

## ***Appendix D:*** ***Spherical Falloff Zones***

A reference table of locations of spherical falloff zones  
for parts of Poser 3's nude male figure.

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Anyone who's delved into the mysteries of joint parameters or spherical falloff zones has shared the frustration of being unable to open more than one file at one time—and thereby being unable to compare settings with other figures. More frustrating are editing tools that allow only a small window into the mechanics behind its figures—and only one part at a time.

Until now. For the first time all values of all parts of Poser's nude male model are open for direct analysis and comparison. For the first time Poser users now have a white paper and reference guide to the inner workings of their favorite figures.

# Spherical Falloff Zones

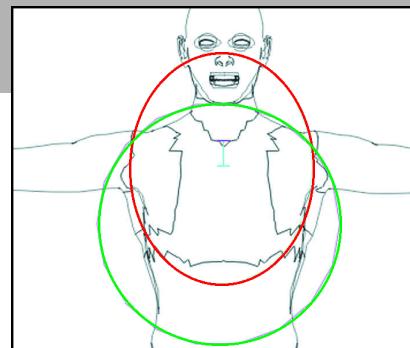
Two zones may define which parts of the figure are affected by changes in a joint. An inner zone defines parts 100% affected, while the outer zone defines those completely unaffected. The area between the two zones defines where the effects of the change are blended, from 100% to 0%, from inner to outer.

Intuitively, inner zones not entirely contained within outer zones should have disastrous effects. Yet most of Poser's default SFZs significantly overlap. I have been unable to determine from these images any strict rules for their application.

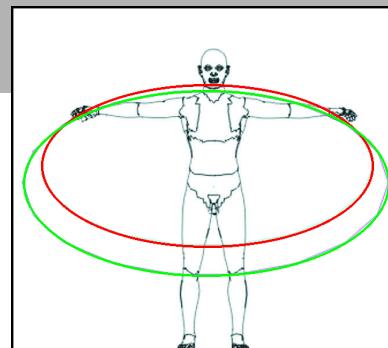
SFZs may only be manipulated with the figure editing tools and cannot be entered numerically. No other JP seems to affect their size or placement.

Not all joints have SFZs. Following are all SFZs in the default male nude, viewed from the front, right and top cameras. SFZs for the right limbs have been omitted and may be inferred from the left limbs. SFZs for the female and child may also be inferred.

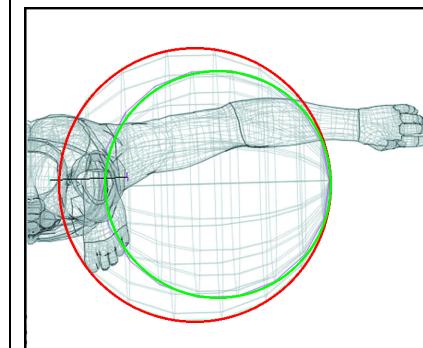
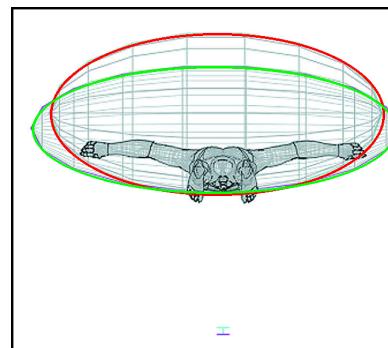
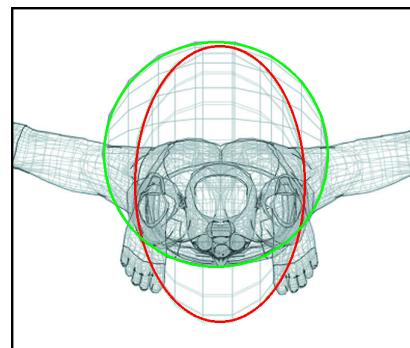
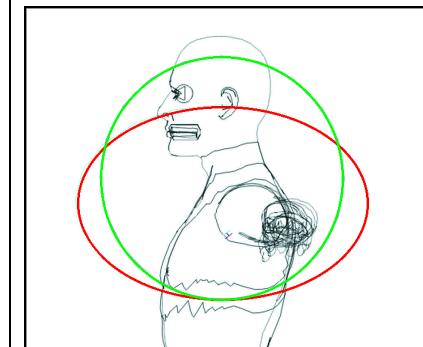
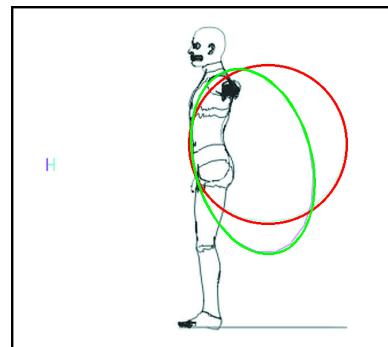
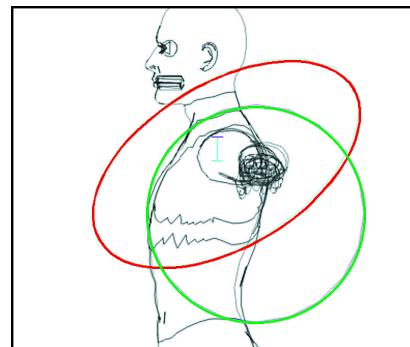
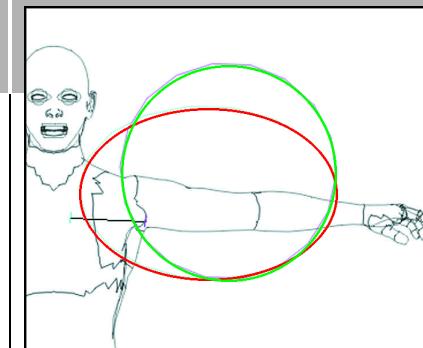
Head: Neck Scale Y



Hip: Genital Scale Z

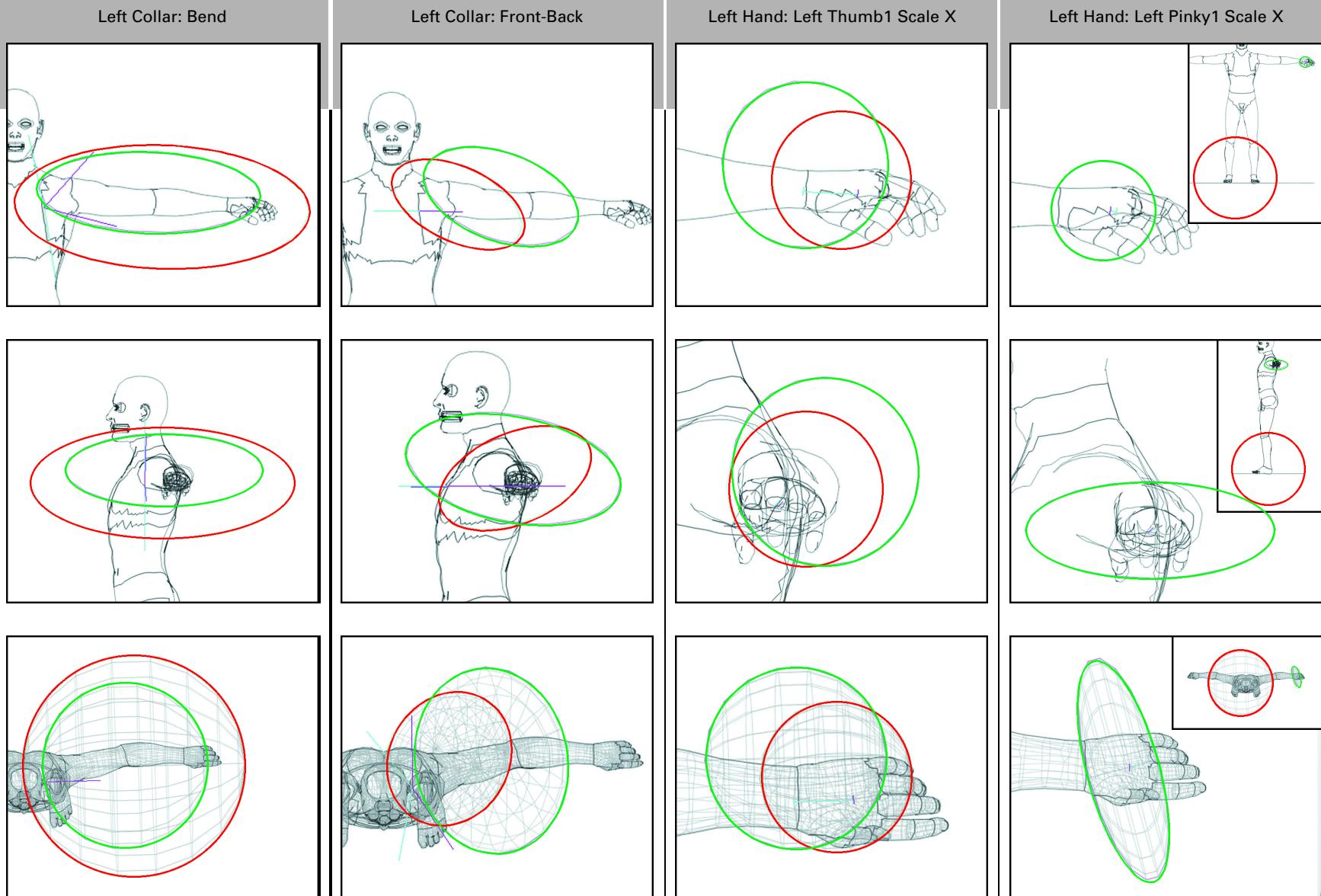


Left Collar: Twist



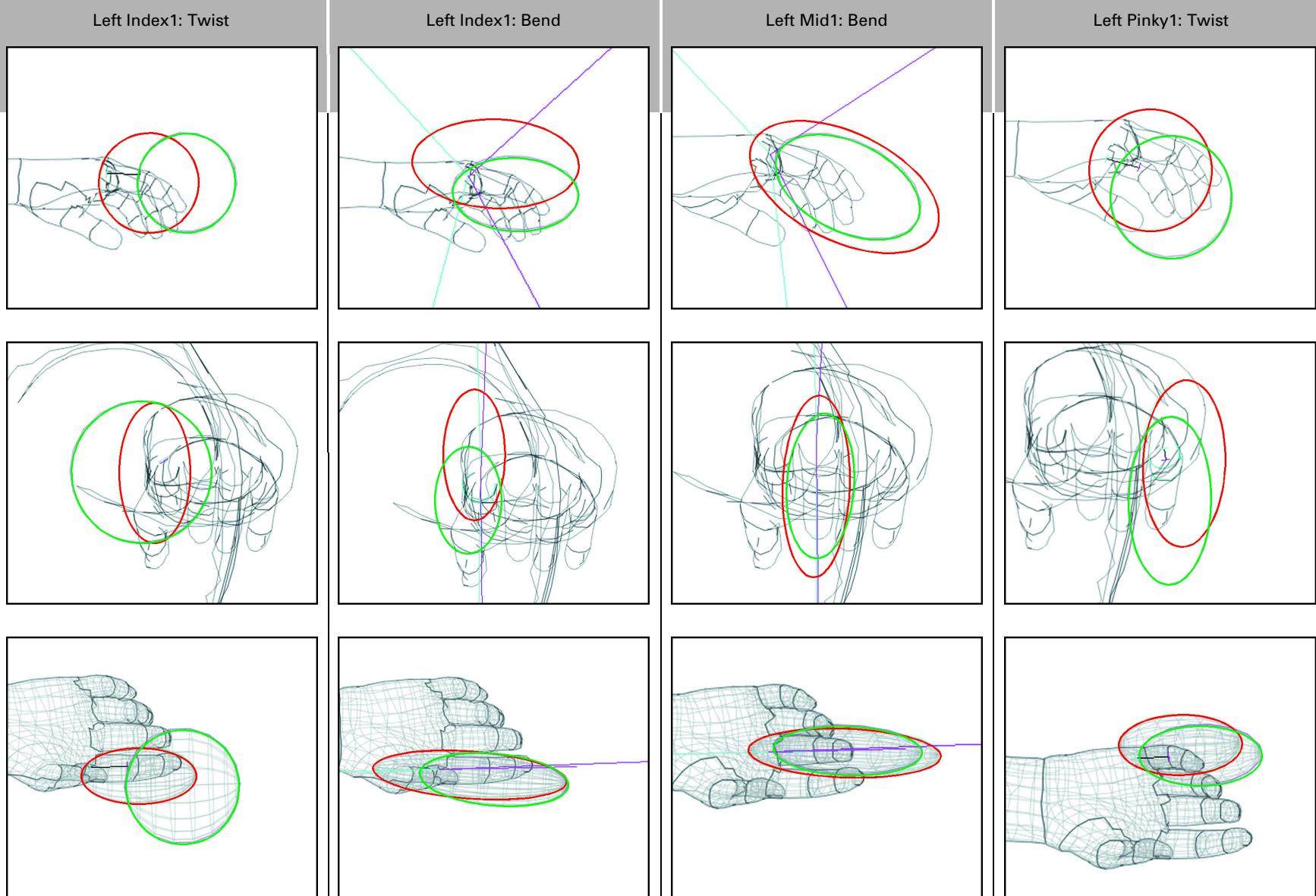
○ = inner zone; ○ = outer zone

To match images, set display modes to outline, background color to white and foreground color to black.



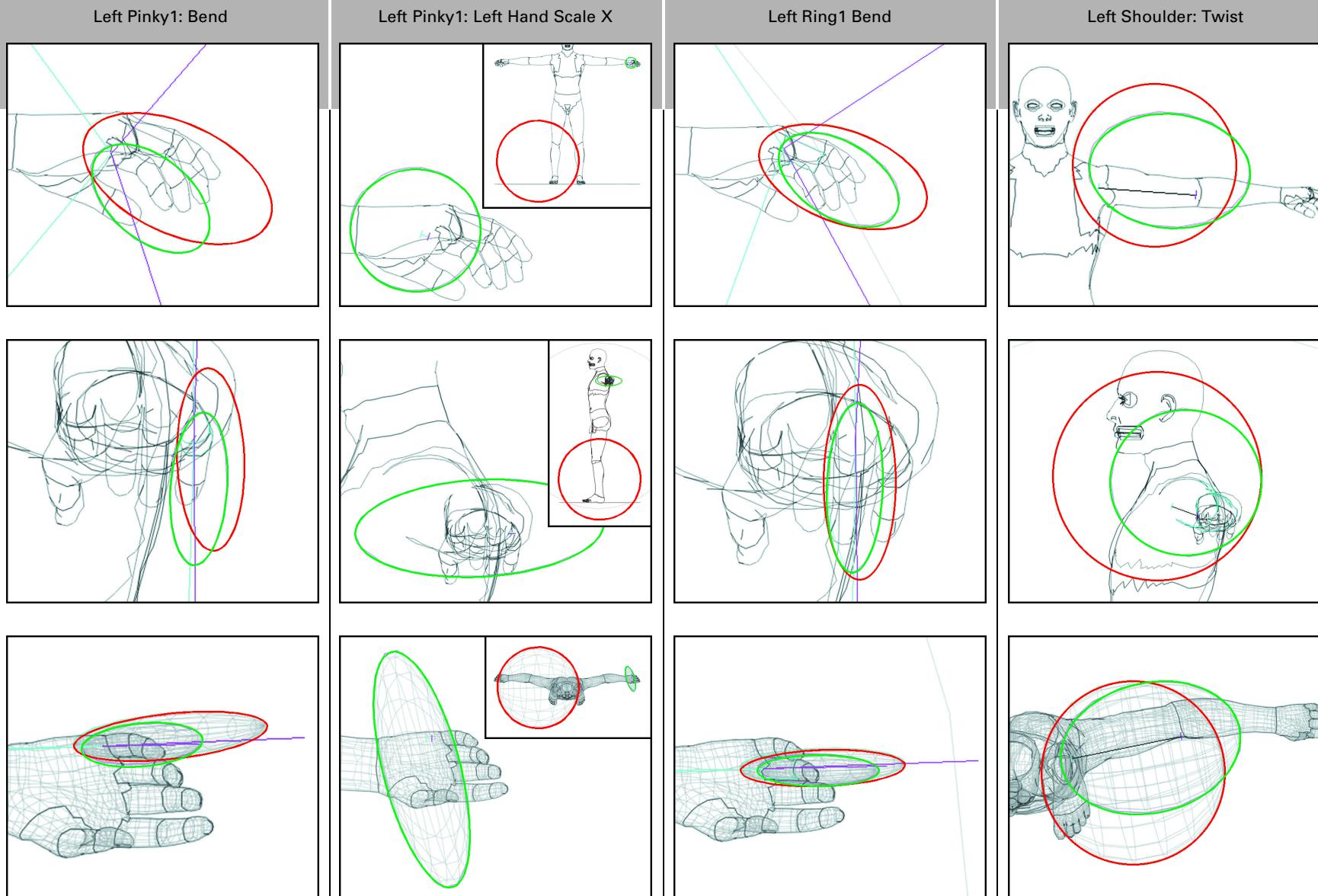
○ = inner zone; ○ = outer zone

To match images, set display modes to outline, background color to white and foreground color to black.



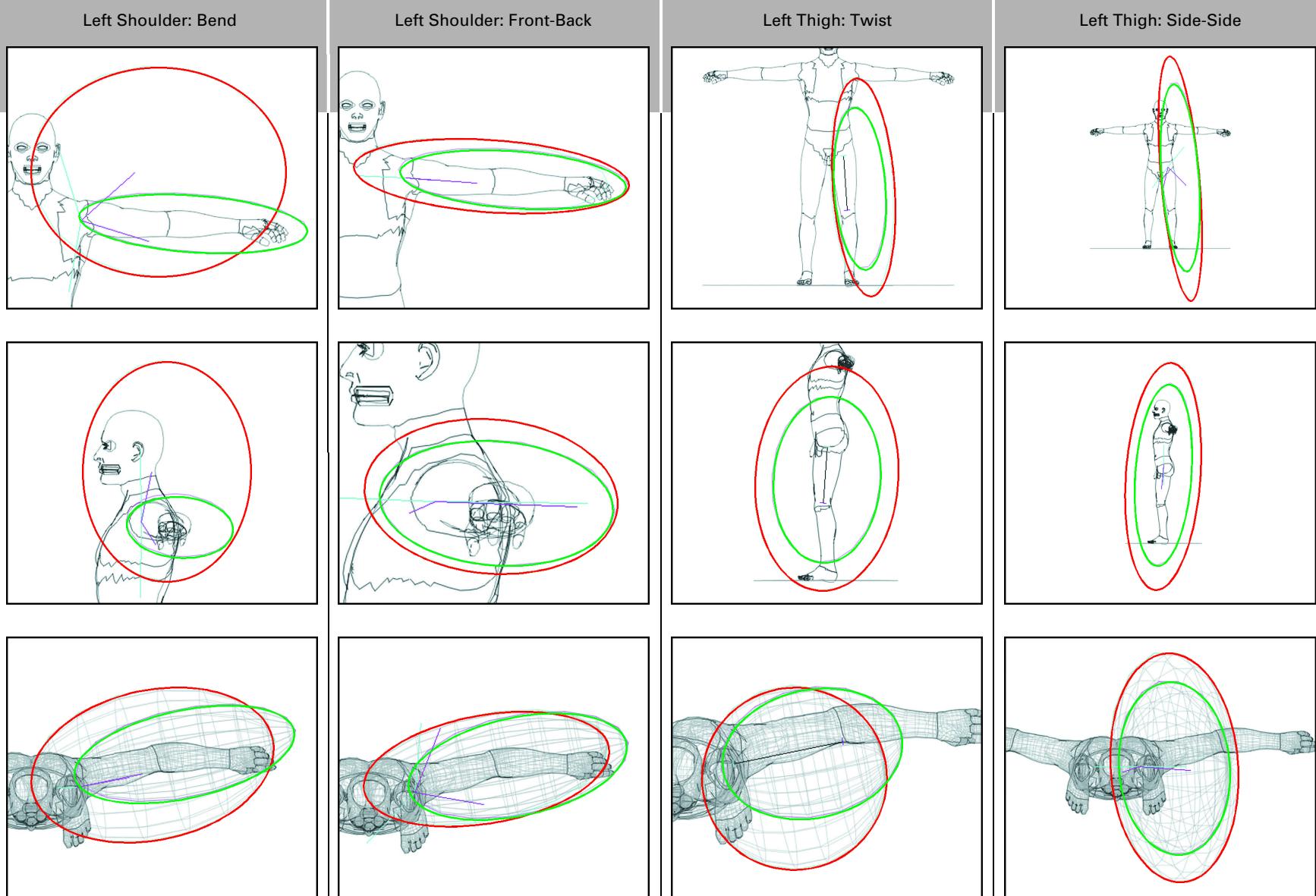
○ = inner zone; ○ = outer zone

To match images, set display modes to outline, background color to white and foreground color to black.



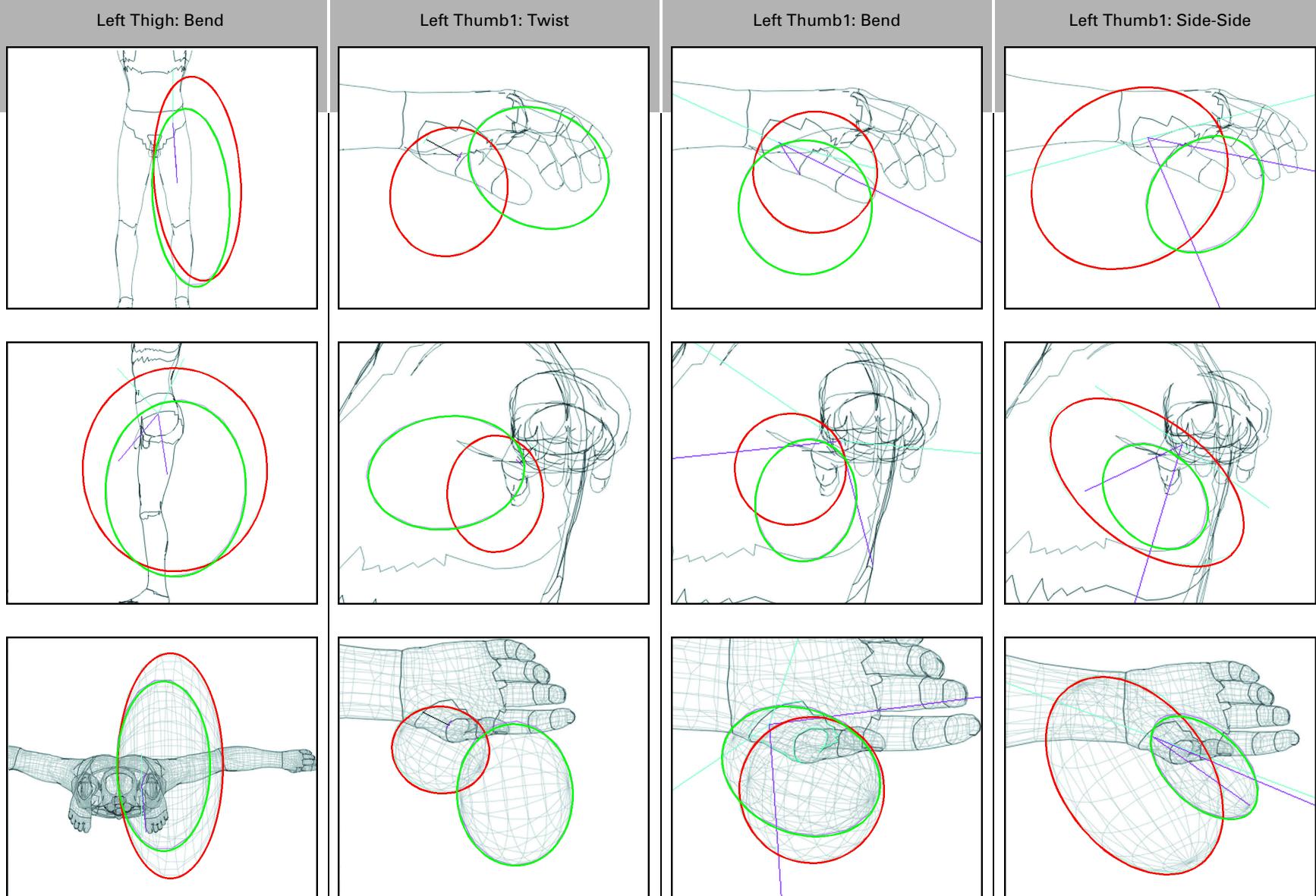
○ = inner zone; ○ = outer zone

To match images, set display modes to outline, background color to white and foreground color to black.



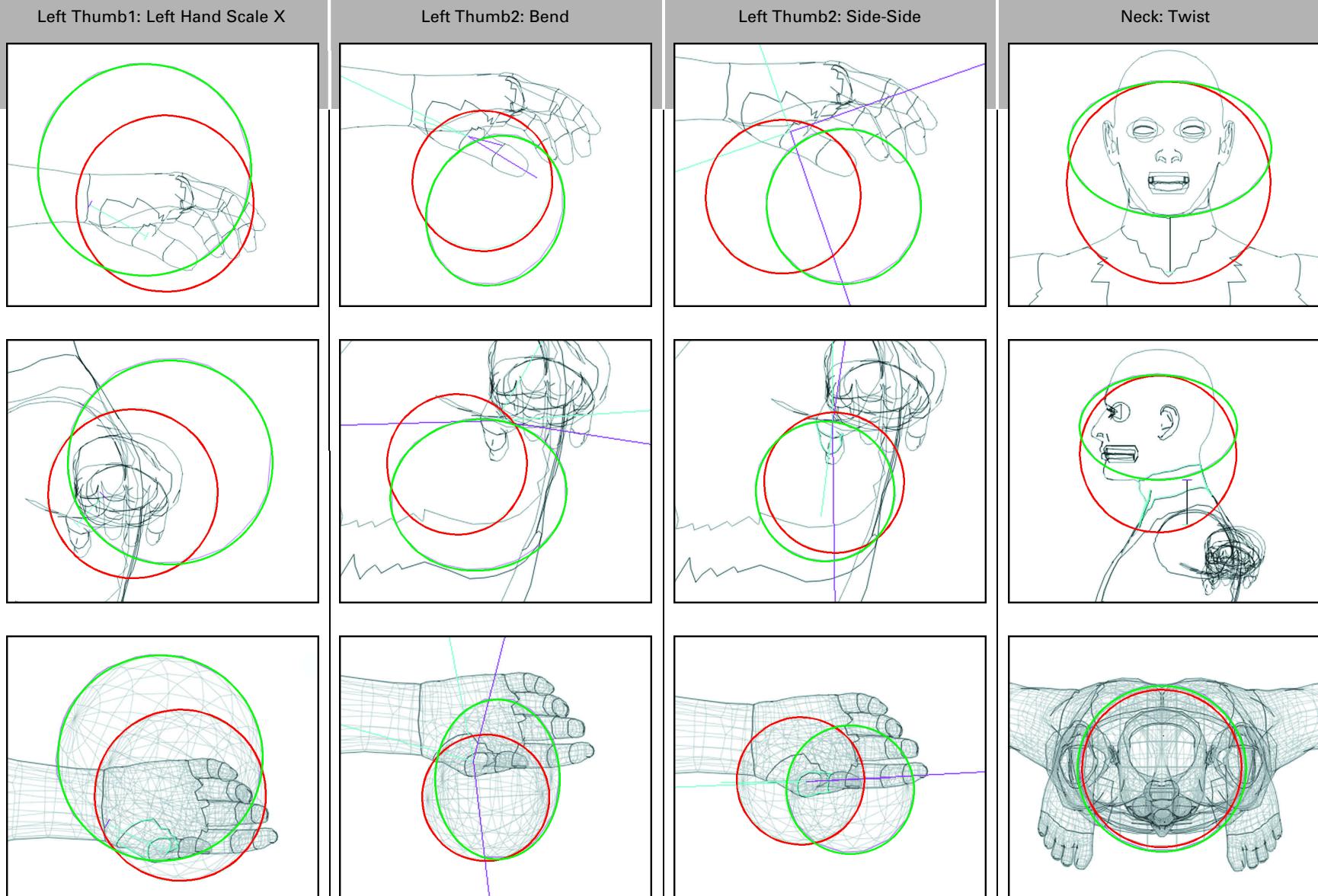
○ = inner zone; ○ = outer zone

To match images, set display modes to outline, background color to white and foreground color to black.



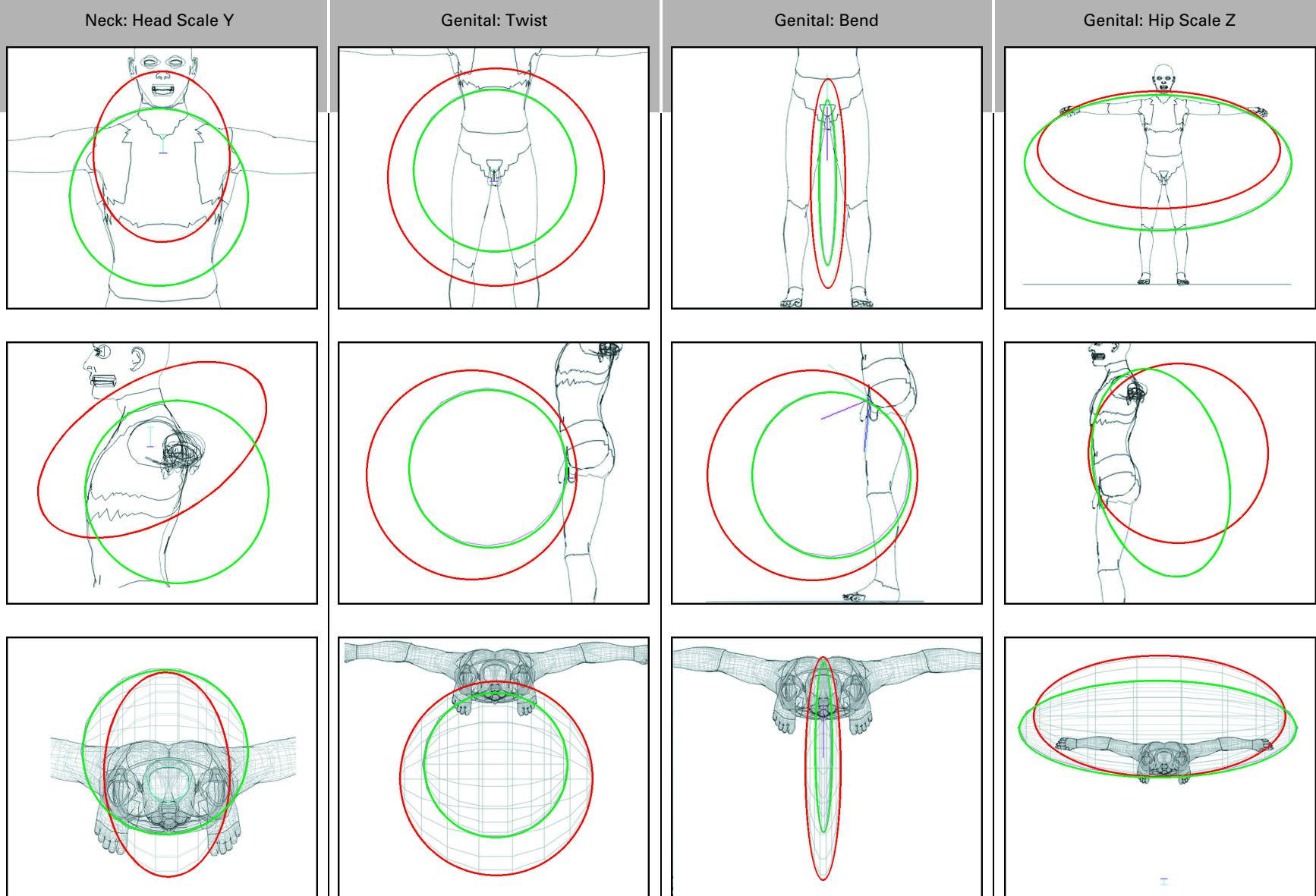
○ = inner zone; ○ = outer zone

To match images, set display modes to outline, background color to white and foreground color to black.



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○ = inner zone; ○ = outer zone

To match images, set display modes to outline, background color to white and foreground color to black.

Other documents and resources in this series include:

[Primer on New Models](#)

[Preparing a Base Model](#)

[Building Bat-Guy](#)

[Appendix A: OBJ File Format](#)

[Appendix B: Poser Resource File Format](#)

[Appendix C: Joint Parameters Tables](#)

[Appendix D: Spherical Falloff Zones](#)

[Base Model Geometry and Resource Files](#)

[Bat-Guy Geometry and Resource Files](#)

[Final Touches: Adding the Cape](#)

[Cape Geometry & Morph Targets](#)