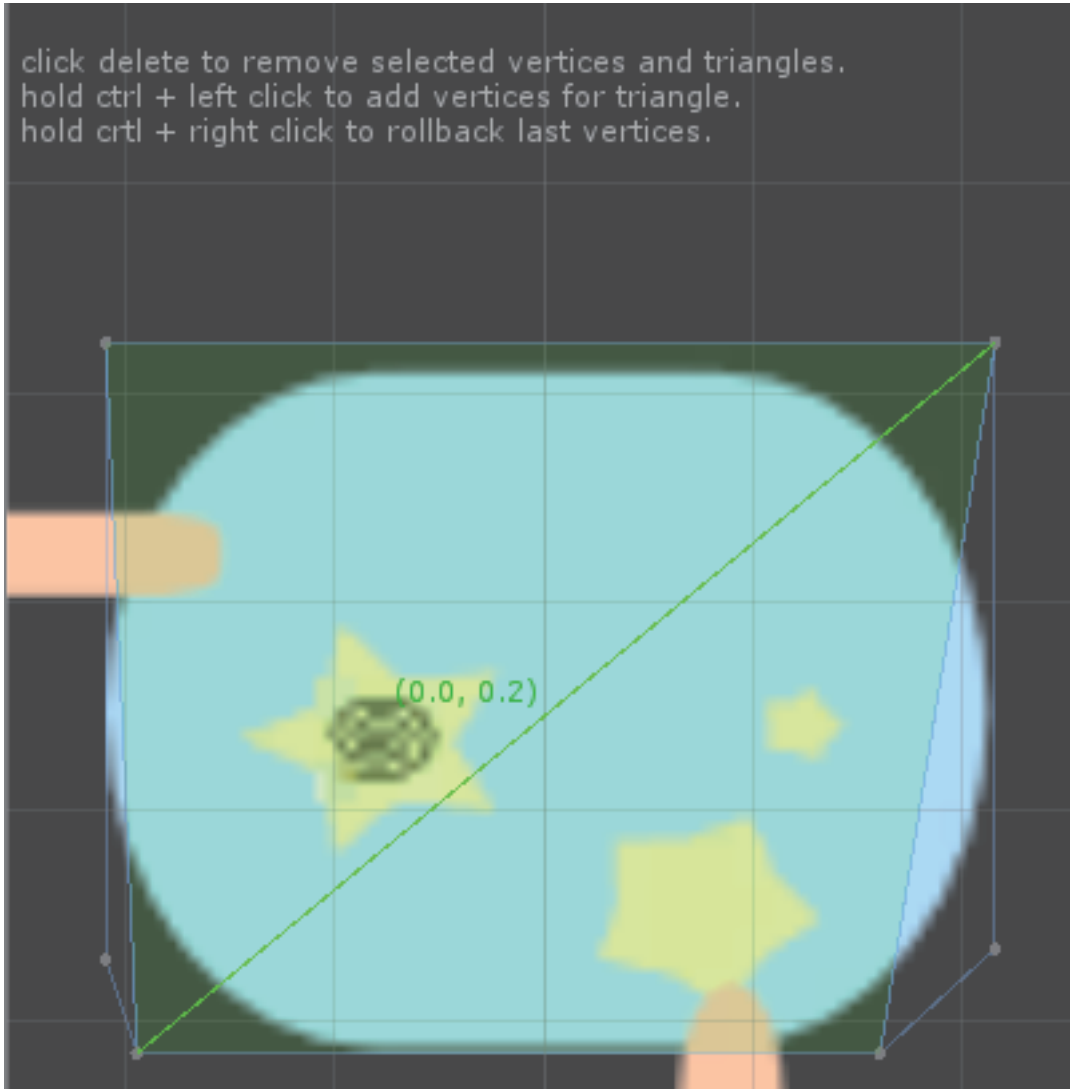
triangle be selected



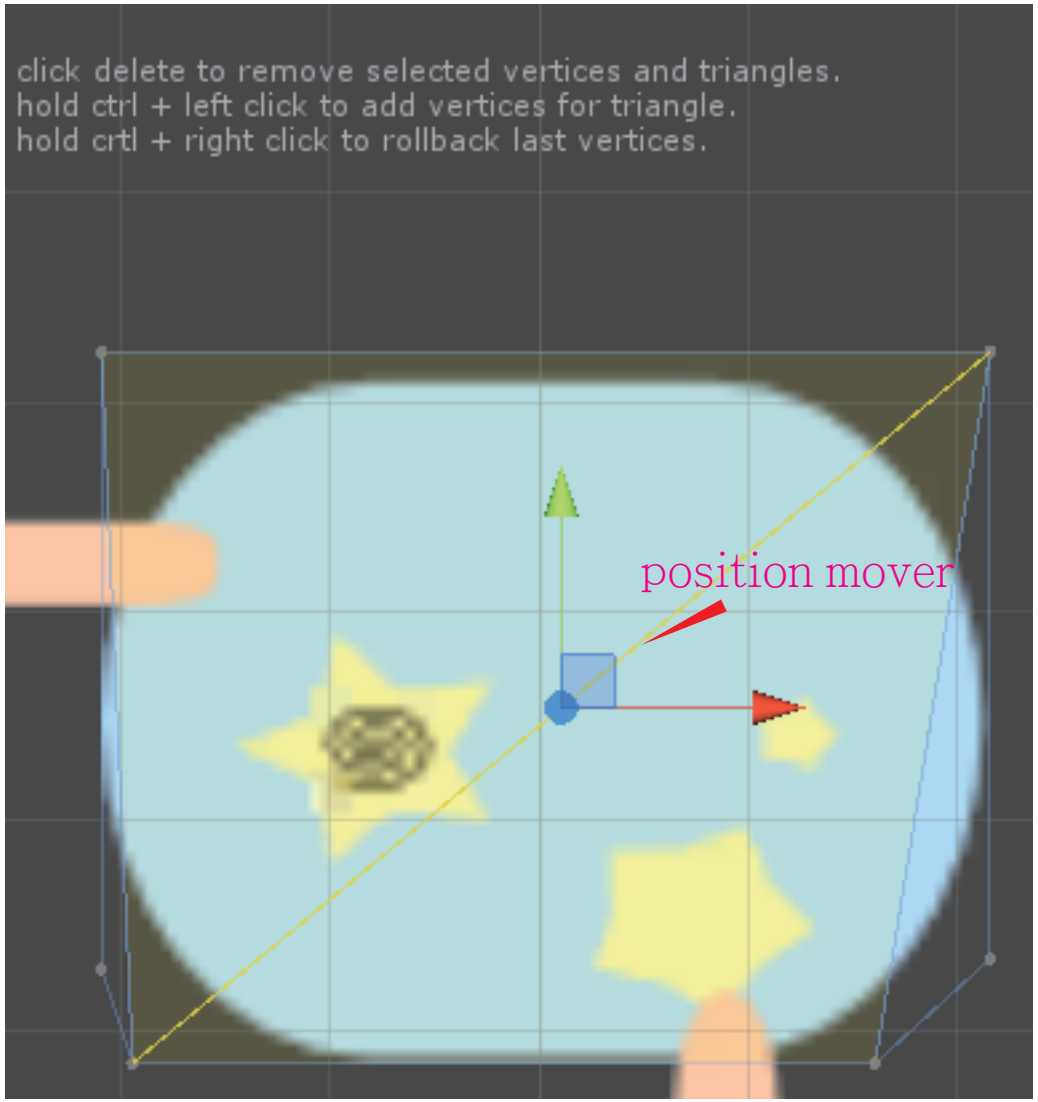
Mesh - Edit

selected line could be moved by position mover.
press delete button to remove the selected line from mesh

mouse hover line



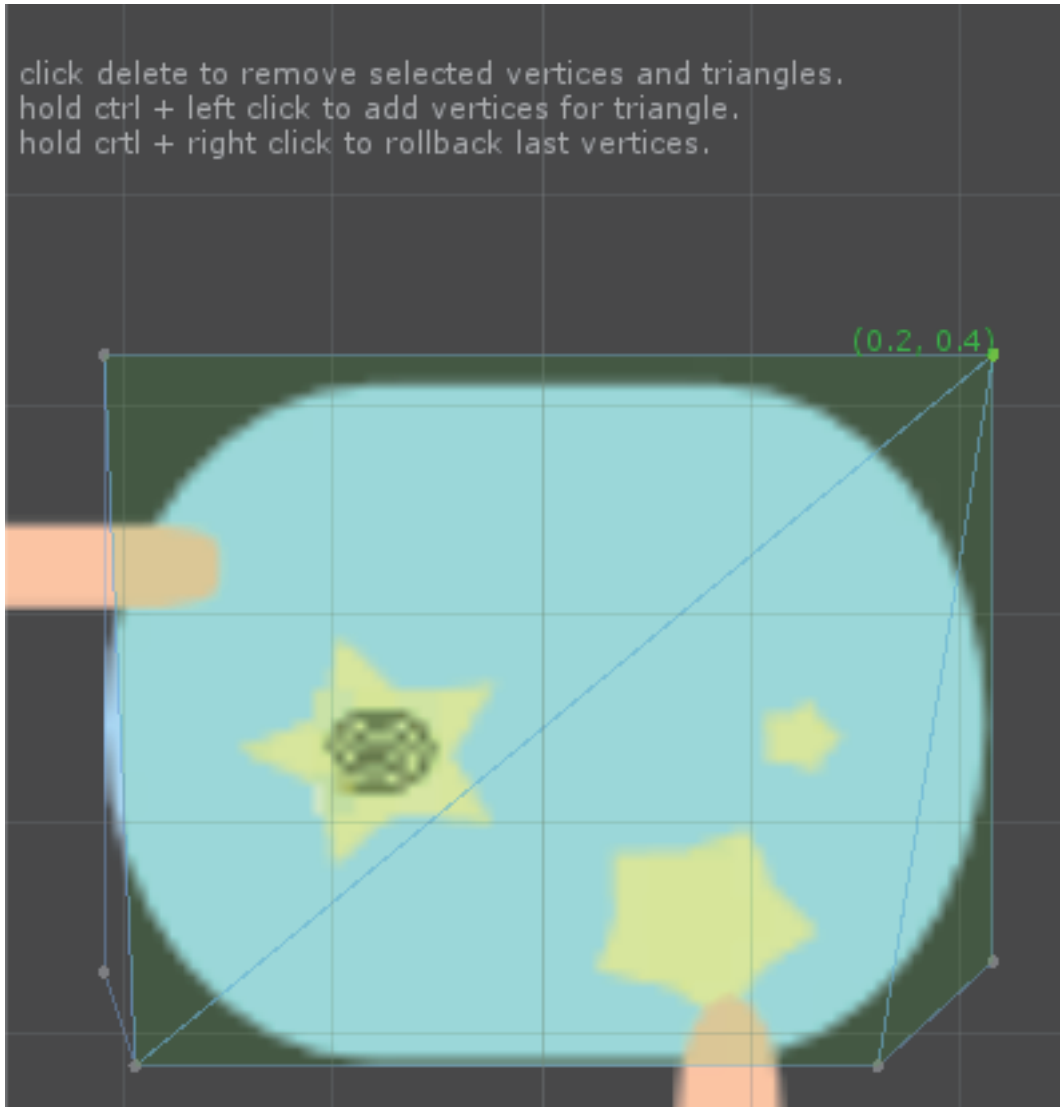
line be selected



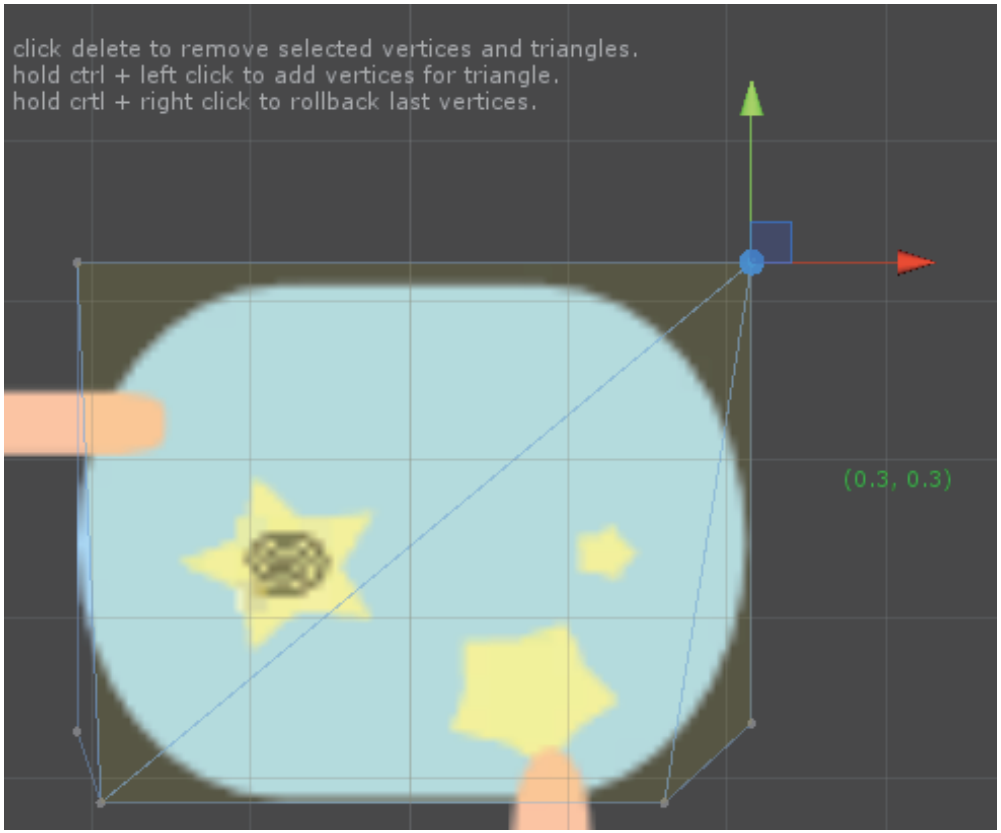
Mesh - Edit

selected vertex could be moved by position mover.
press delete button to remove the selected vertex from mesh

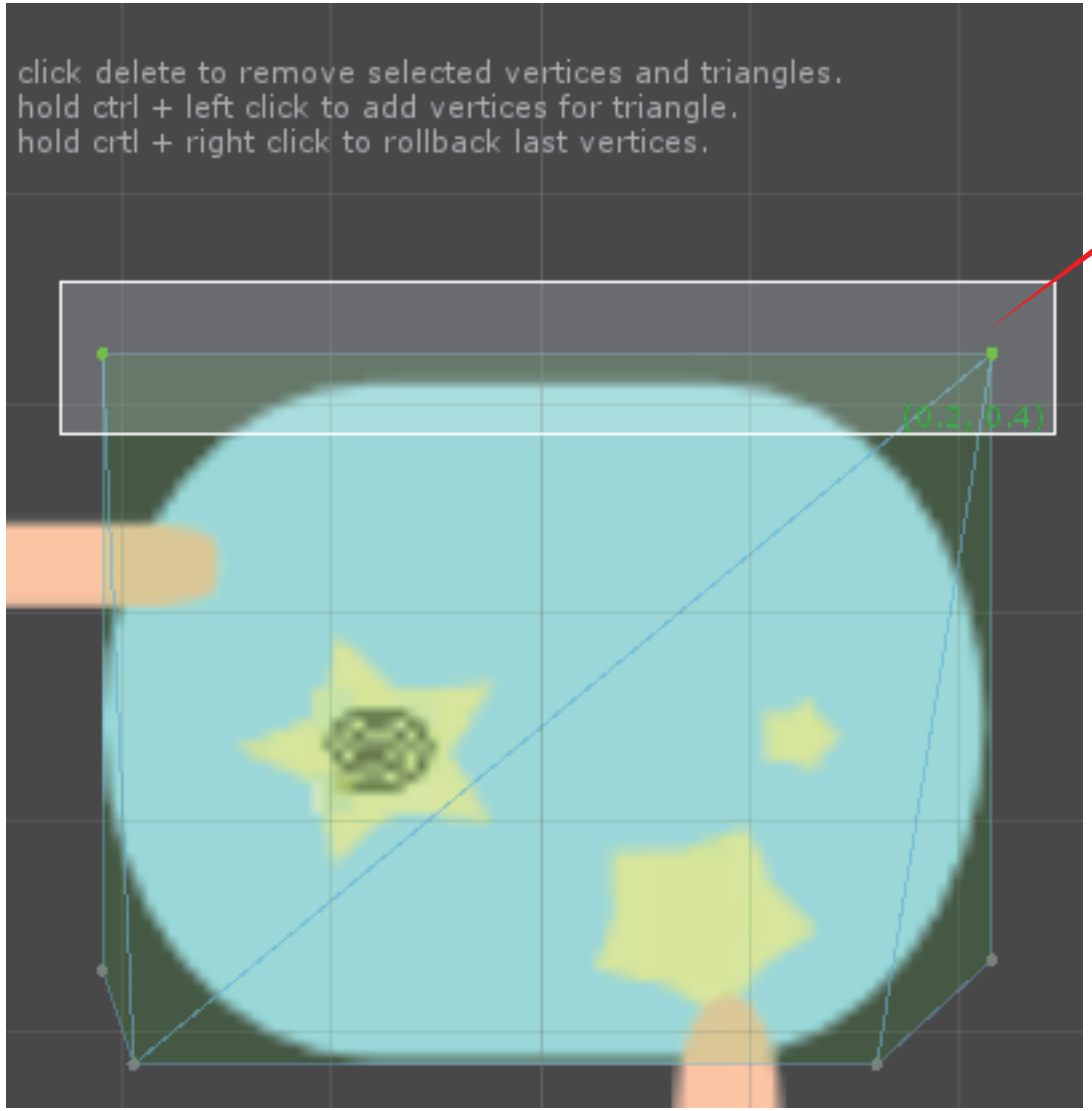
mouse hover vertex



vertex be selected



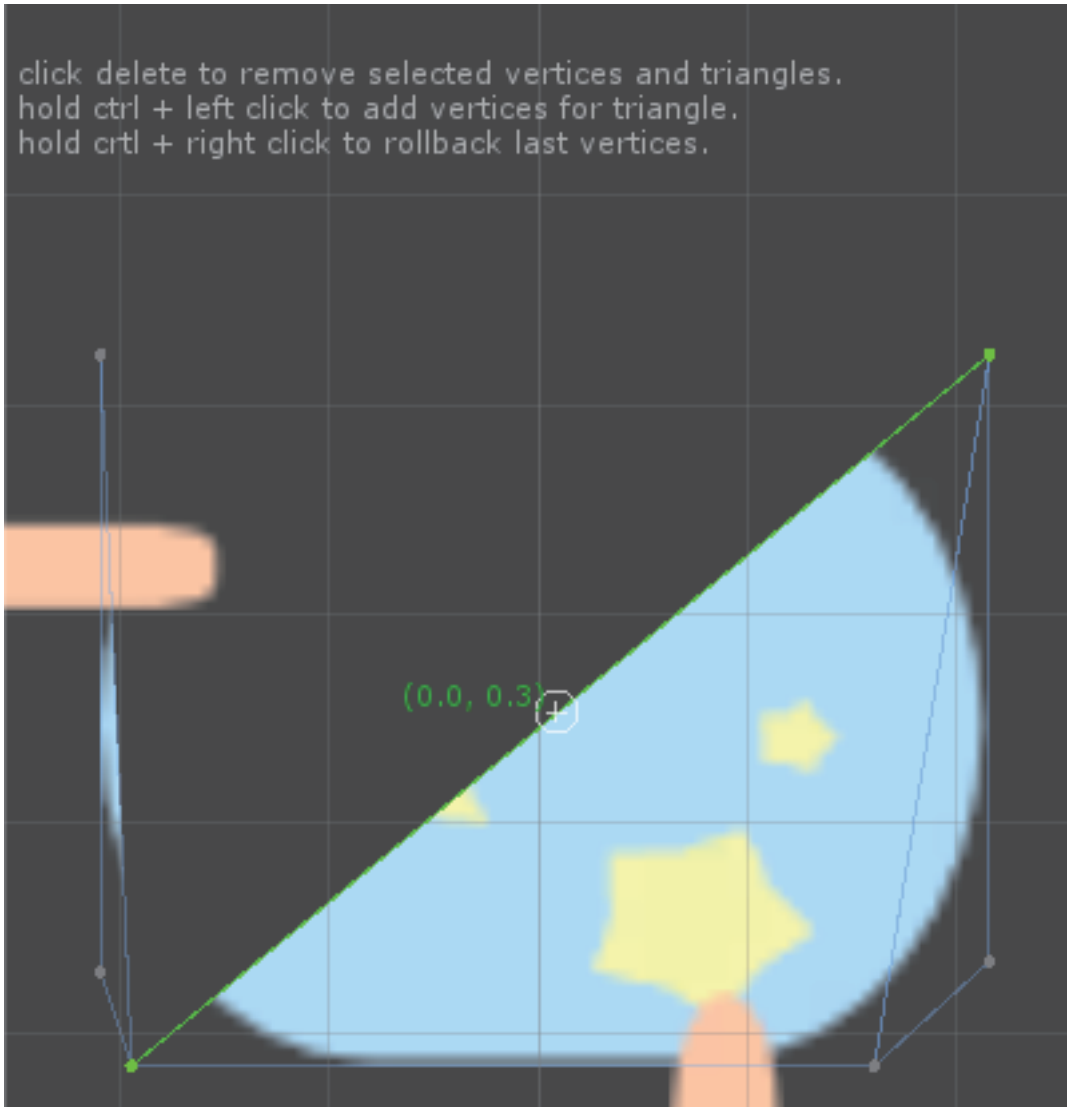
Mesh - Edit



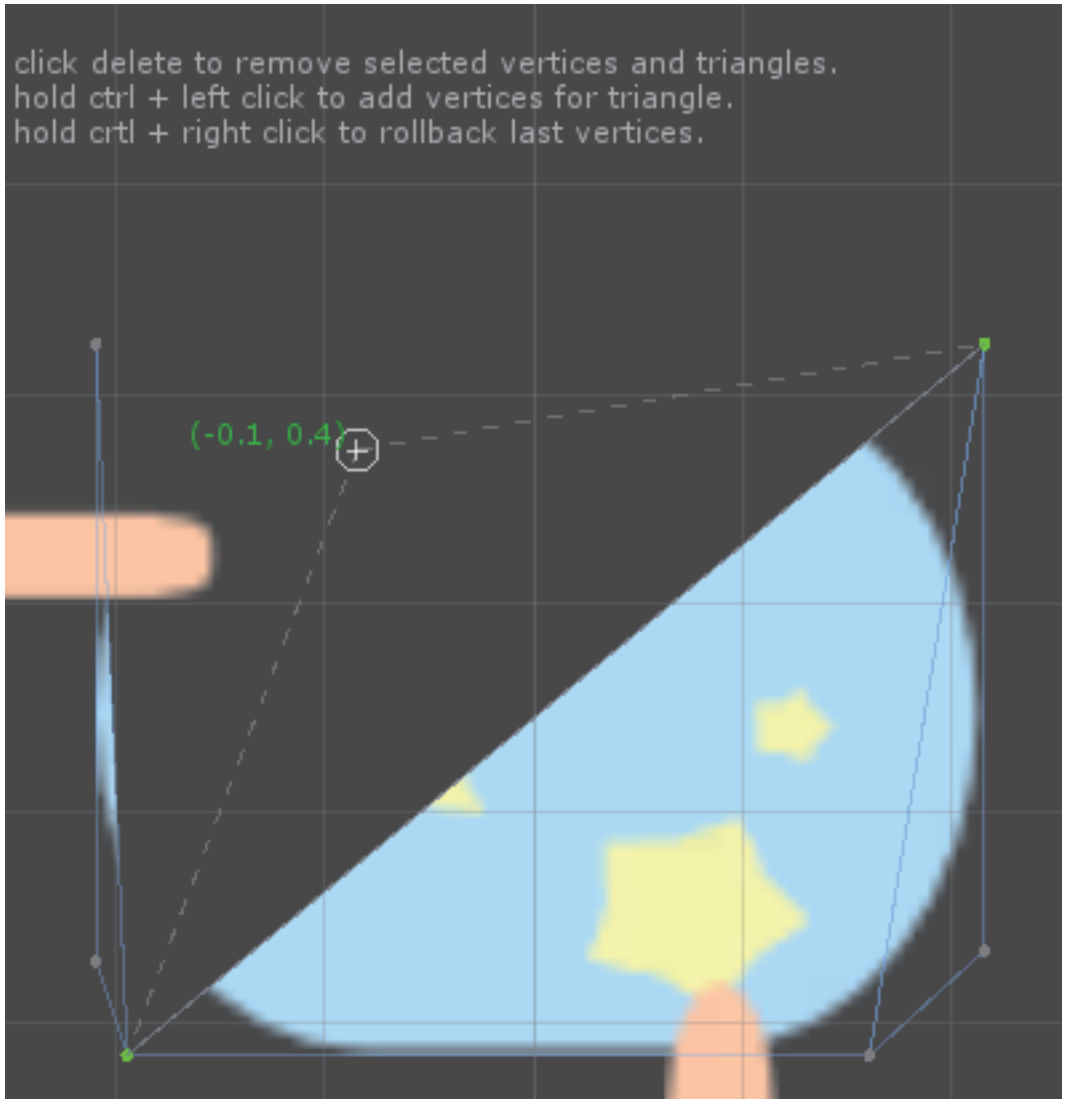
drag a rect to select multi vertices

Mesh - Edit - Add Triangle (Hold Ctrl)

click to select line

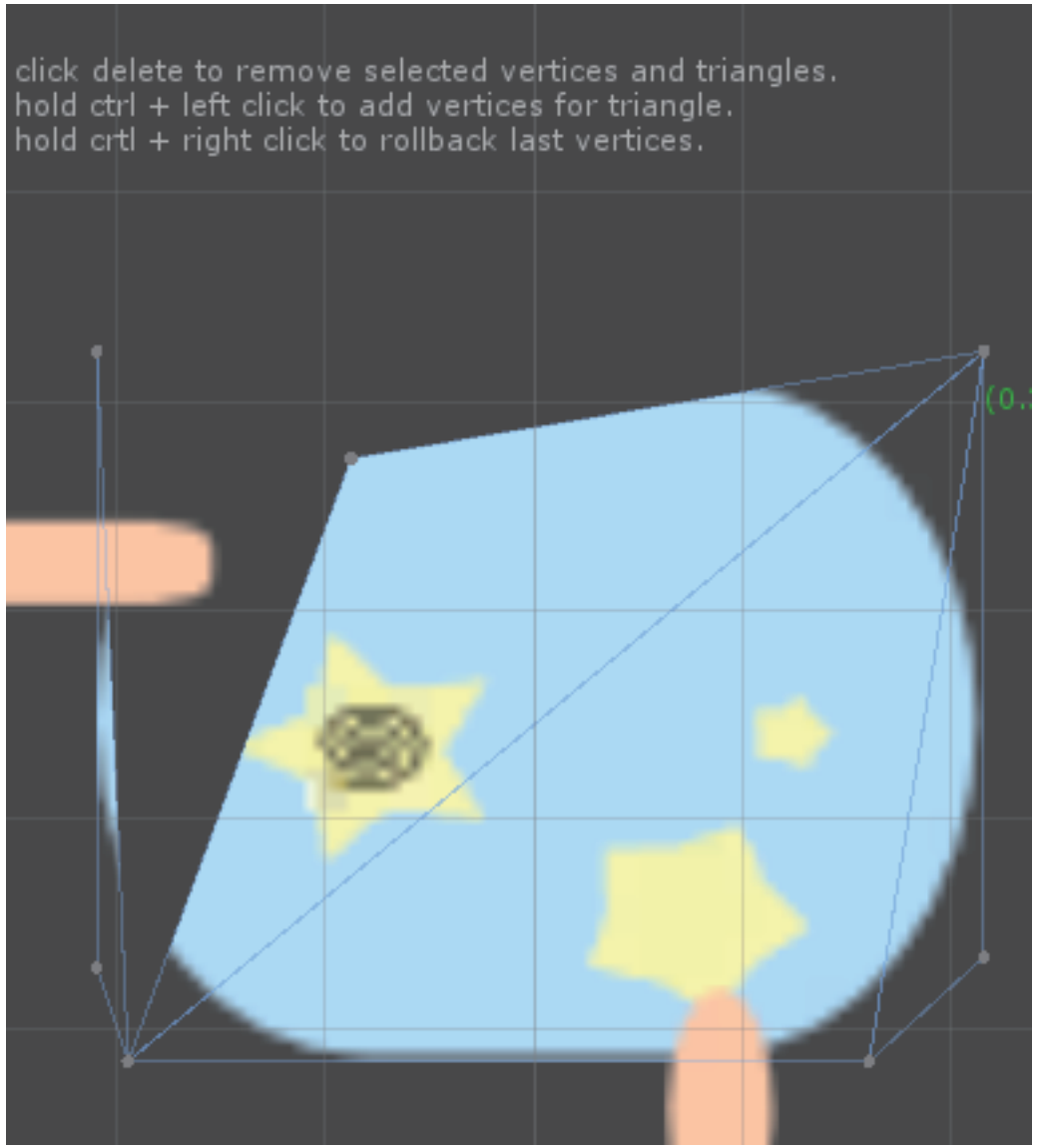


drag out to third point



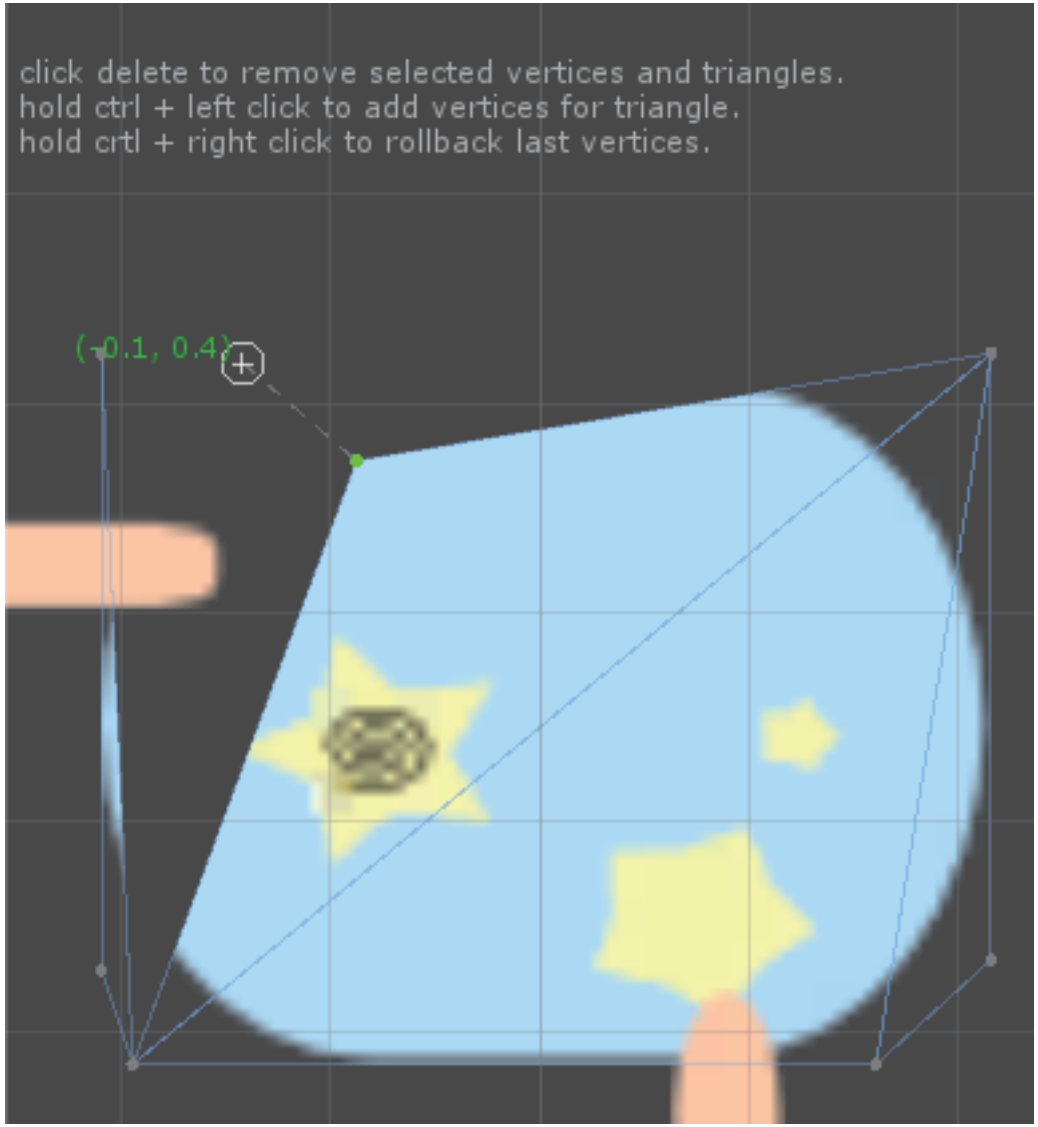
Mesh - Edit - Add Triangle (Hold Ctrl)

click to create a triangle

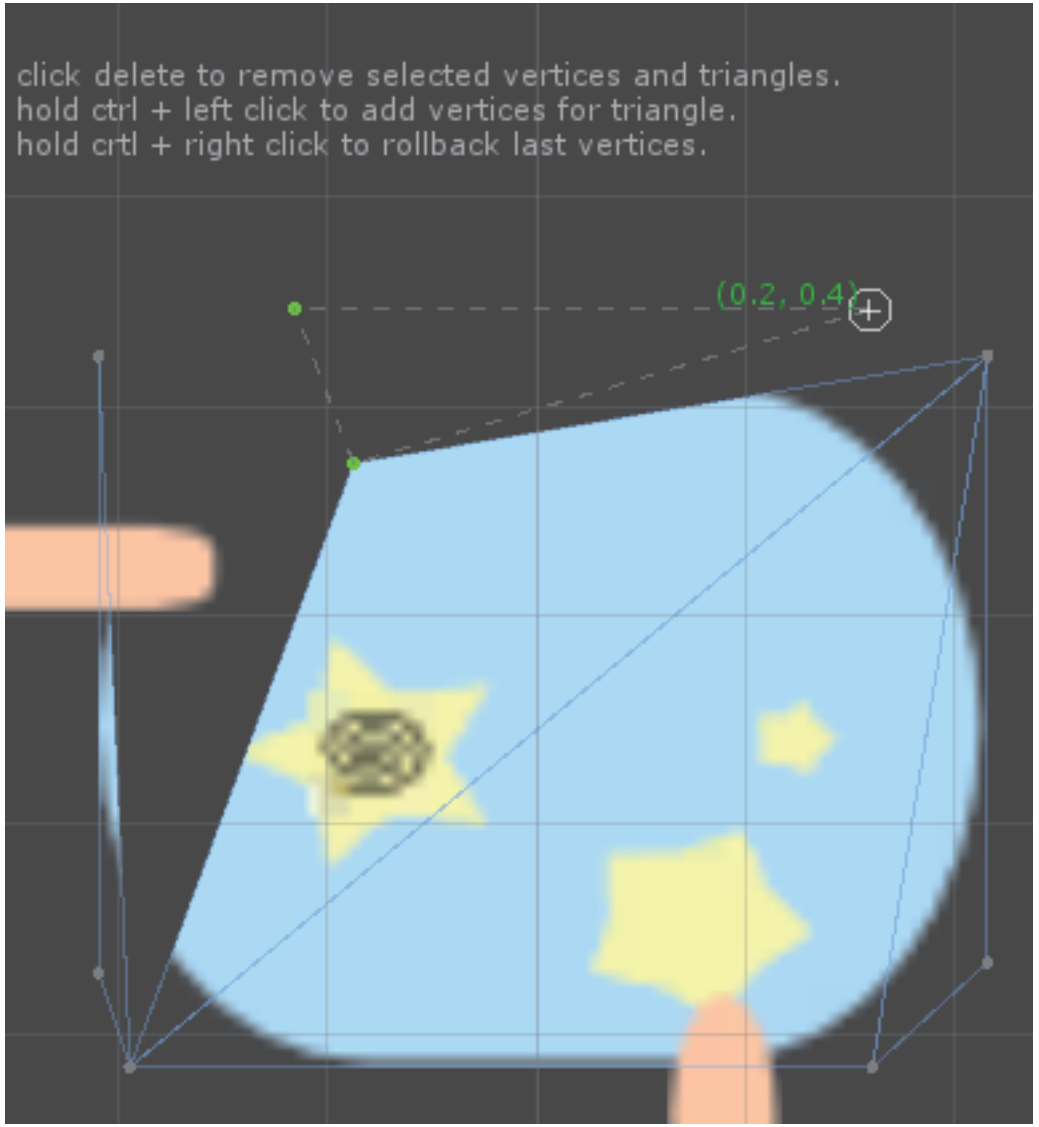


Mesh - Edit - Add Triangle (Hold Ctrl)

click first point then moving to second point

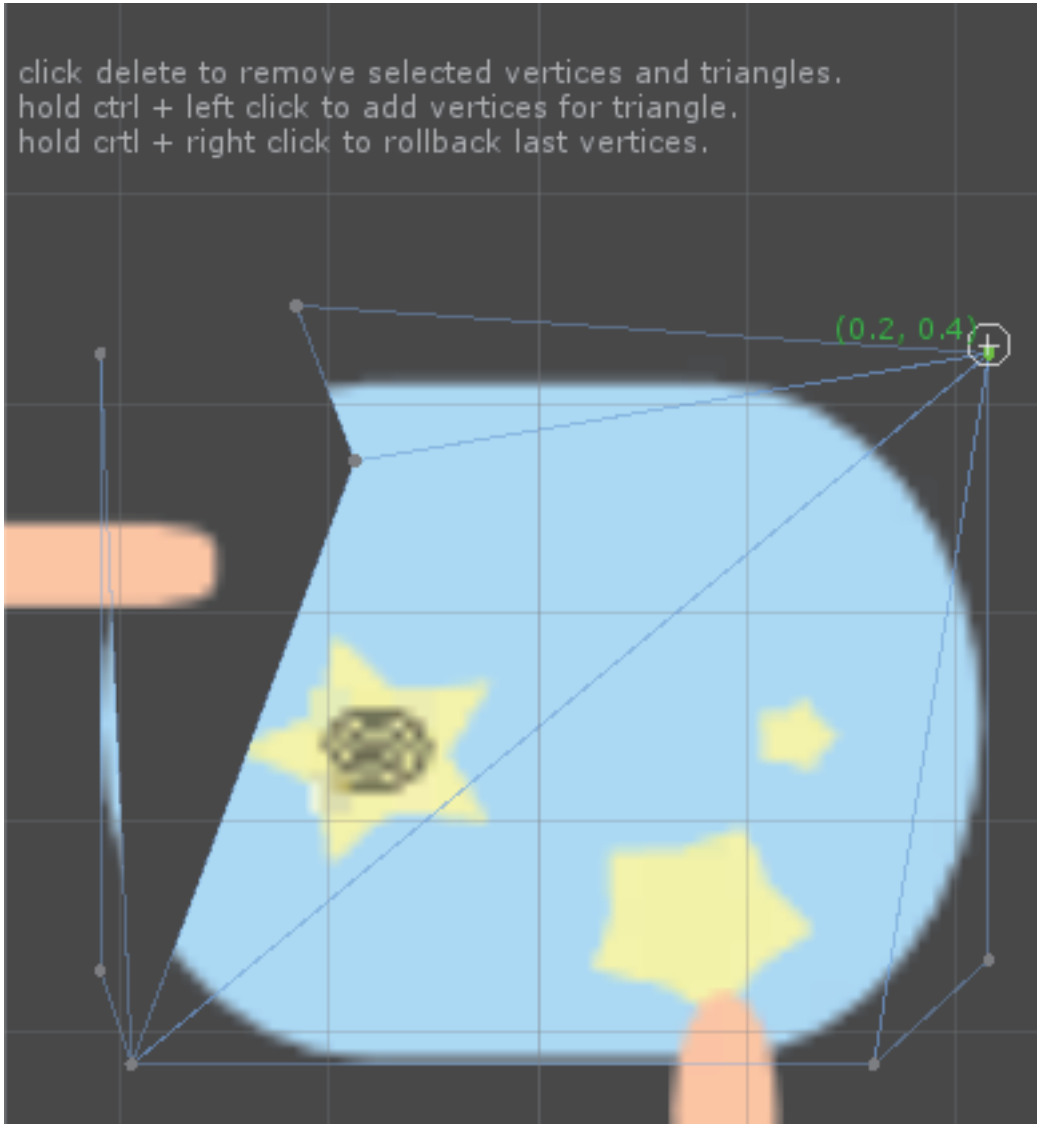


click second point then moving to third point



Mesh - Edit - Add Triangle (Hold Ctrl)

click at third point to create a triangle



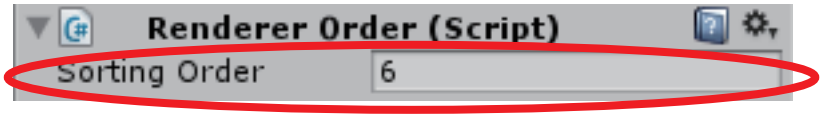
Mesh - Merge

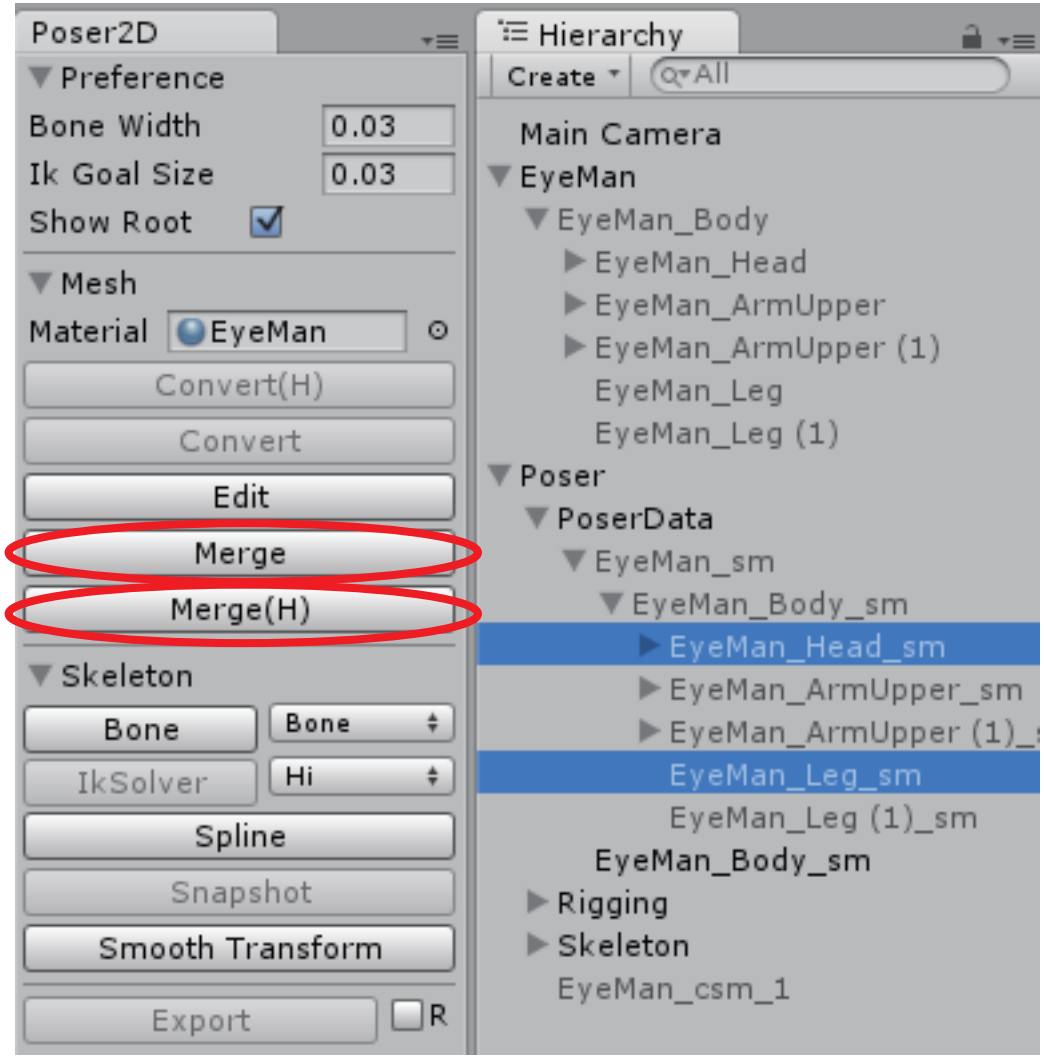
Merge - active button
there is at least one SkinBoneWeights in the selections.
Merge(H) - active button
there is at least one SkinBoneWeights in the last selection or children

click button
if there is not any Bone, warning will be displayed.

Choice the file path to save merged mesh

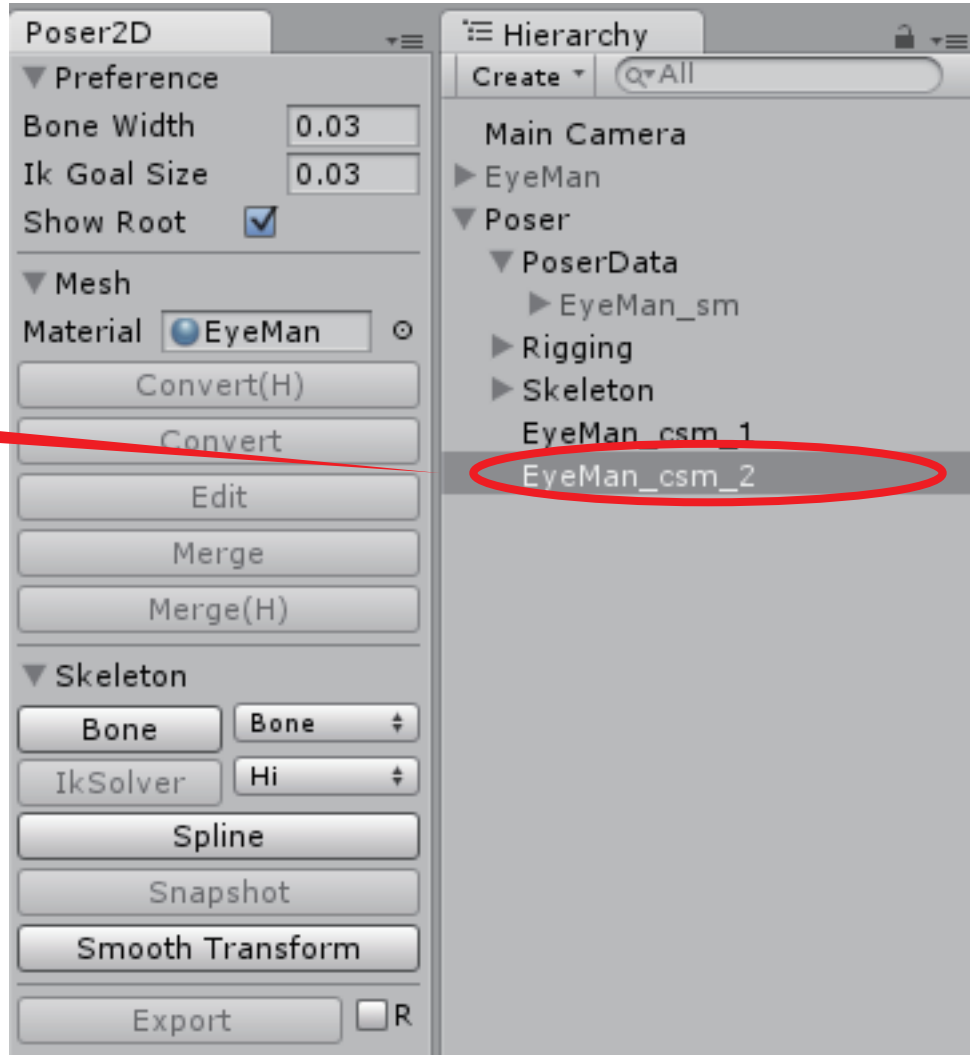
merge order depend by sortingOrder



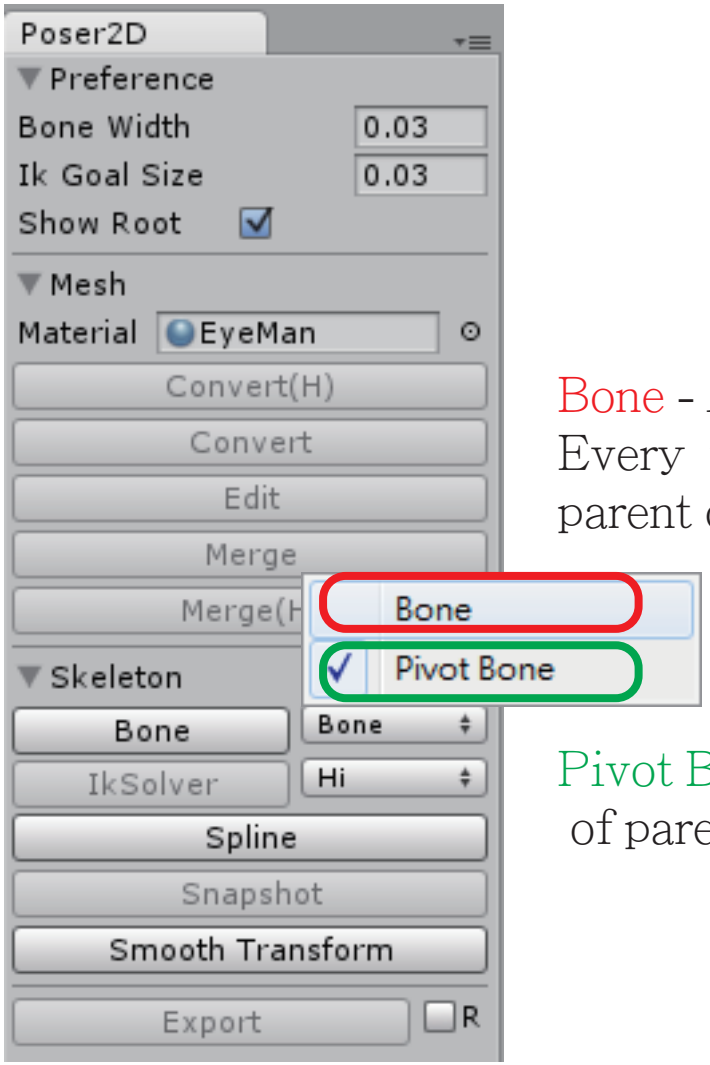


Mesh - Merge

click Merge/Merge(H) button
select a saving path for merged mesh
then merged mesh will be selected



Skeleton - Bone



Bone - A child of Bone will influence rotation of parent Bone. Every time changed parent will recaculate relation to parent of Bone

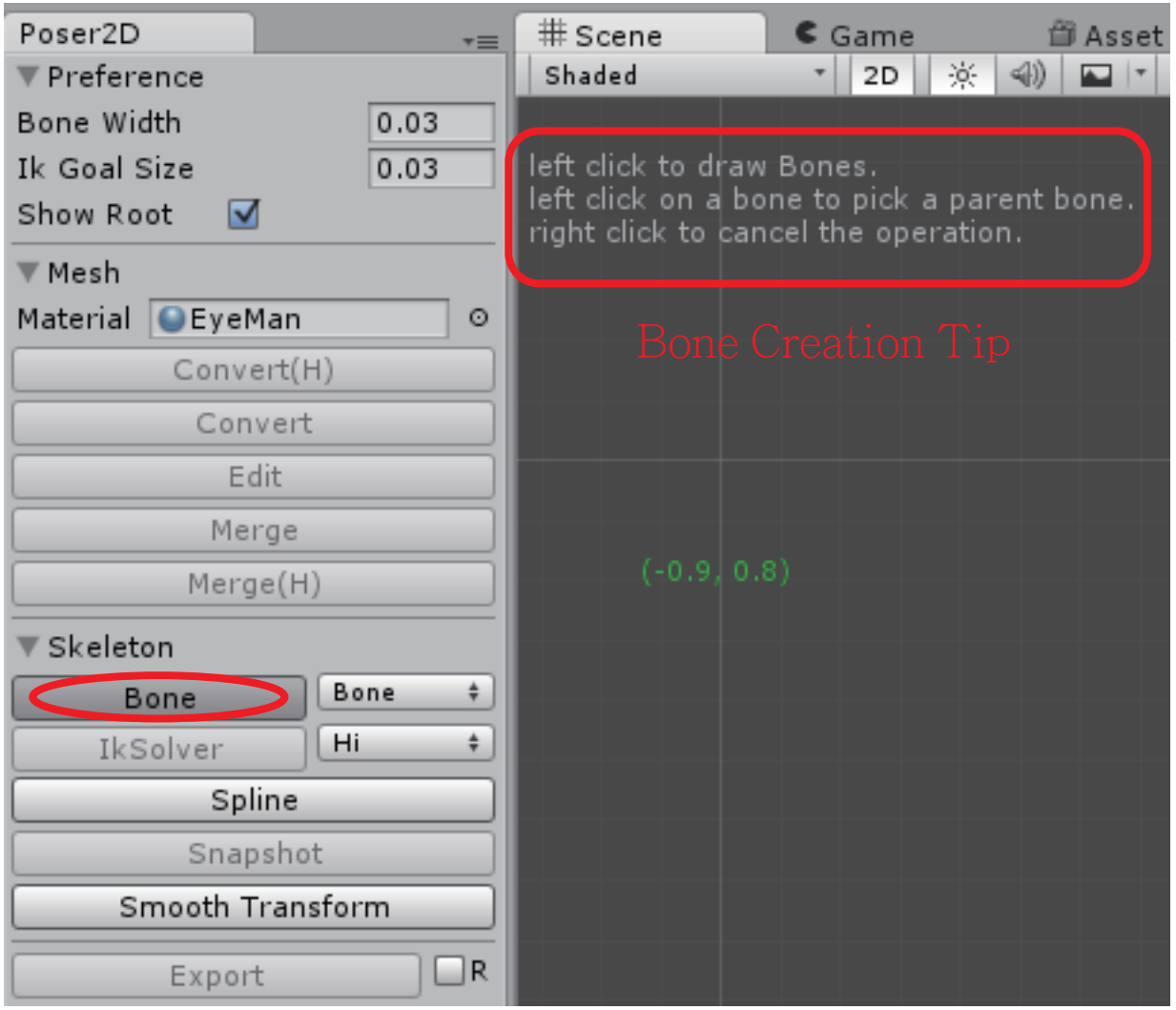
Pivot Bone - A child of Pivot Bone will not influence rotation of parent of Bone

Skeleton - Bone - Bone

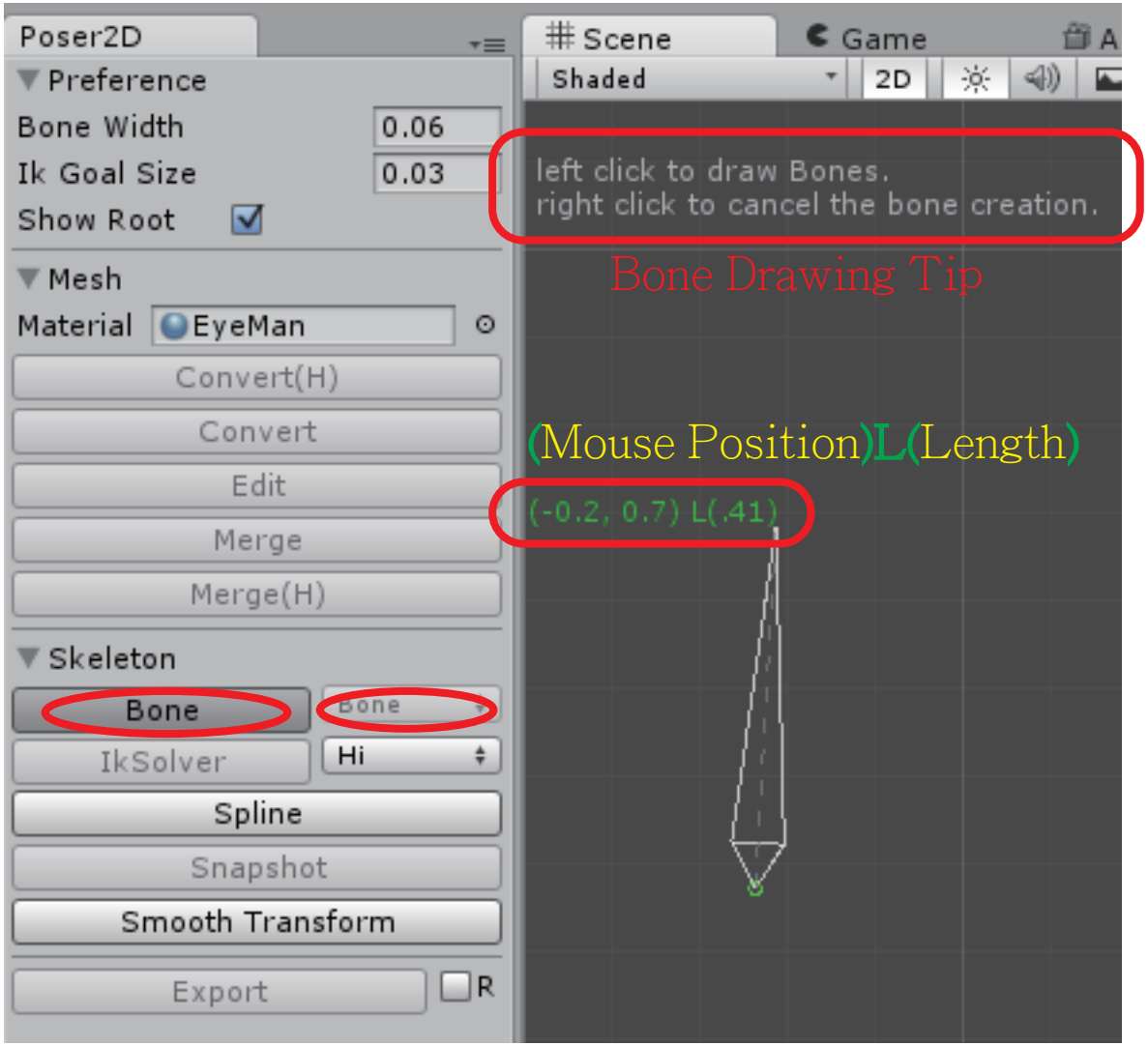
click button
bone creation mode

========== Important ==========
Bone.transform.lossyScale.x must equal Bone.transform.lossyScale.y,
lossyScale value must be positive
(for IkSolver Caculation)

PivotBone could use different scale, but this cant be parent of Bone.

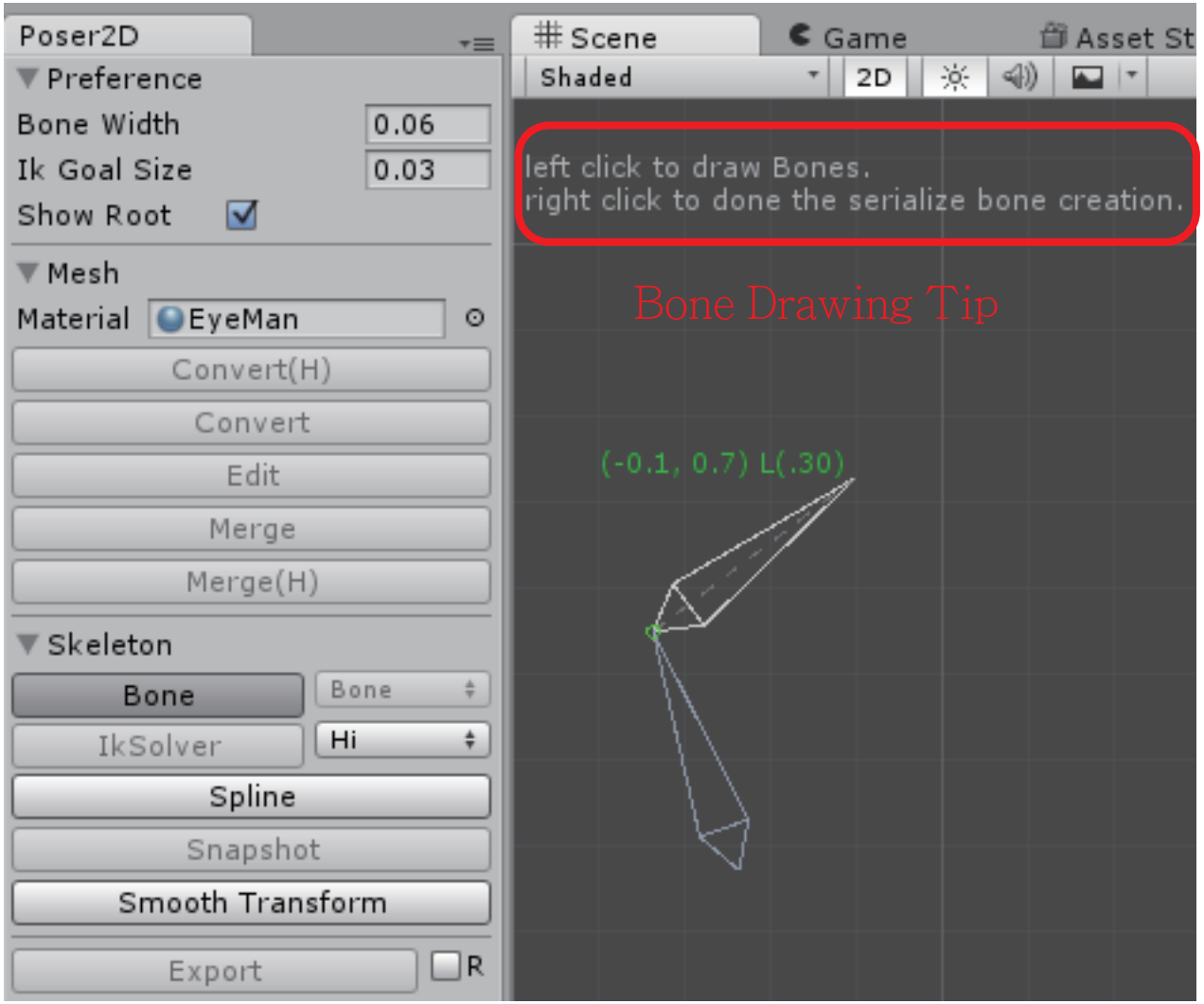


Skeleton - Bone - Bone - 1



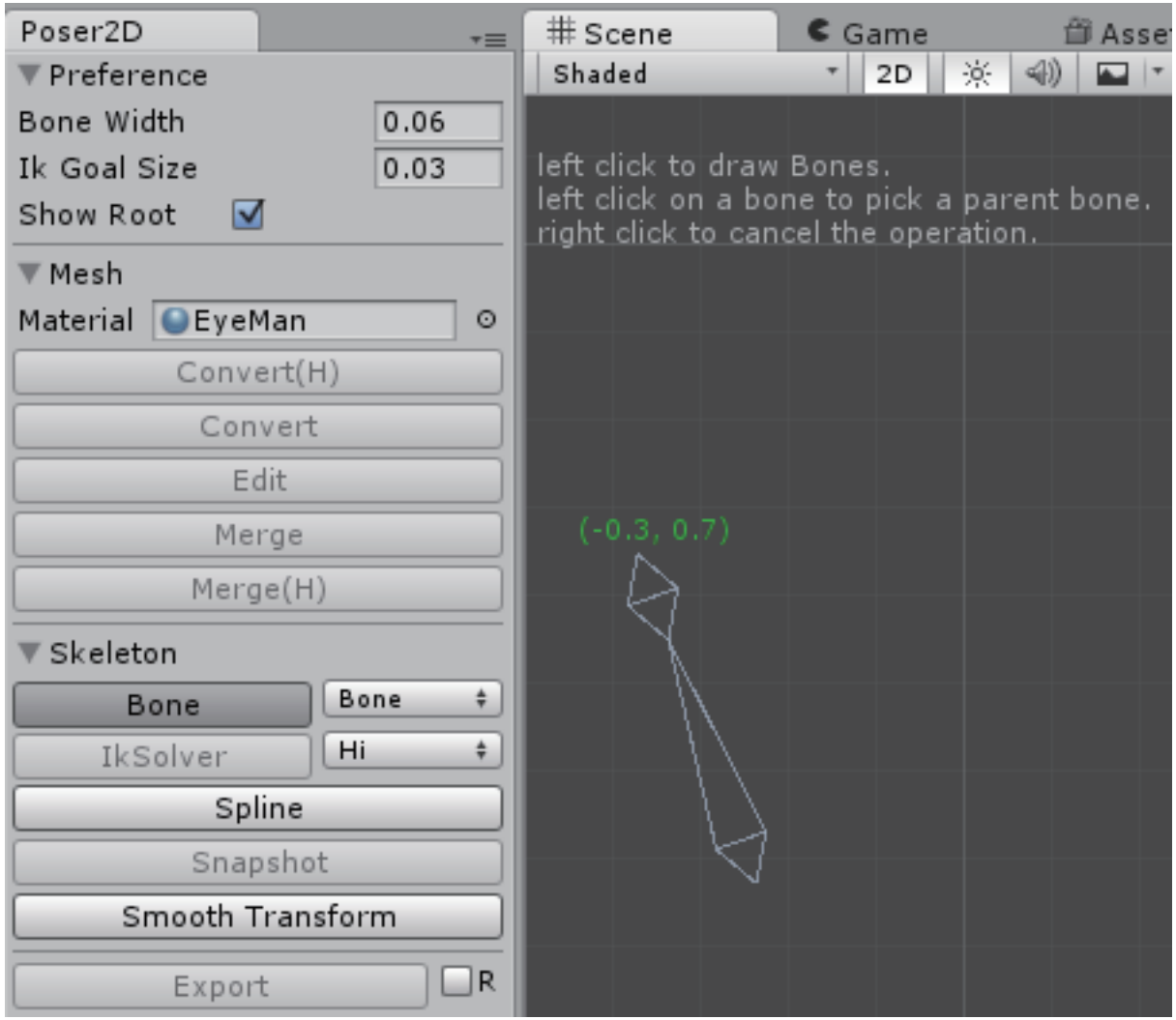
left click then moving out to draw a bone

Skeleton - Bone - Bone - 2



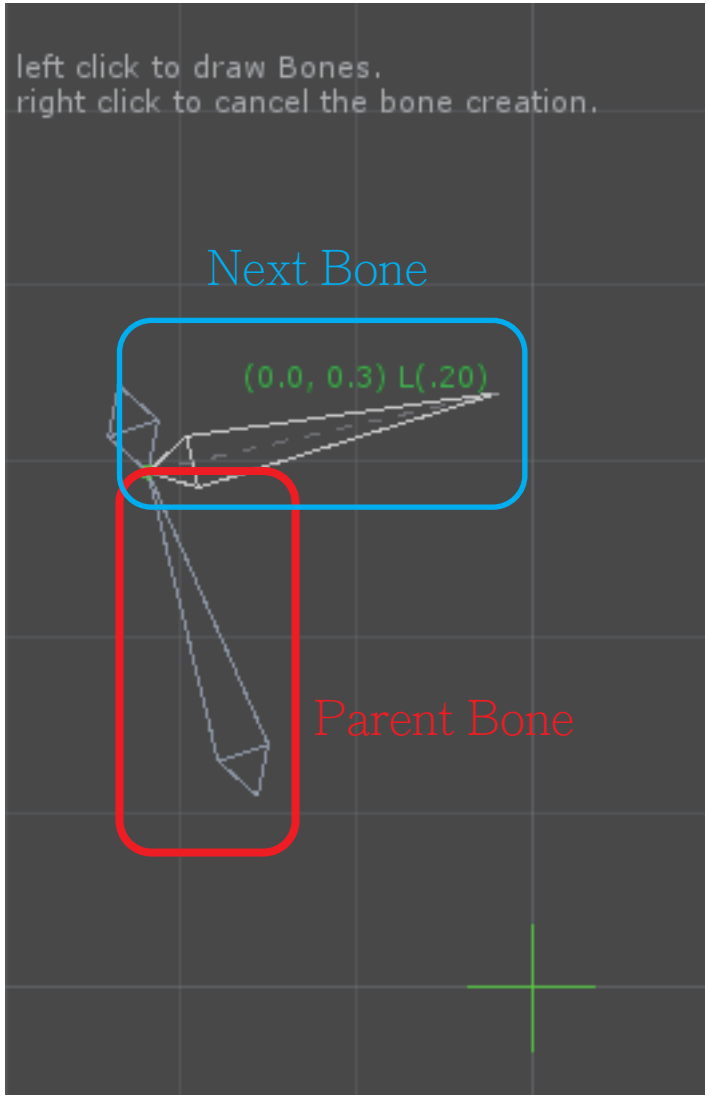
left click to created a bone then moving out to draw next child bone

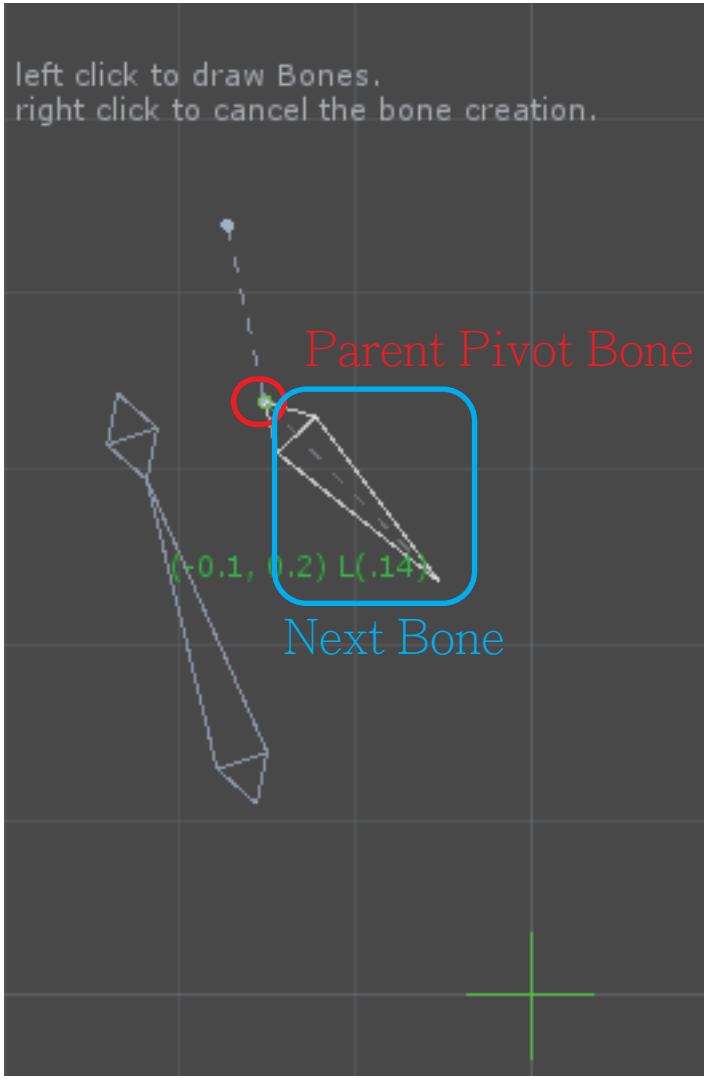
Skeleton - Bone - Bone - 3



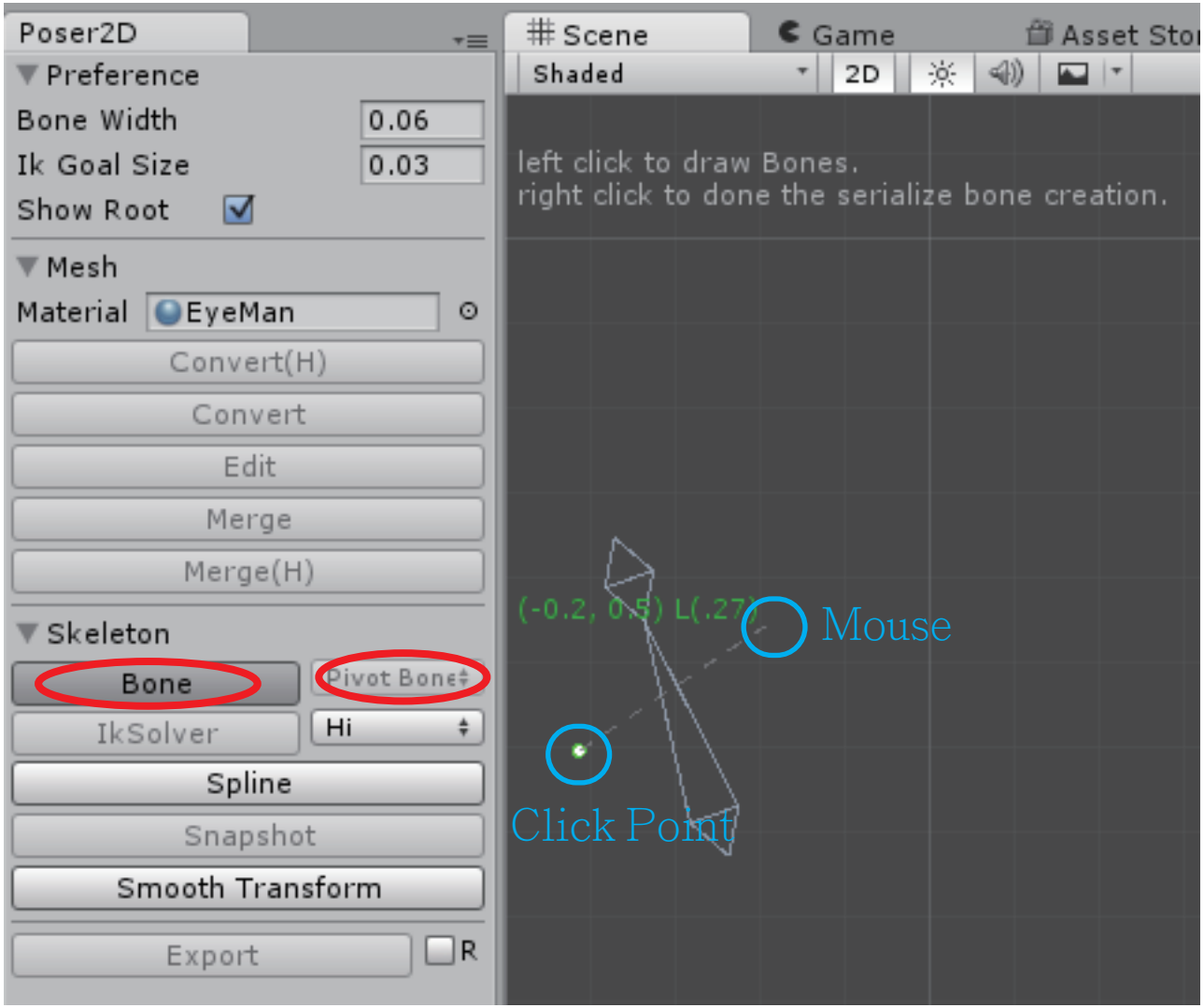
right click to created a bone then finish the bone creation

Skeleton - Bone - Bone - PickParent



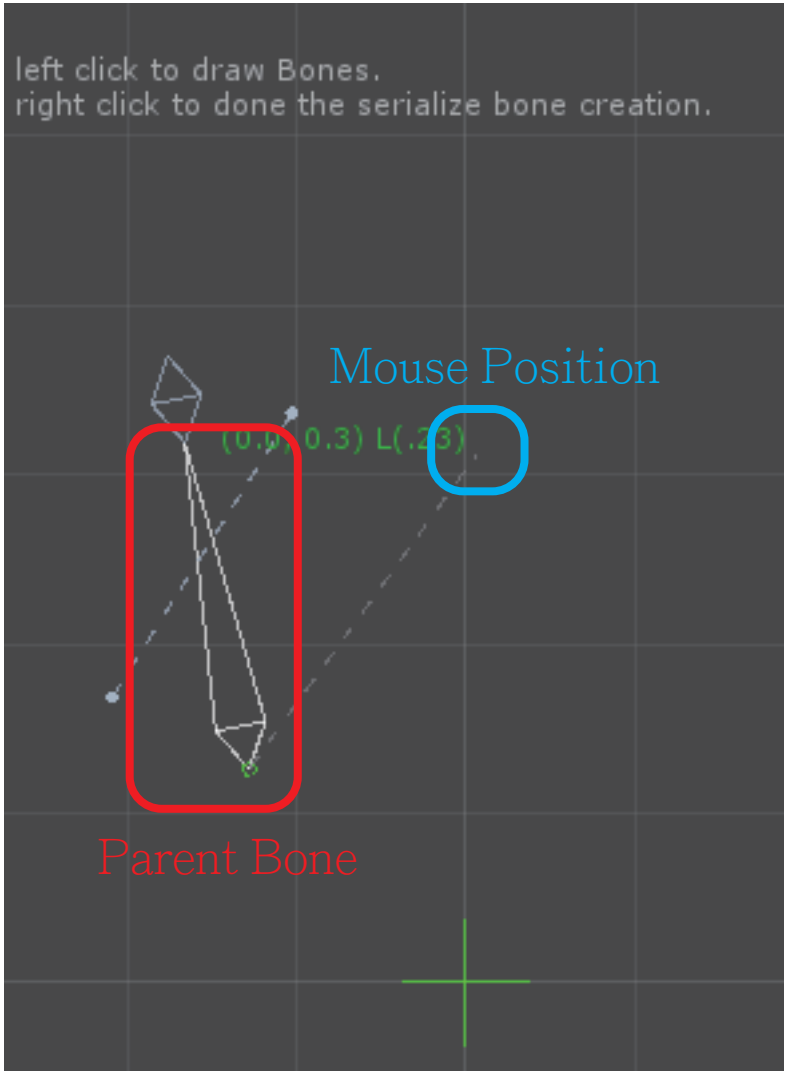


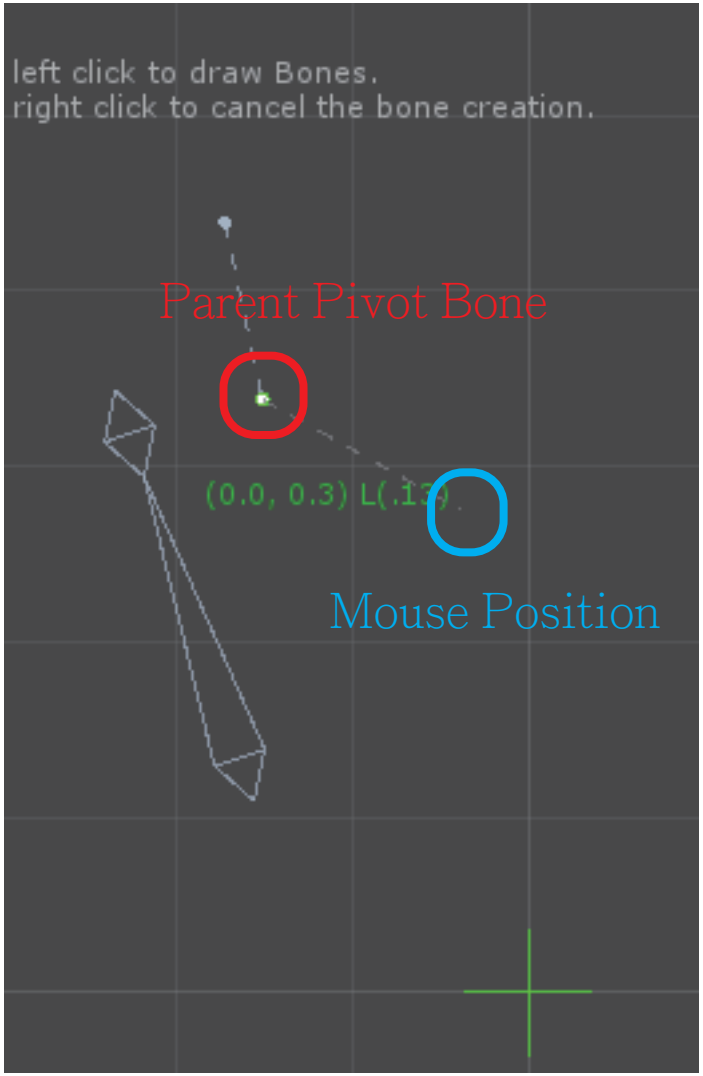
Skeleton - Bone - PivotBone



left click to create a pivot bone then moving out to create next one.

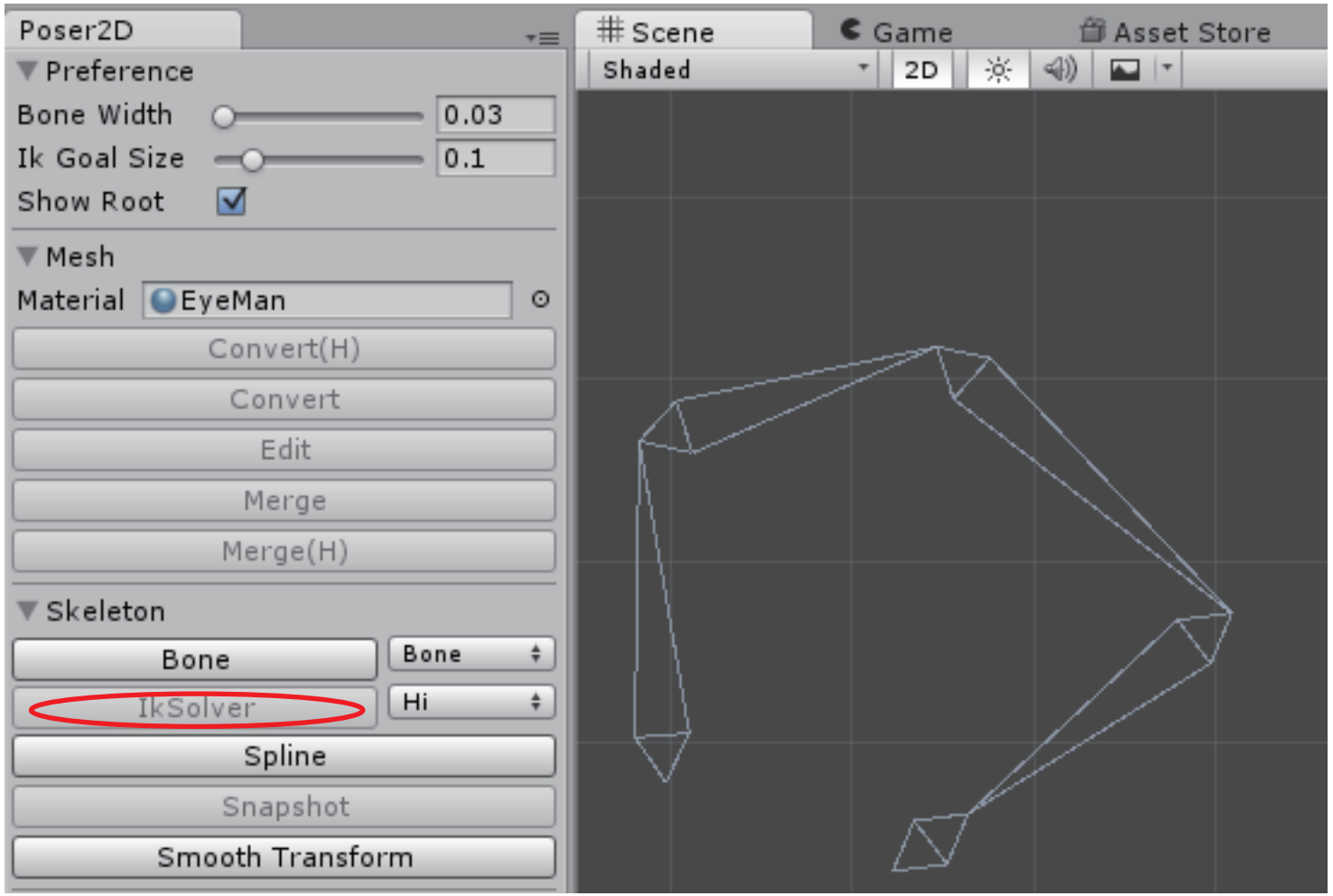
Skeleton - Bone - PivotBone - PickParent





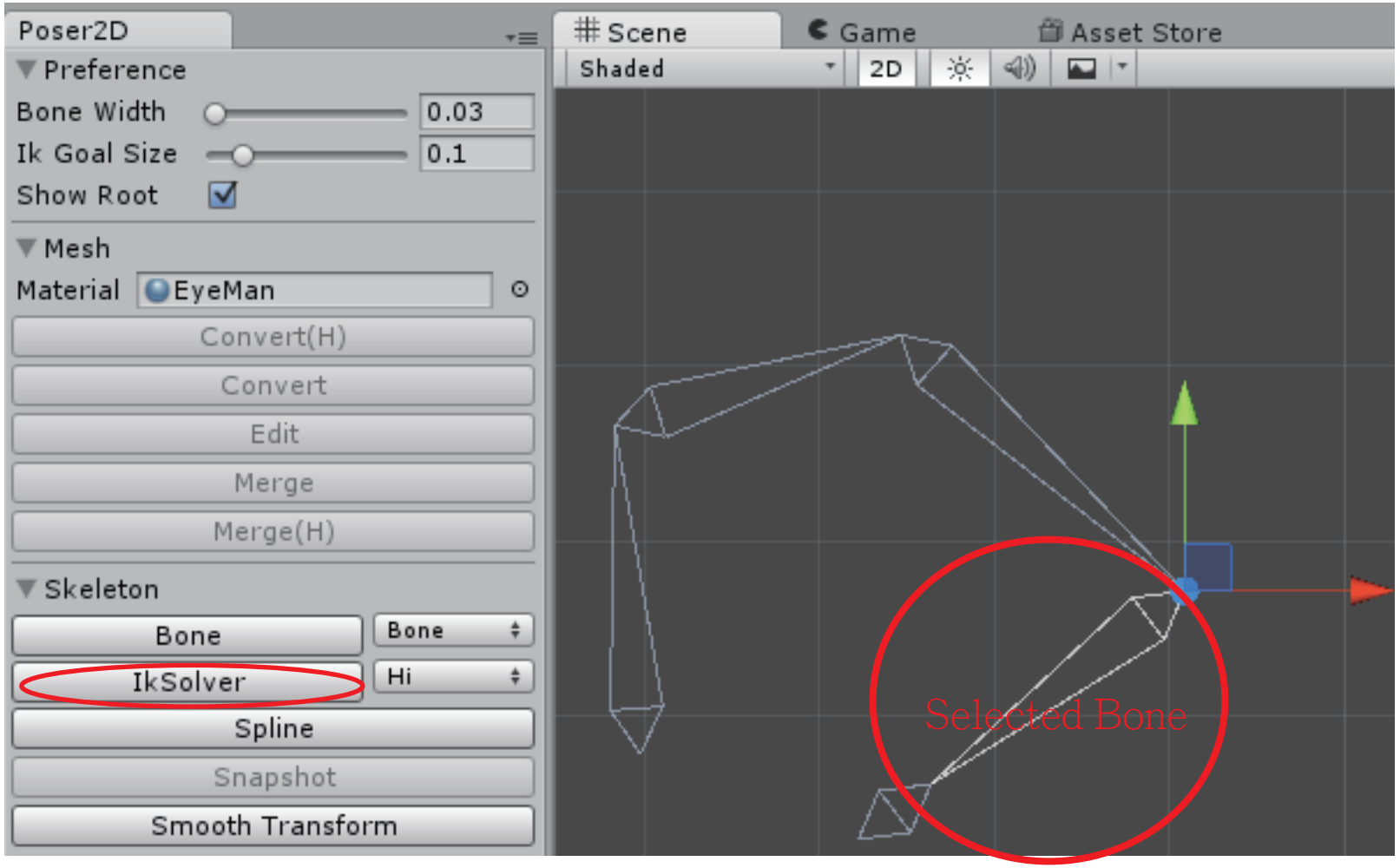
Skeleton - IkSolver - Unactive

select a Bone to active IkSolver button



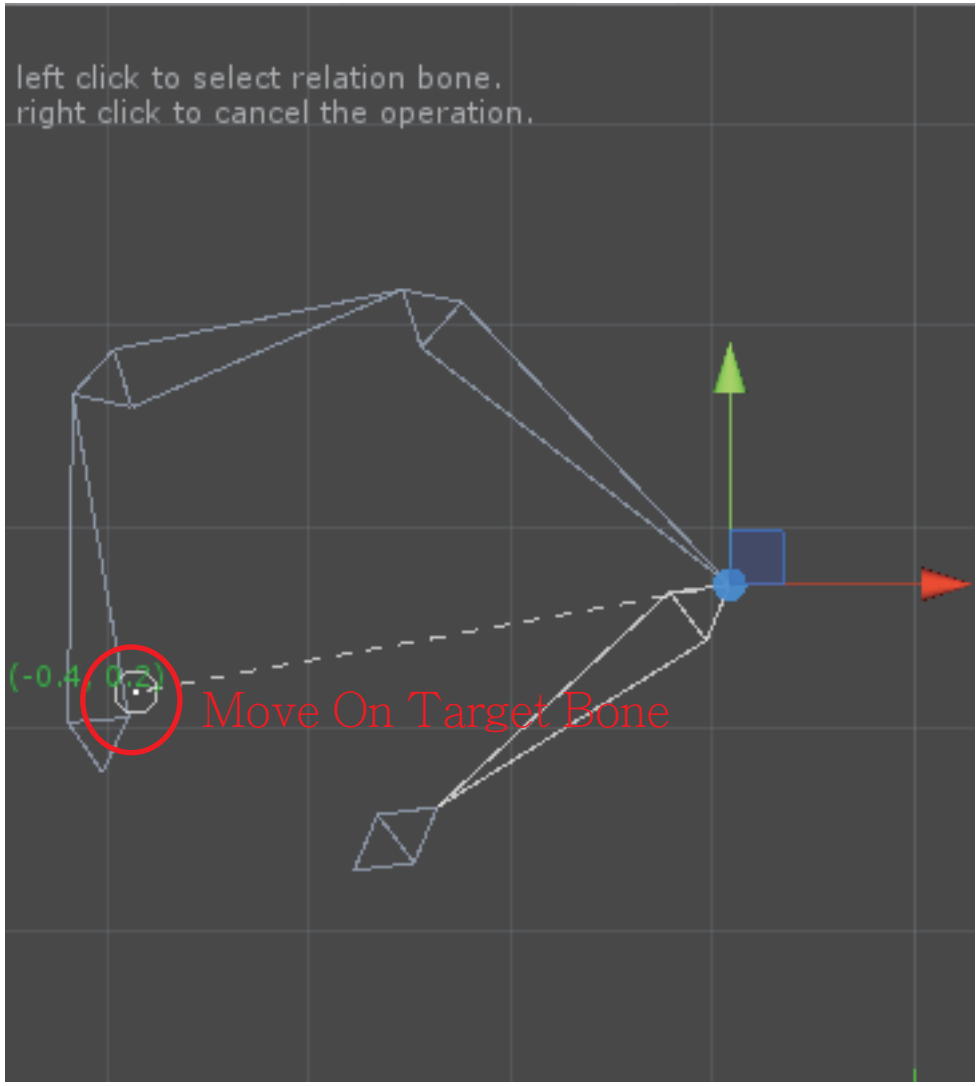
Skeleton - IkSolver - Active

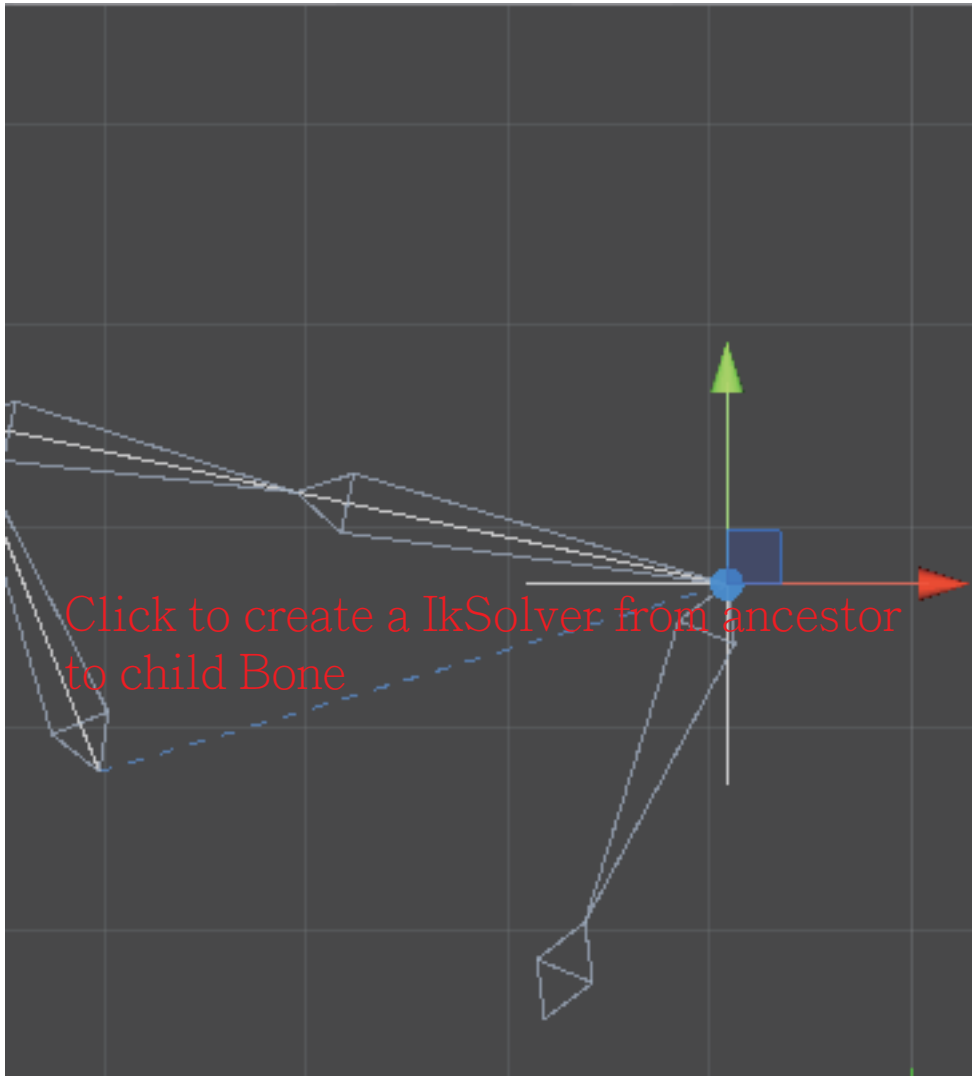
Click IkSolver button to create a IkSolver.



Skeleton - IkSolver - Creation

IkSolver Limb is only from ancestor to child bone with max 2 levels

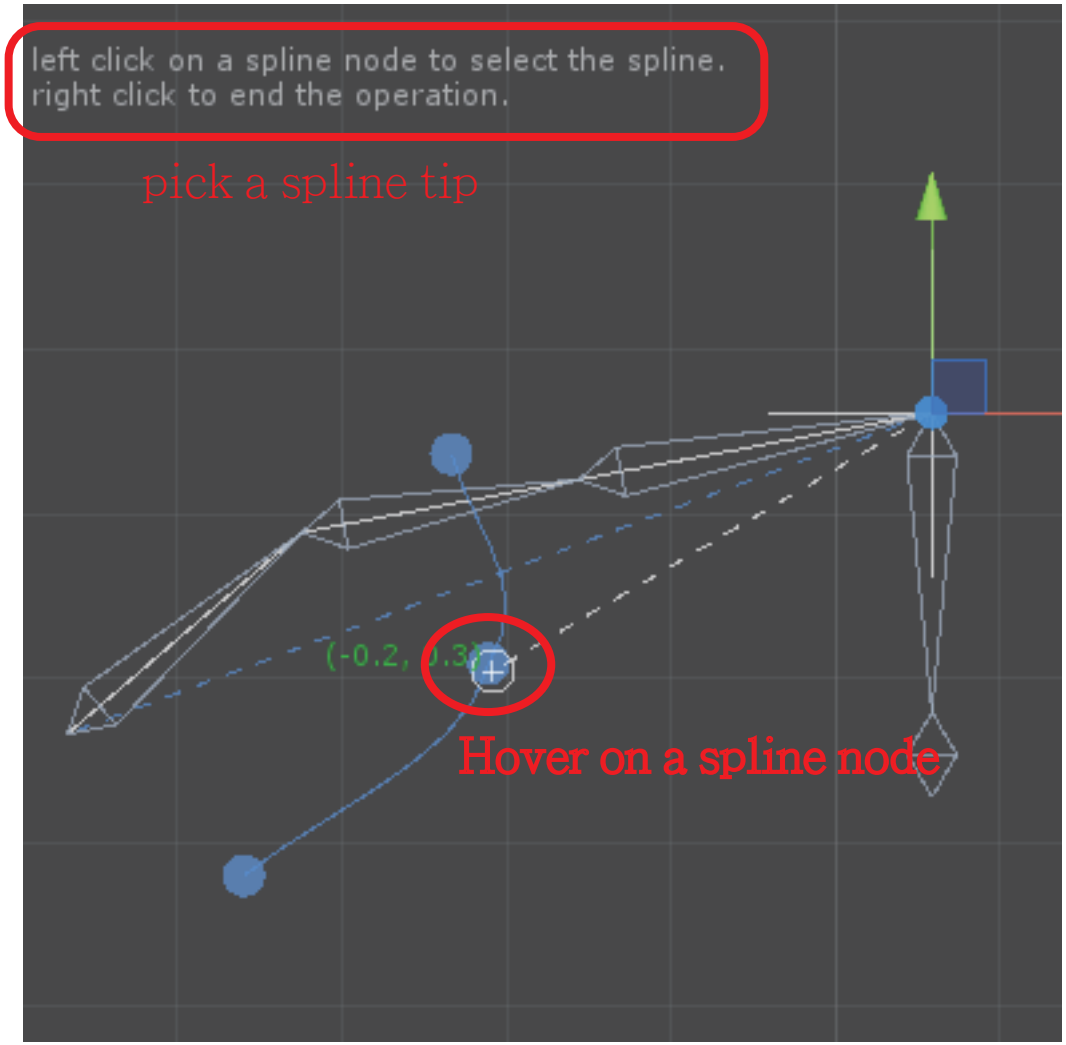




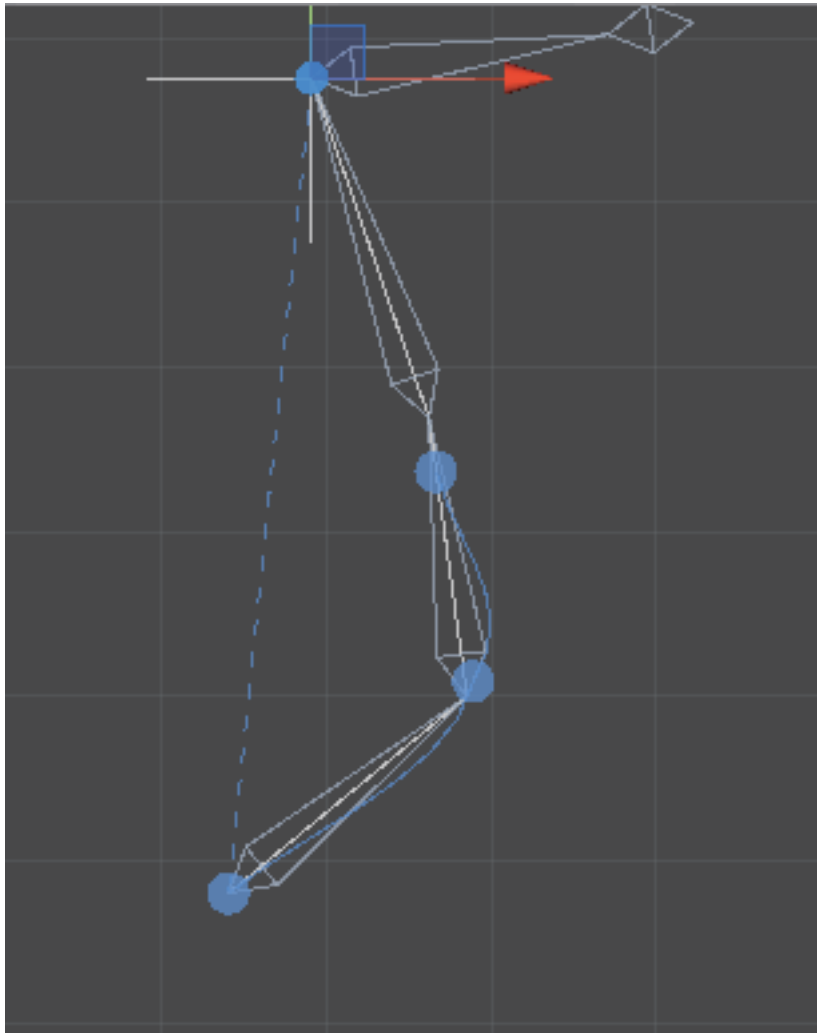
Skeleton - IkSolver - Creation - Spline

after created IkSolverSpline, you could assign a spline to IkSolverSpline

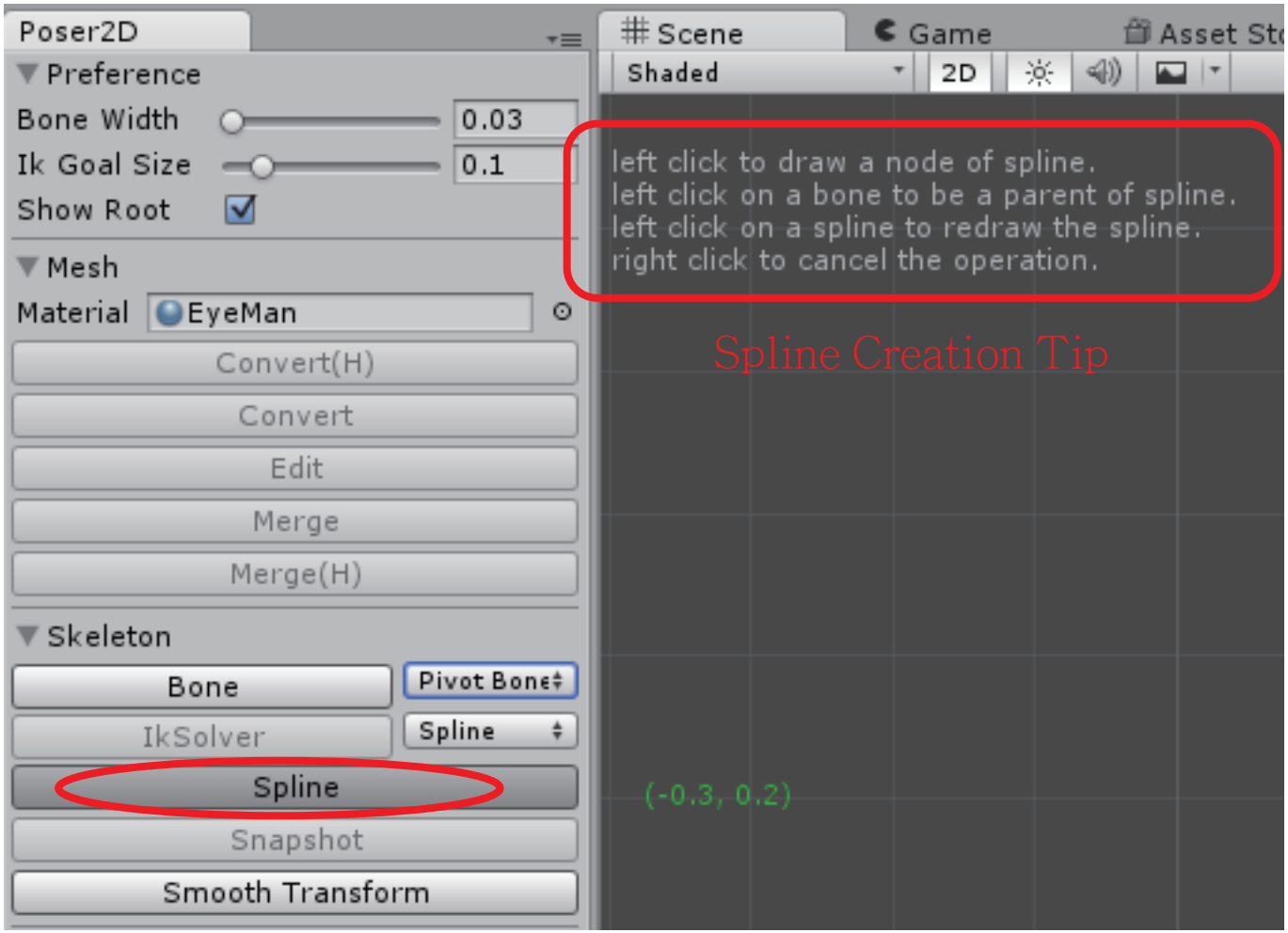
before left click on the spline node



after left click on the spline node



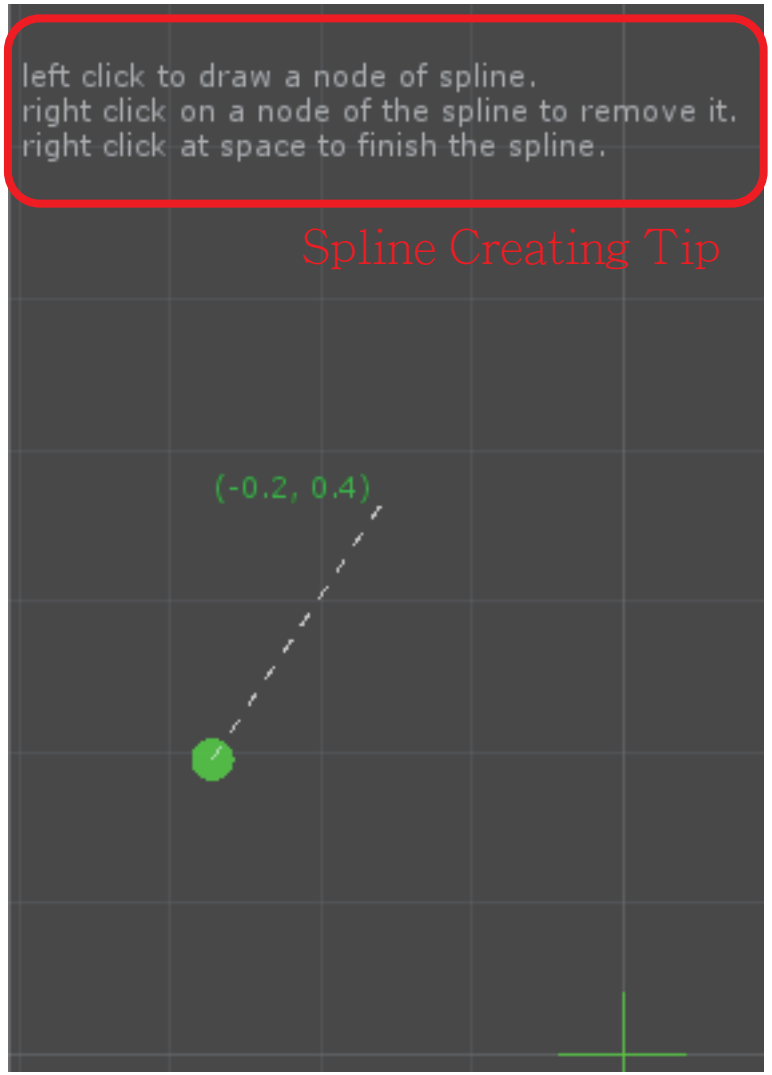
Skeleton - Spline - Creation



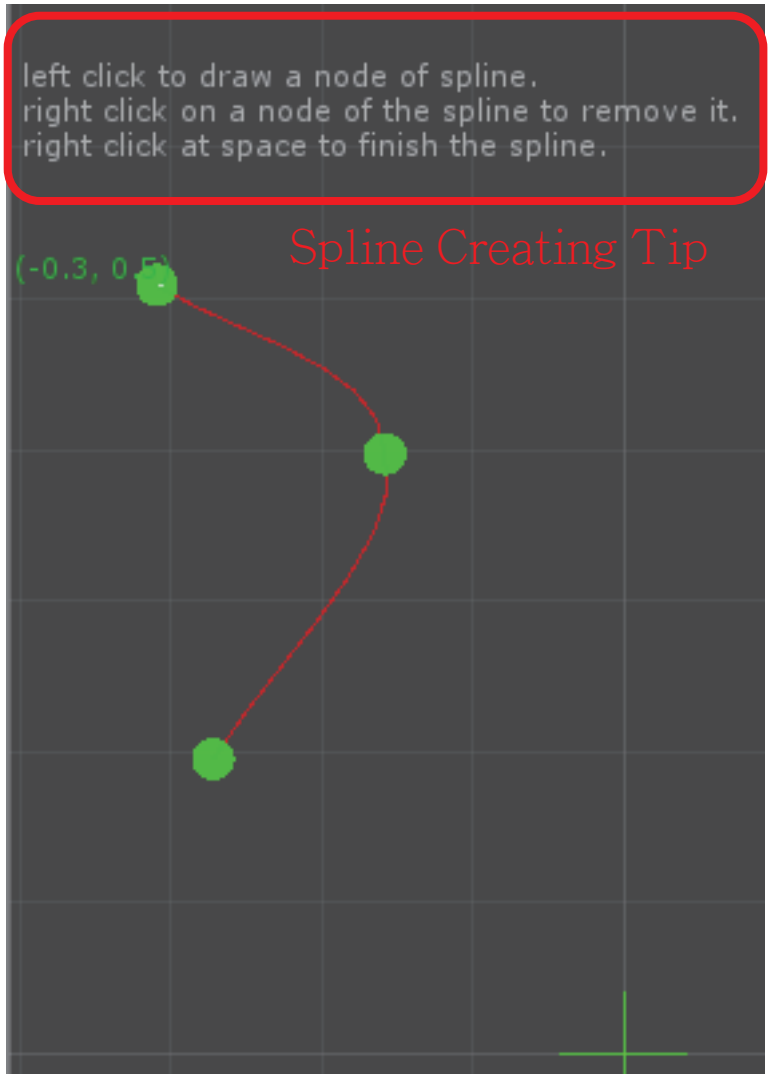
Skeleton - Spline - Creation

Step1: left click and move mouse
Step2: left click and move mouse
Step3: right click at space to finish

Step1

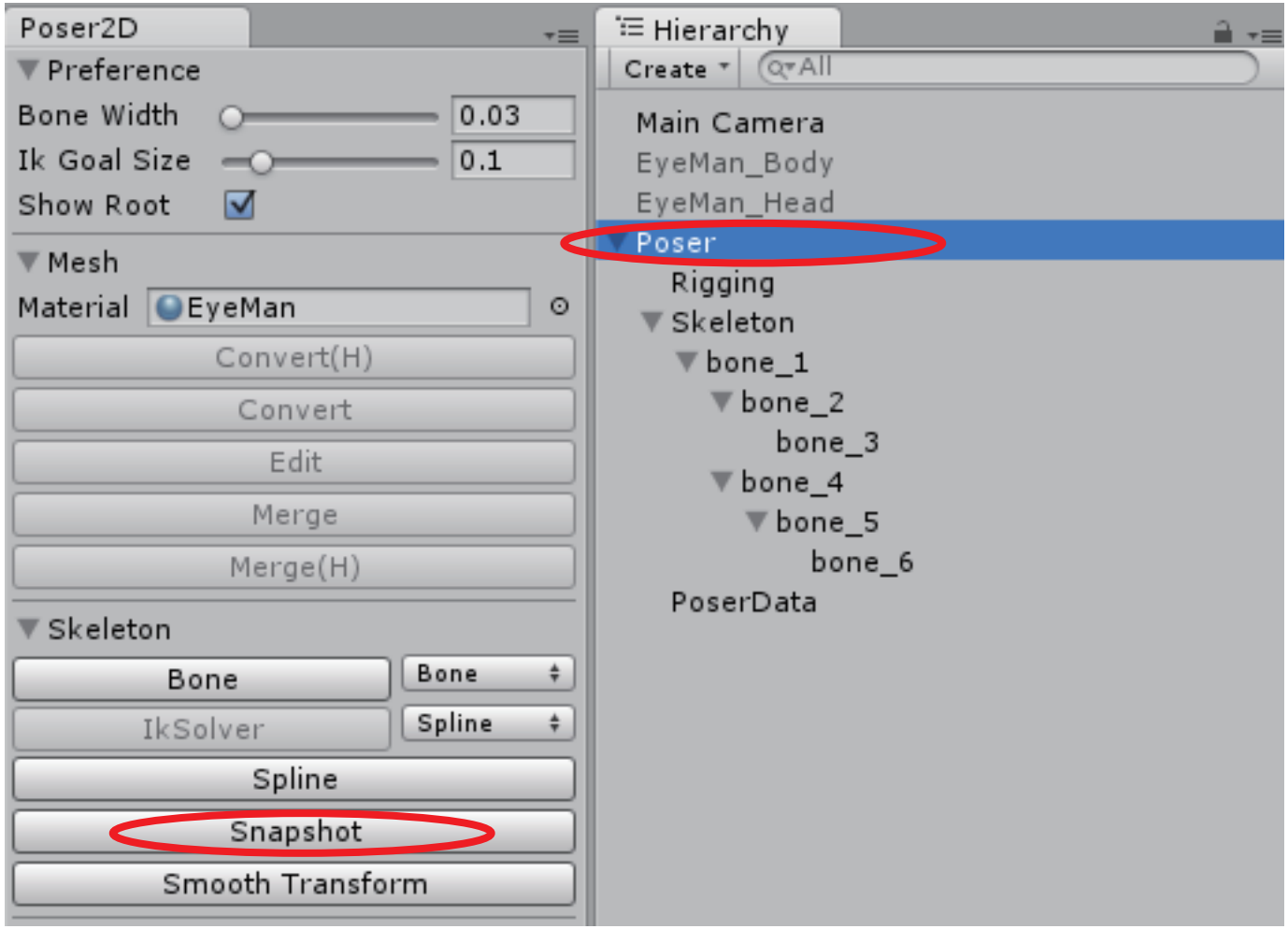


Step2



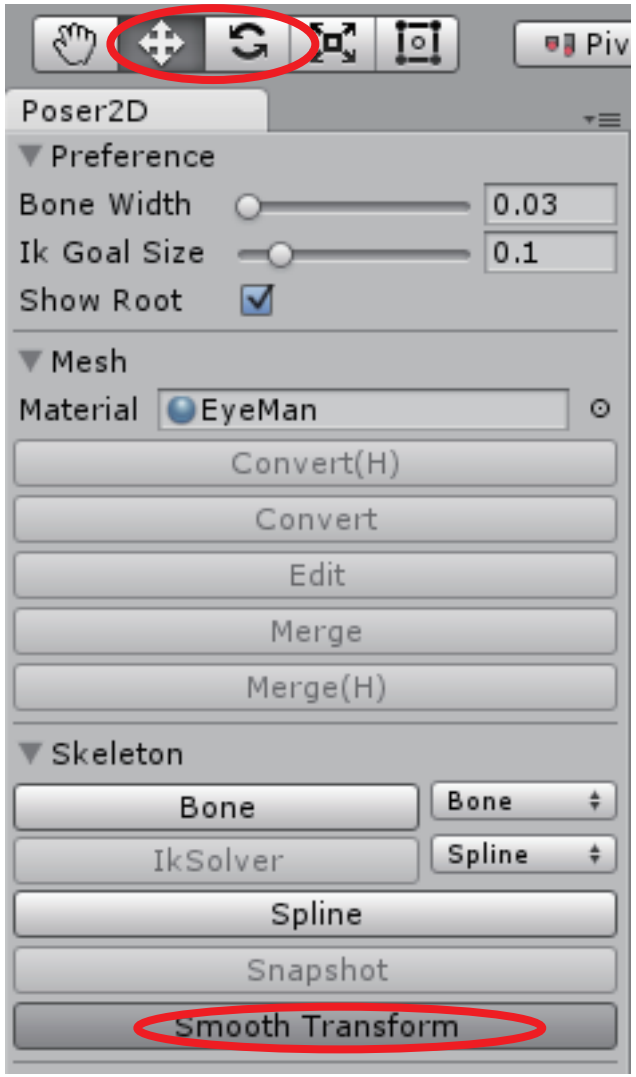
Skeleton - Snapshot

active button
select a Poser.
click it to open snapshot window



Skeleton - SmoothTransform

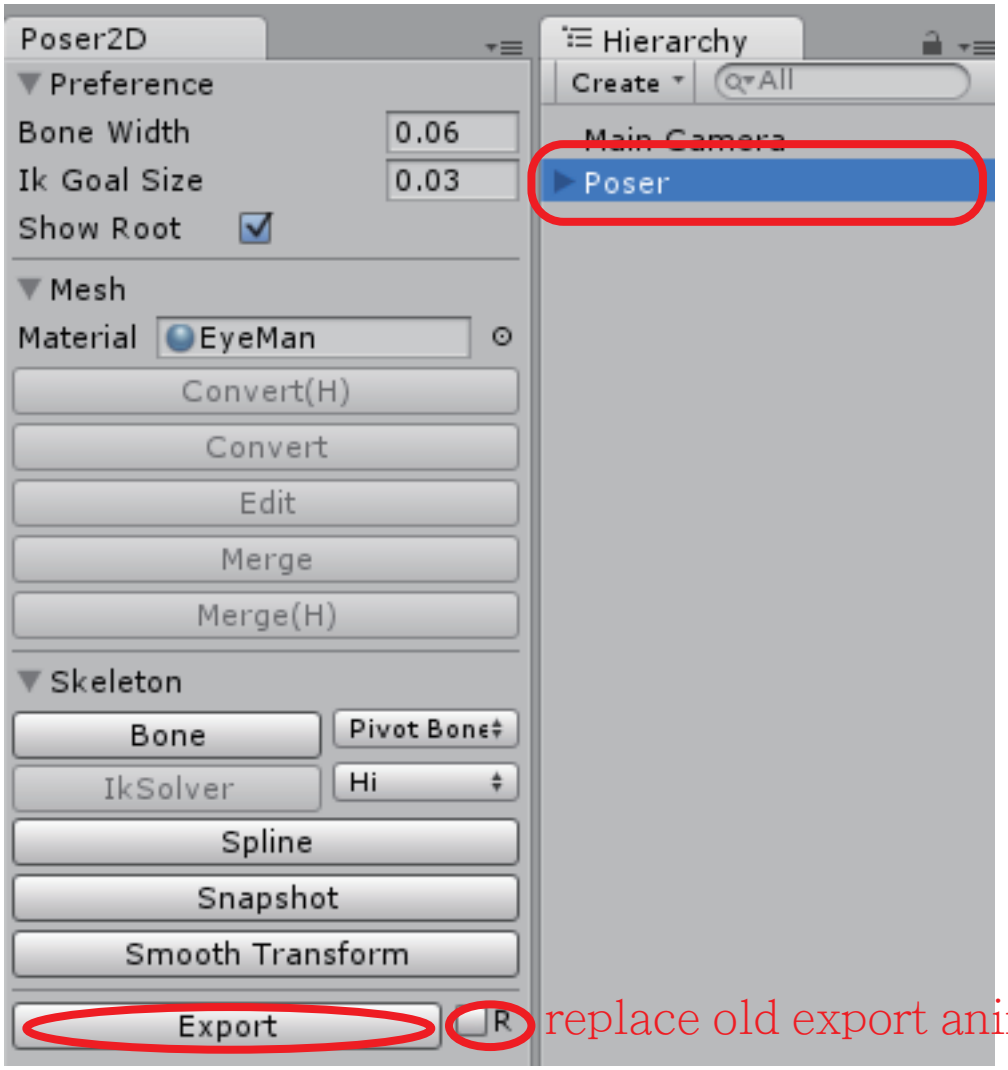
smooth transform mode can use move and rotation in tools.
let Bone move smooth to influence his parent Bone.
it is only effect in the last selected transform.



Export

active button:
the poser of the last selection

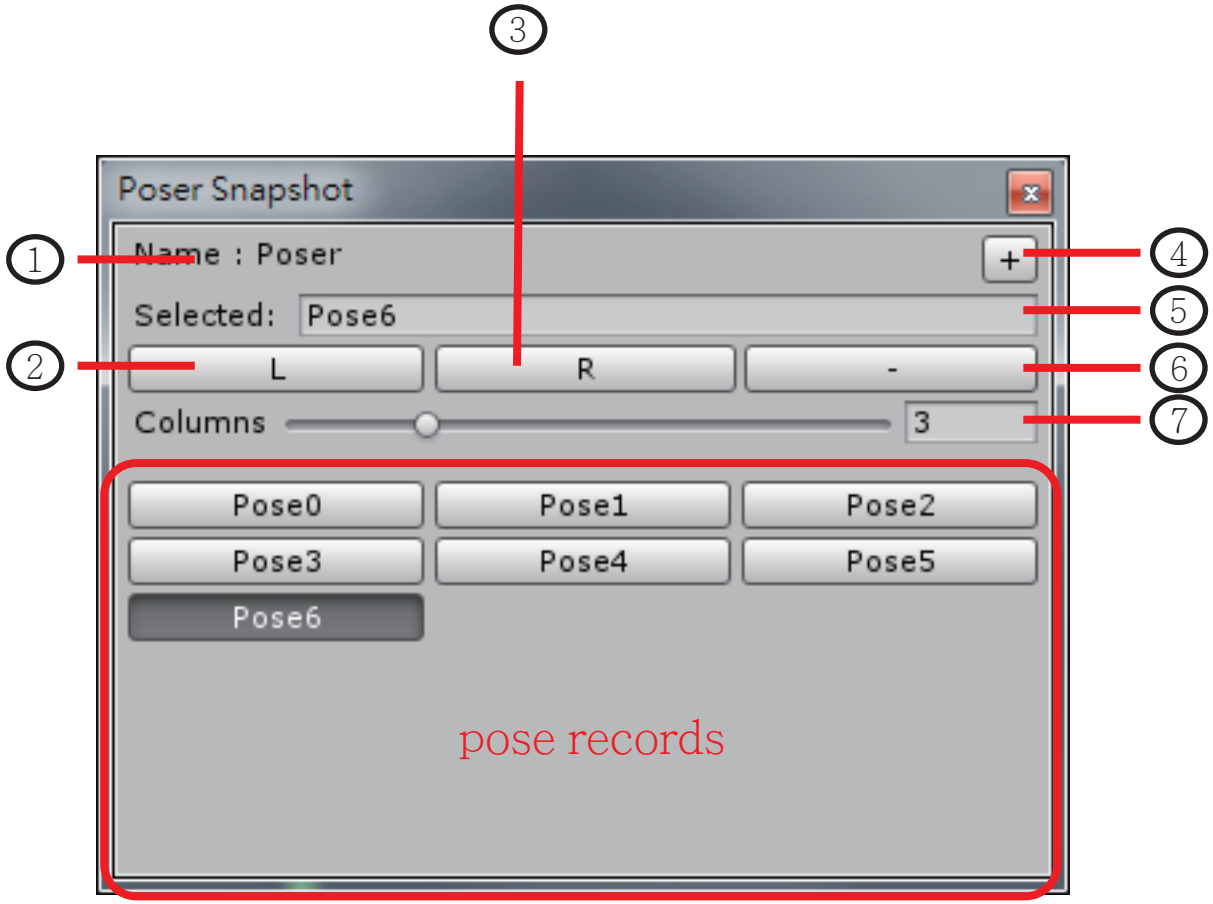
click button:
create a prefab from the poser and export all anmations (strip all edit data) in the same folder



replace old export animations

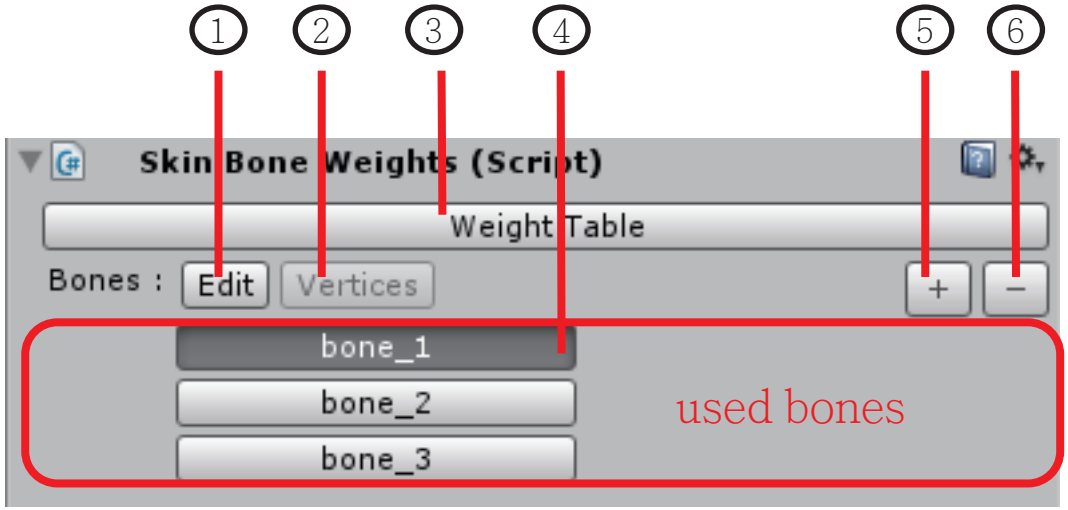
Snapshot Window

1 - name of the selected Poser
2 - load the selected pose recrod
3 - reset the selected pose record
4 - add new pose record
5 - name of the selected pose record
6 - remove the selected pose record
7 - column number of pose recrods



SkinBoneWeights

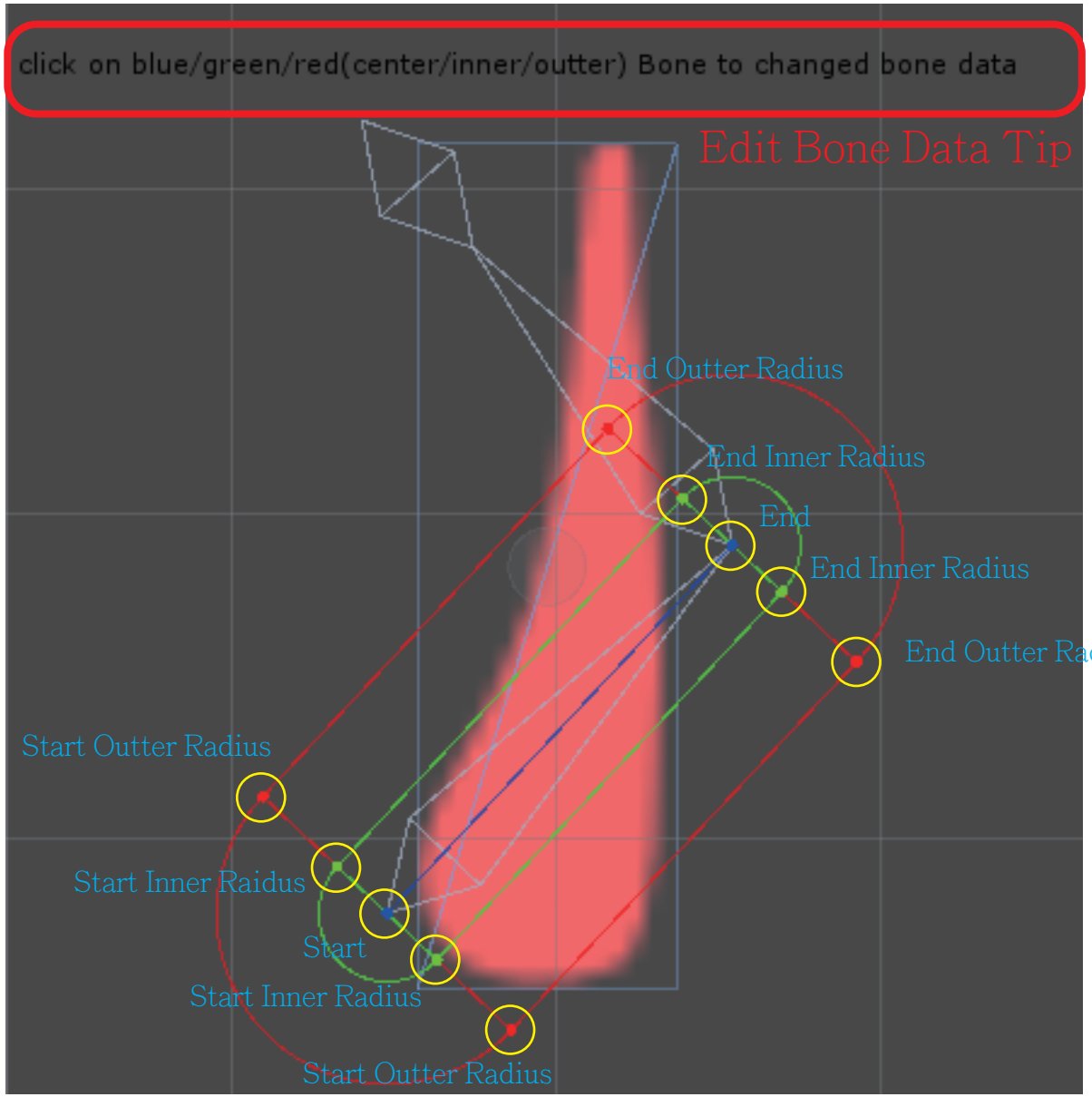
1 - edit bone data button
2 - show vertices button (relation with selected bone)
3 - open bone weight table
4 - selected bone for edit
5 - open bone picker window
6 - remove selected bone

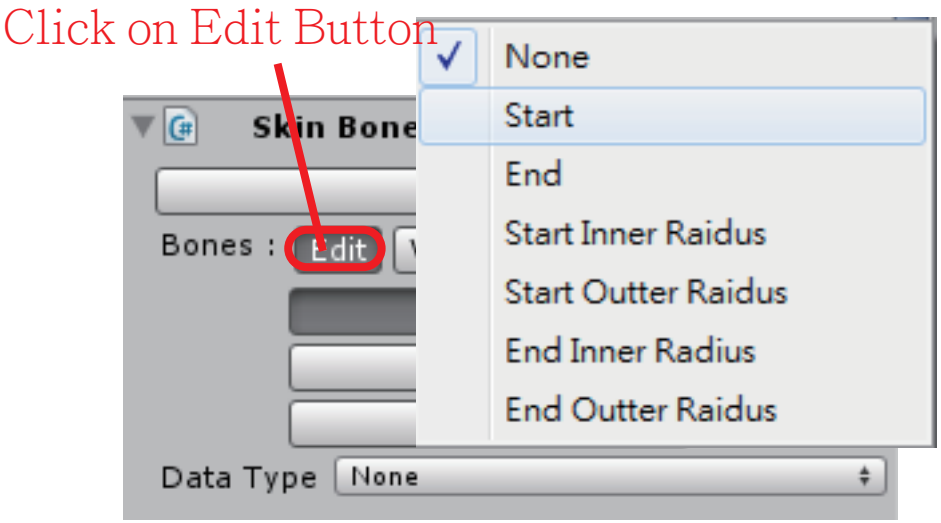


SkinBoneWeights - Edit Bone Data

click on yellow circle to select data type to change.

Bone Data Type:
1 - Start
2 - End
3 - Start Inner Radius
4 - Start Outter Radius
5 - End Inner Radius
6 - End Outter Radius

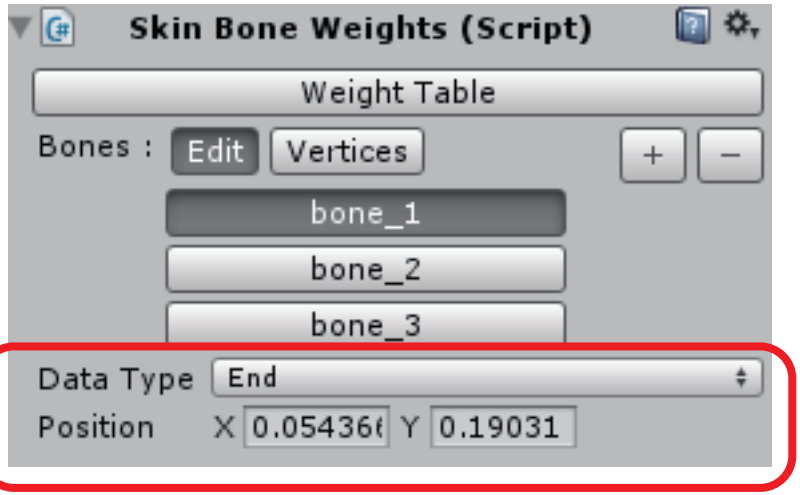


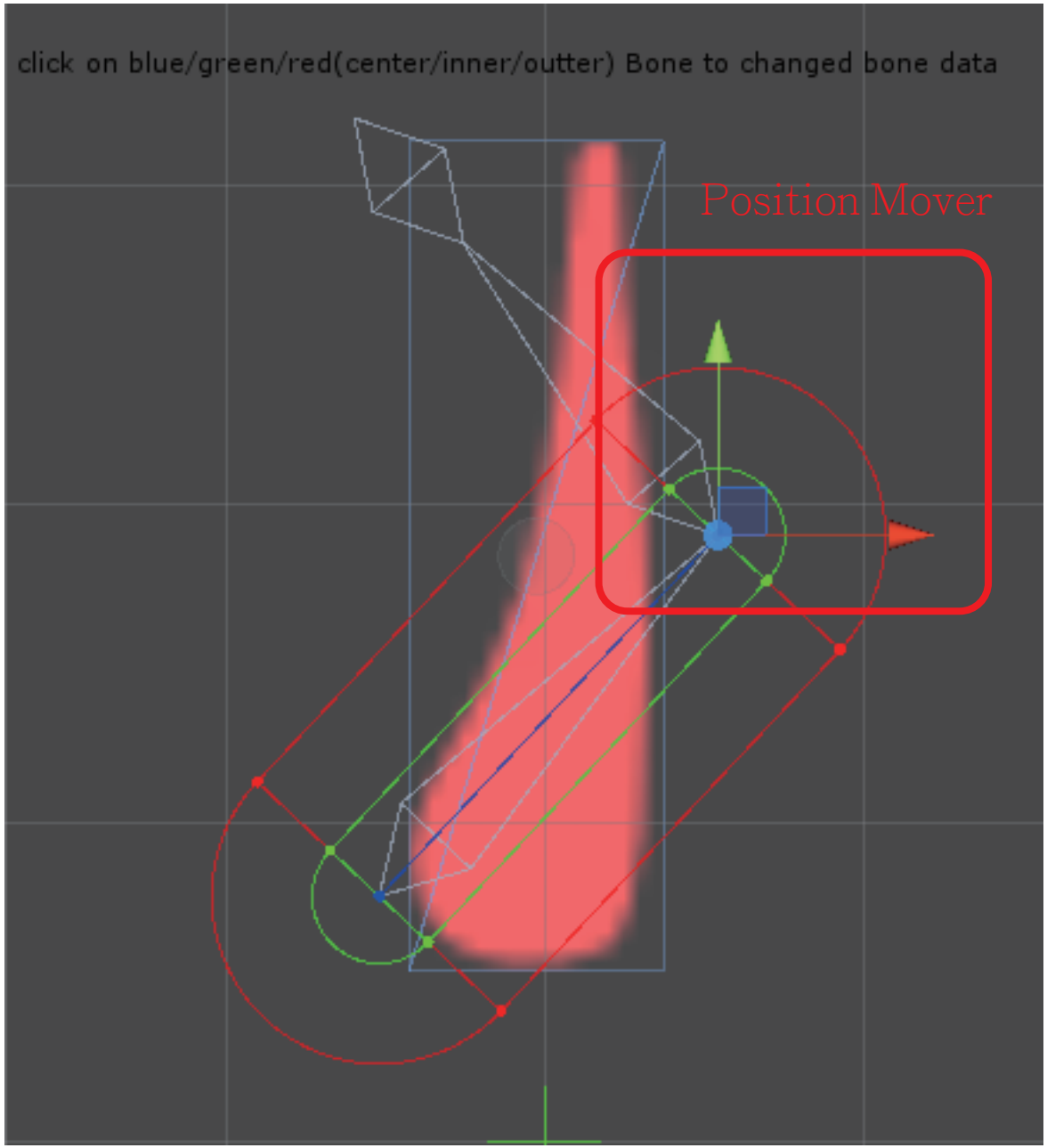


SkinBoneWeights - Edit BoneData - Start / End

Start
End

drag Position mover to move position
or modify position value in inspector



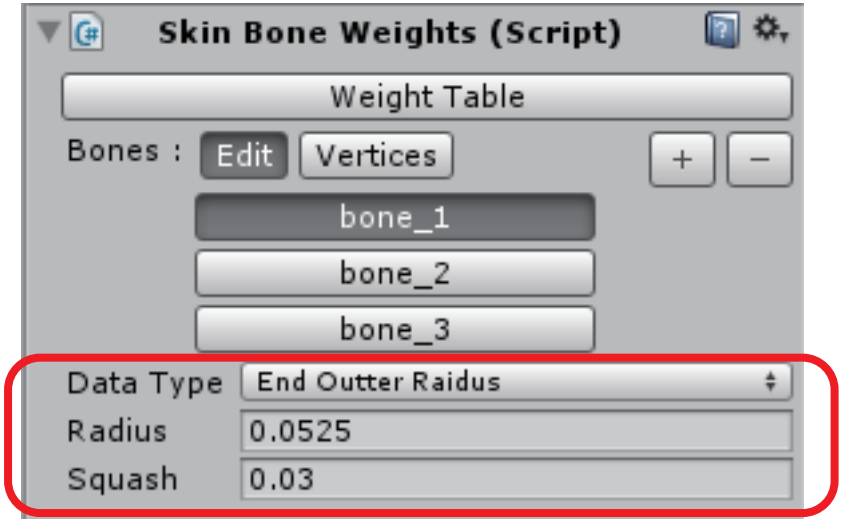


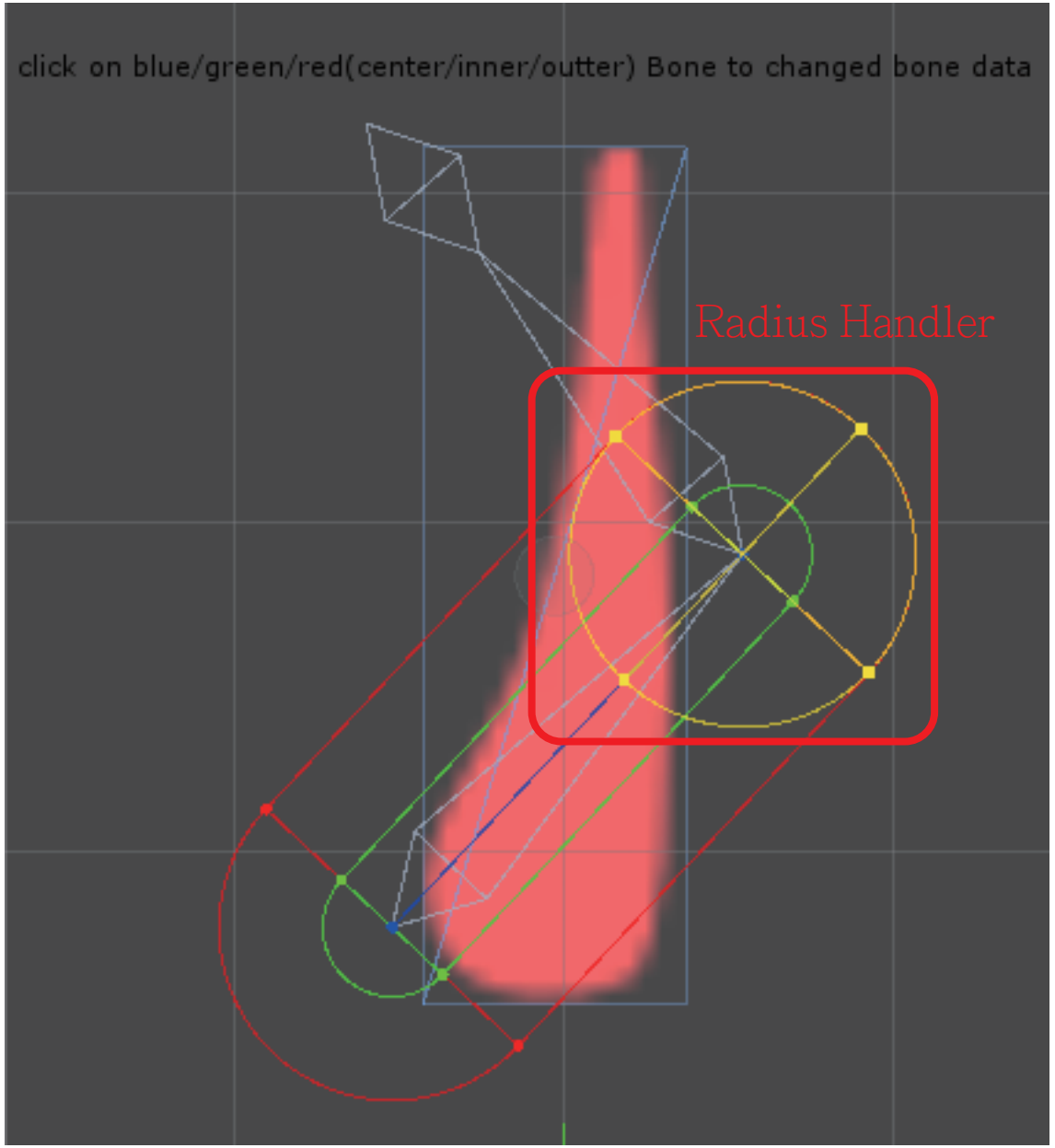
SkinBoneWeights - Edit BoneData - Radius

Start Inner Radius
Start Outter Radius
End Inner Radius
End Outter Radius

drag Radius Handler to change radius
or modify radius value in inspector

squash to push radius value when inner and outter too closed

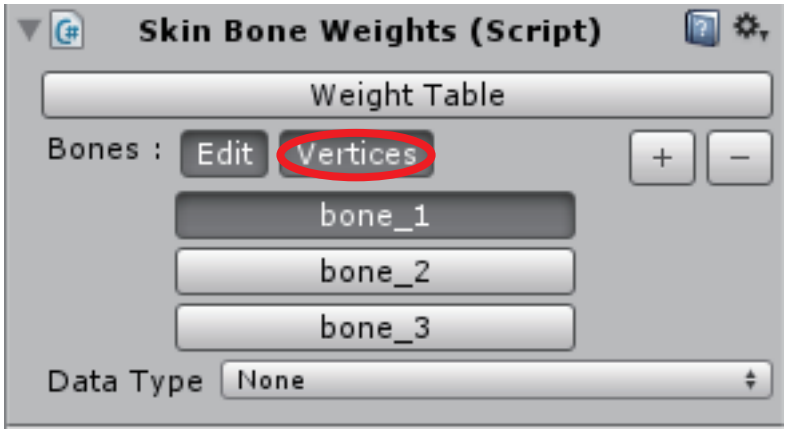


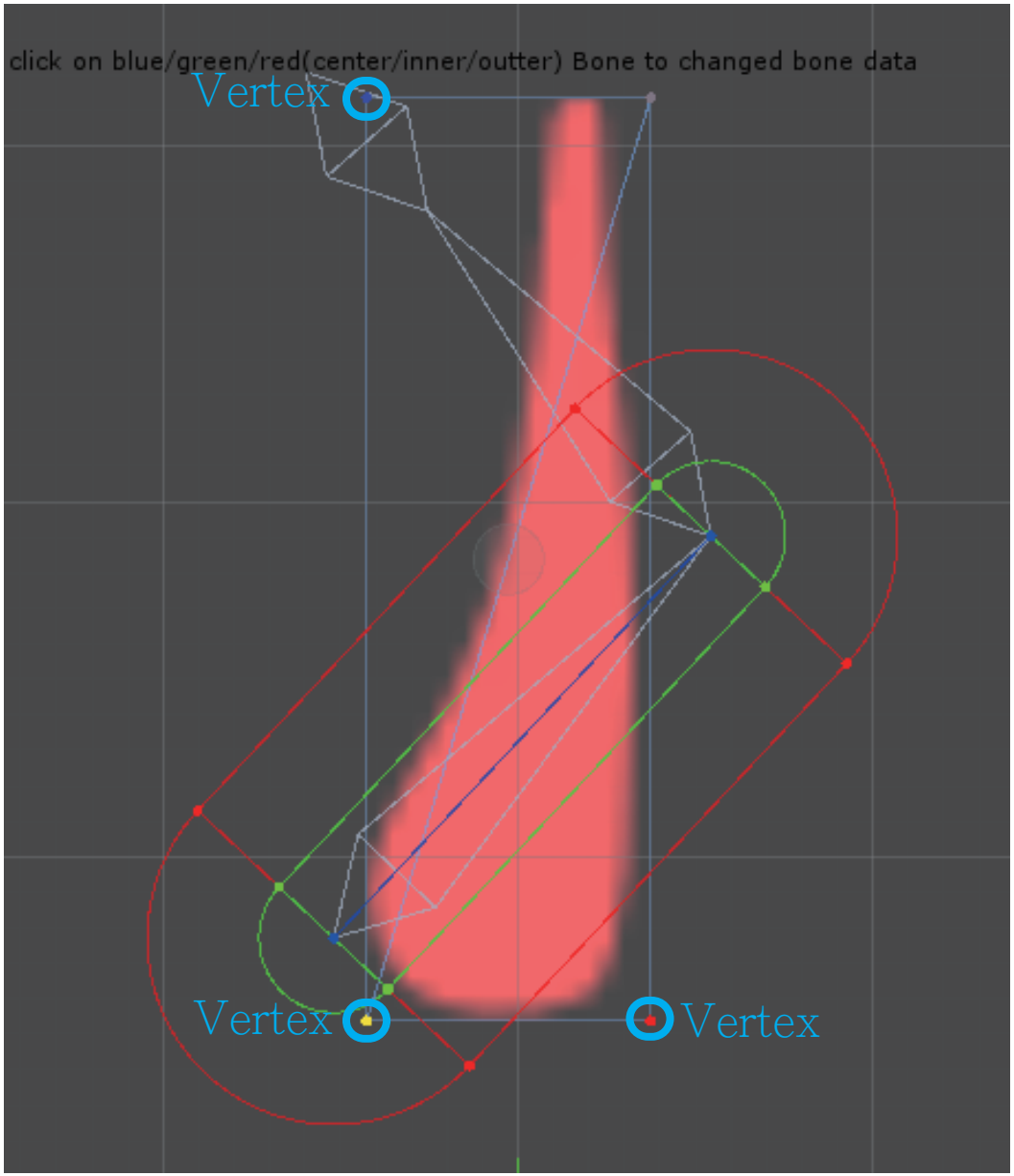


SkinBoneWeights - EditBoneData - Vertices

click on Vertices Button to show vertices of relation of the selected bone

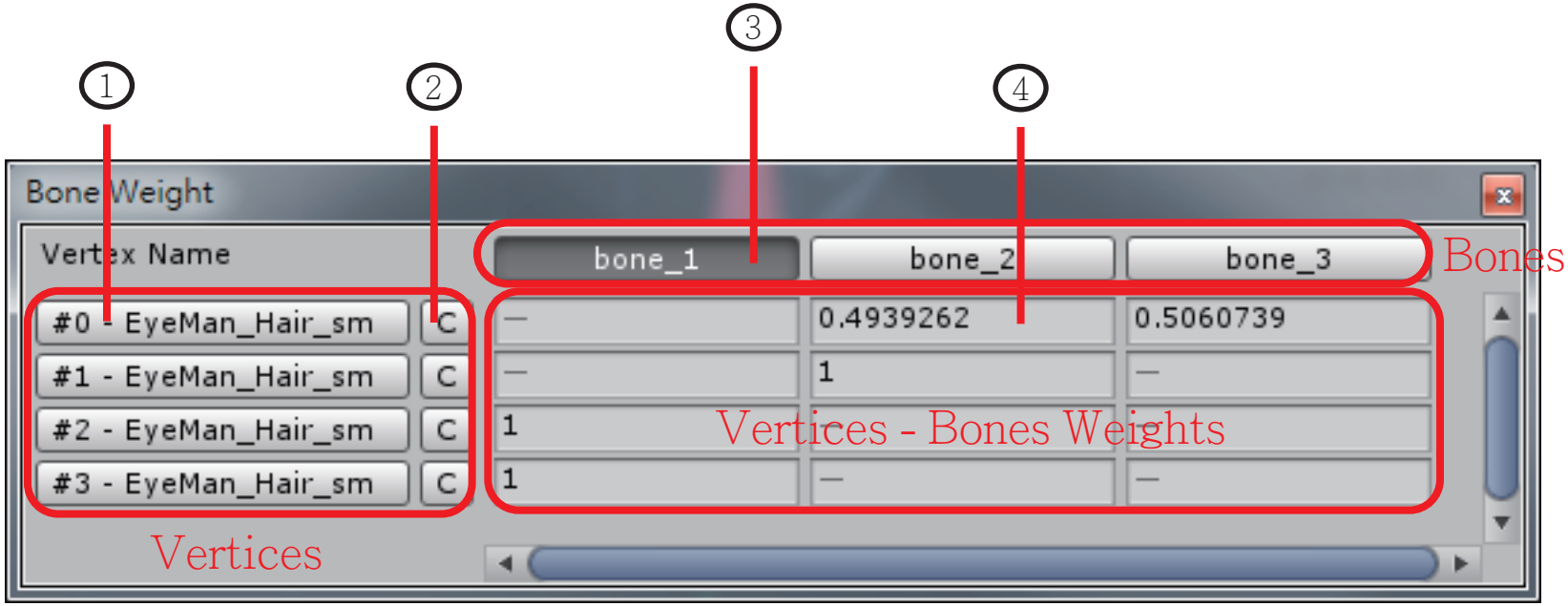
Weight Color of Vertex





SkinBoneWeights - Bone Weight Table

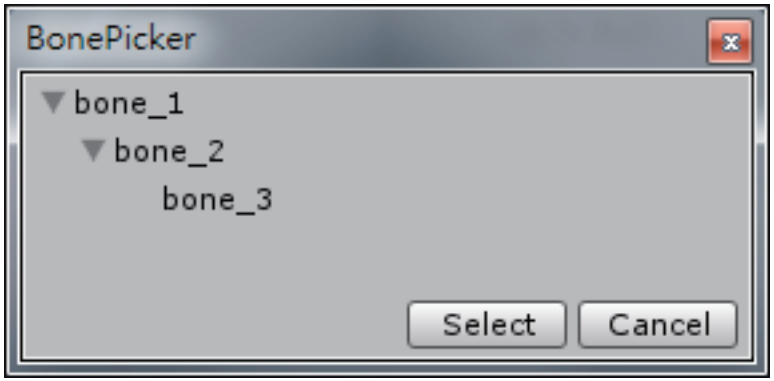
1 - vertex toggle, pressed will be displayed when editing bone data in SkinBoneWeights
2 - weight custom toggle, pressed will not auto updated bone weight of the vertex when changed bone data (add bone or remove bone will auto untoggle).
3 - bone mutex toggle, pressed will changed the selected bone in SkinBoneWeights.
4 - weight of the column bone and the row vertex



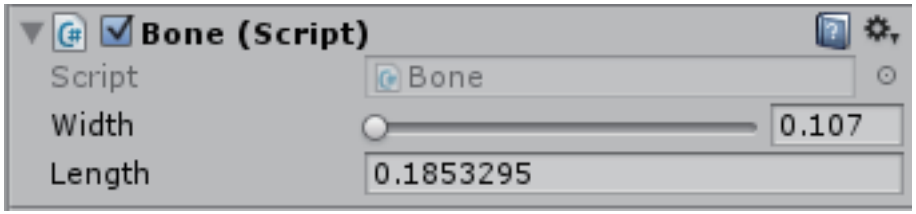
SkinBoneWeights - Bone Picker

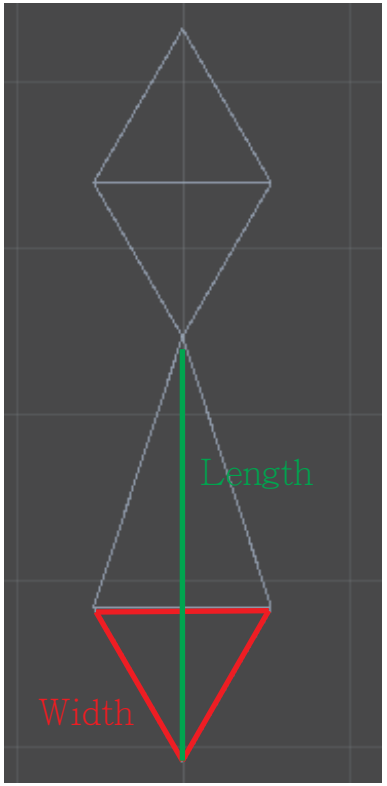
left click to select a bone.
ctrl + left click to add a selected bone.
shift + left click to select bones from last selected bone to click bone.

click Select button to add selected bones to SkinBoneWeights.
click Cancel to cancel this operation.



Bone

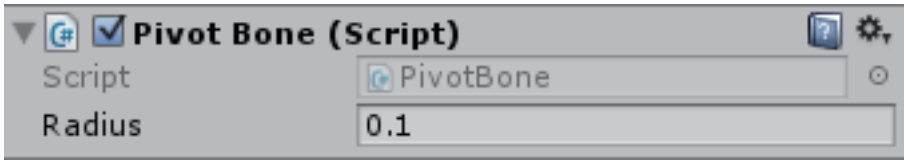




Width : used when bind bones to mesh to initial bone data.

Length : used when bind bones to mesh to initial bone data
or caculate position for creating a child bone

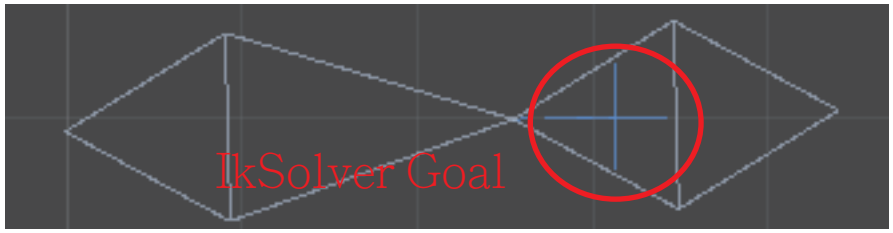
Pivot Bone

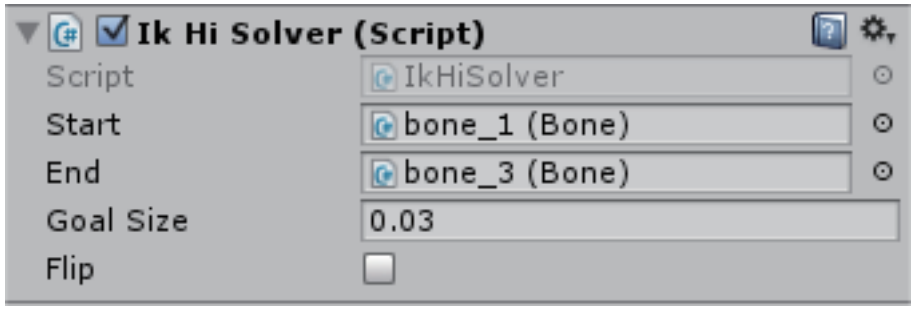


Radius : used when bind bones to mesh to initial bone data.

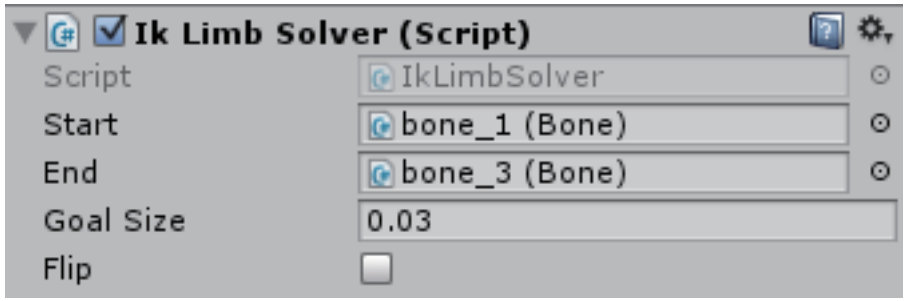
bone data is in SkinBoneWeights for caculation of bone weight of vertex

IkHiSolver, IkLimbSolver

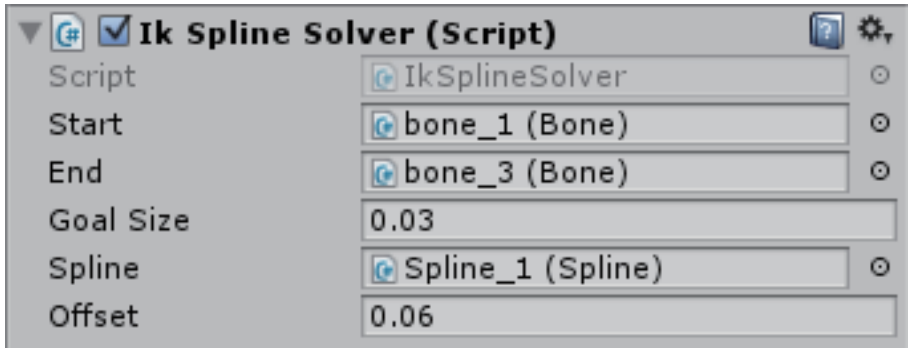




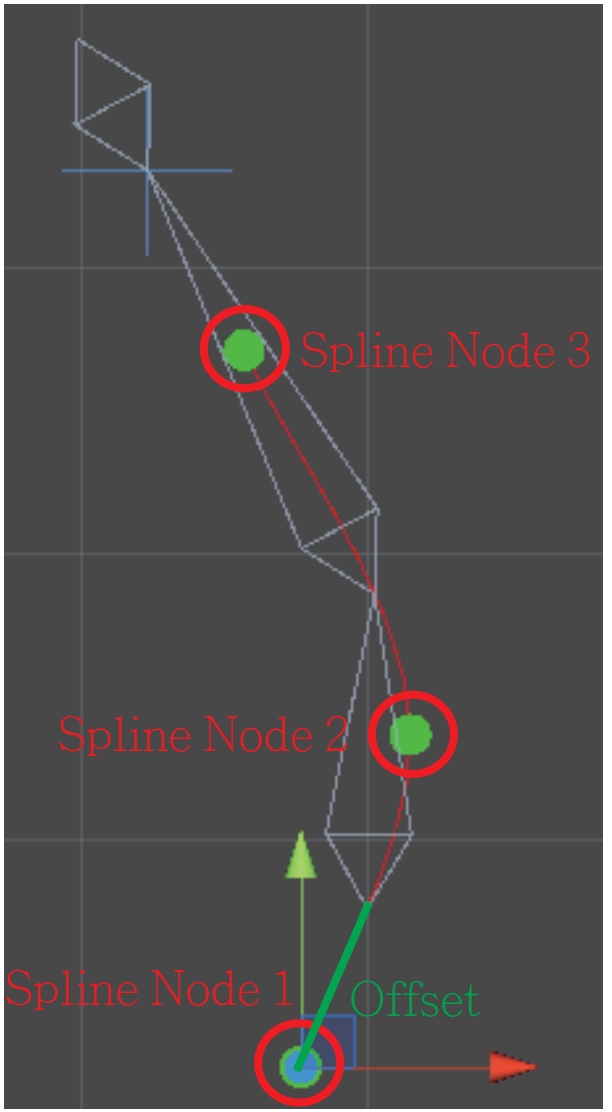
Start : first ancestor Bone node
End : last posterity Bone node
Goal Size : size of visual IkSolver for pick
Flip : flip caculation of IkSolver



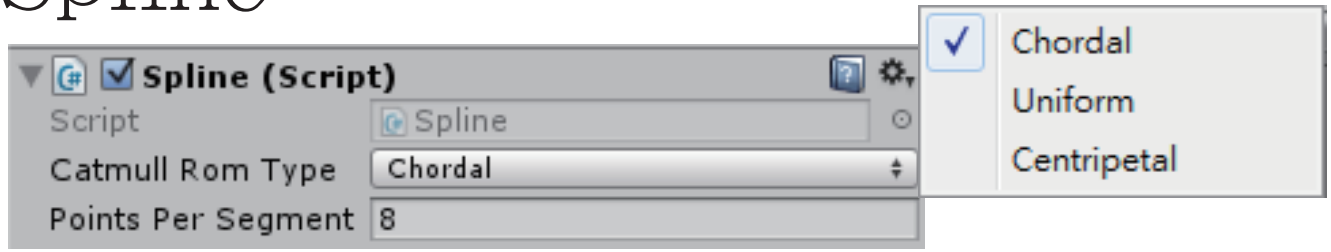
IkSplineSolver



Start, End, Goal Size are same as IkHiSolver
Spline : used spline for IkSplineSolver
Offset : distance to Spline Node1



Spline



Catmull Rom Type : caculation type for curve of spline(show difference at next page)

Points Per Segmenet : points amount between 2 nodes of spline

Catmull Rom Type

http://www.cemyuksel.com/research/catmullrom_param/catmullrom.pdf
url is more detail about Catmull Rom Type