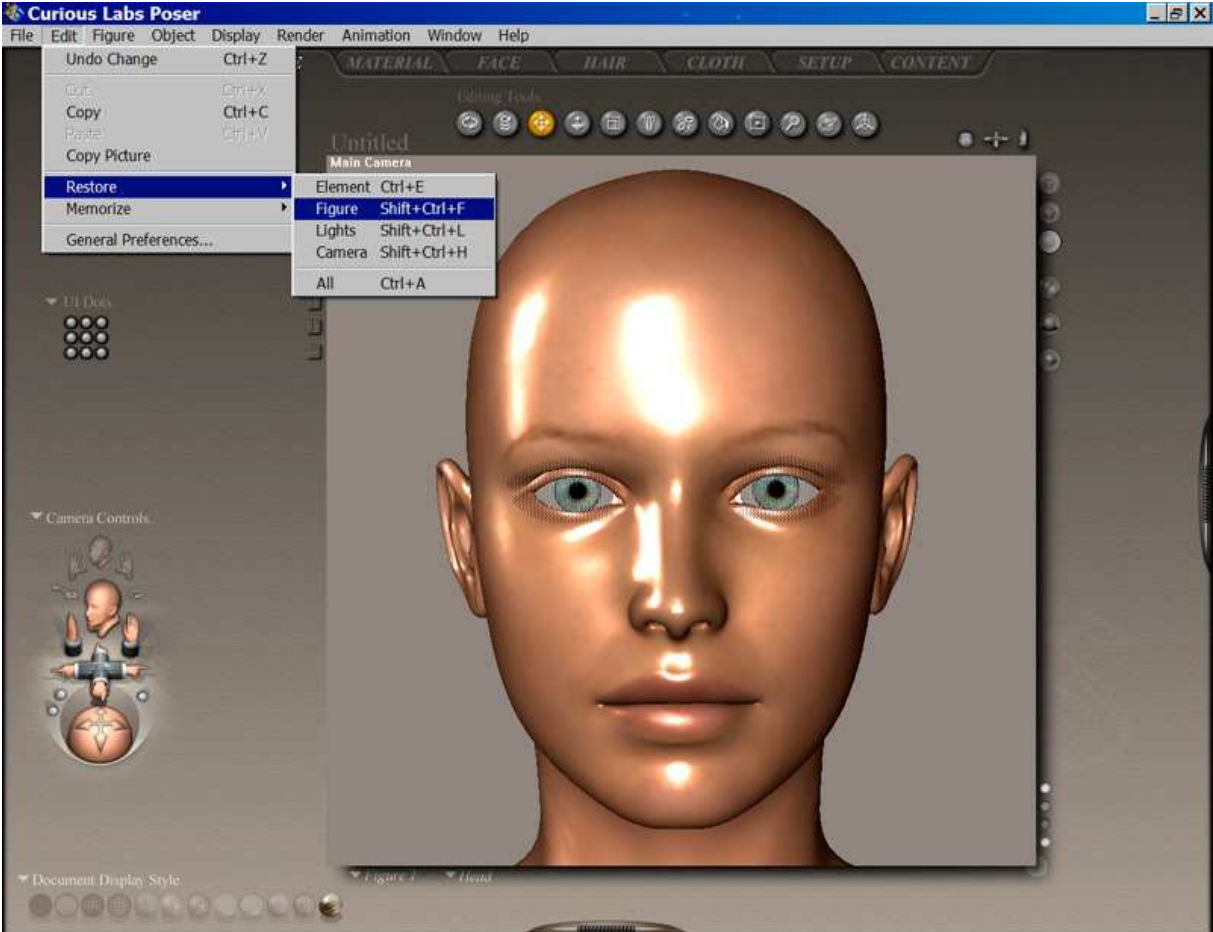
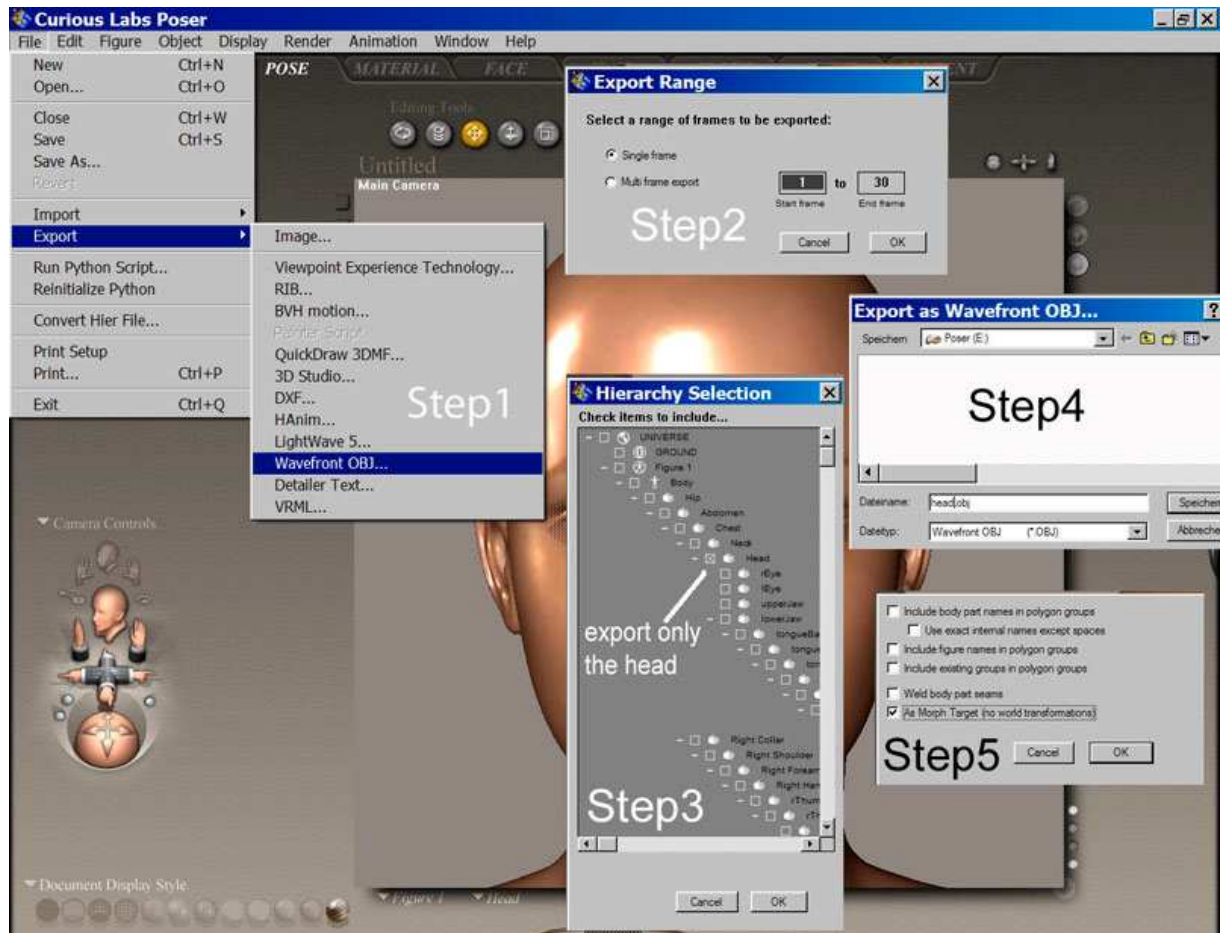


Create your own Poser-character with Quidam (www.N-Sided.com)

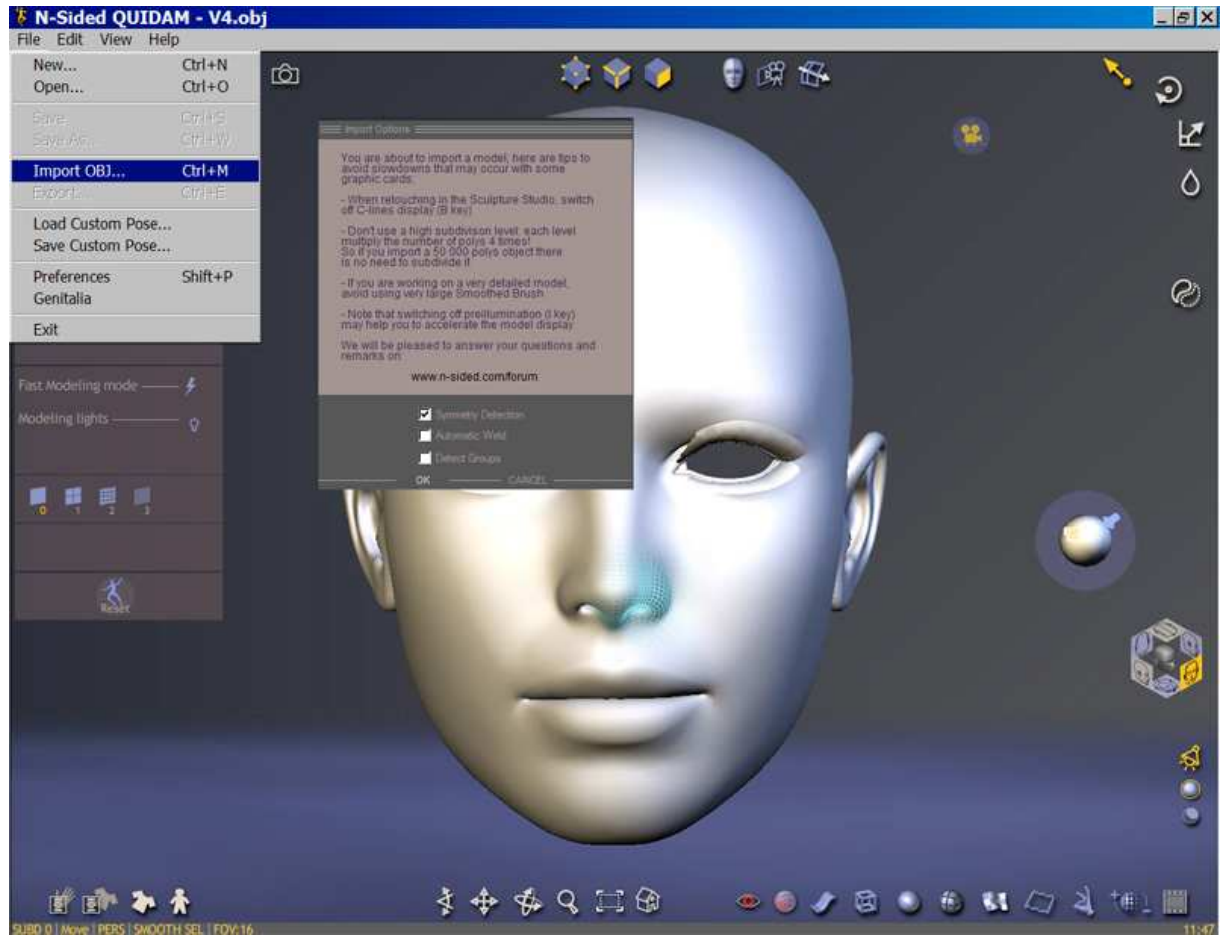
1. Restore character or element you want to morph



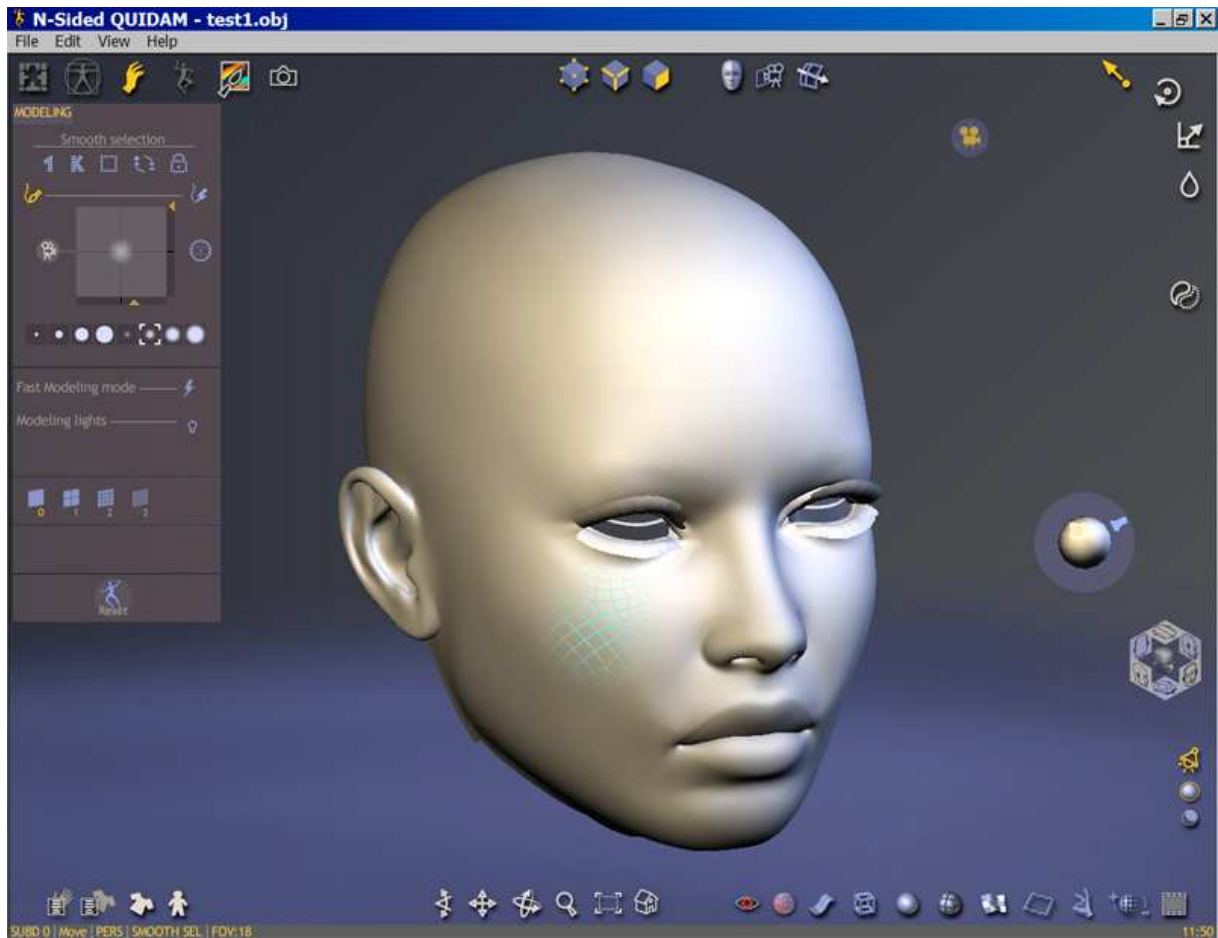
2. Export only the part you want to morph in Obj format



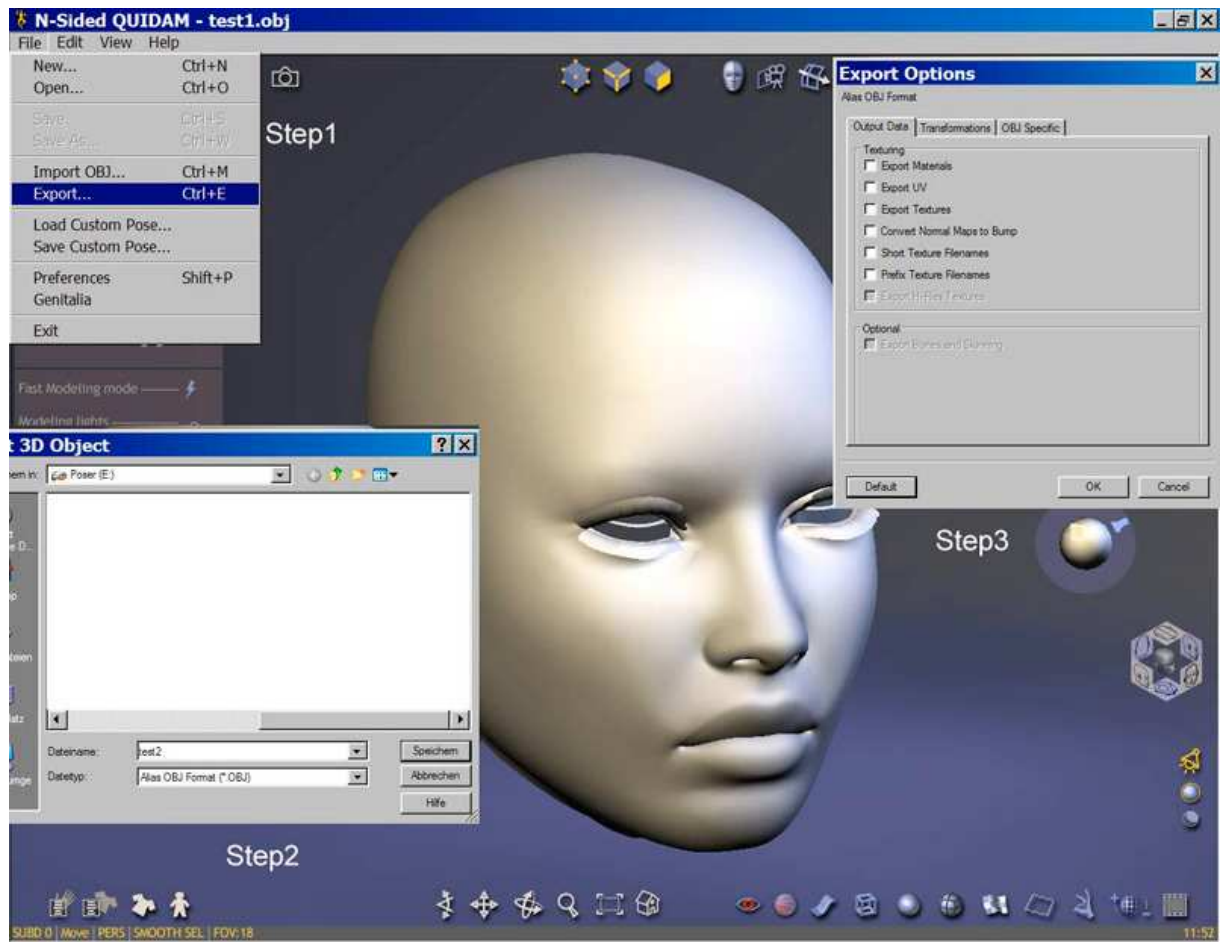
3. Import your Obj-file in Quidam



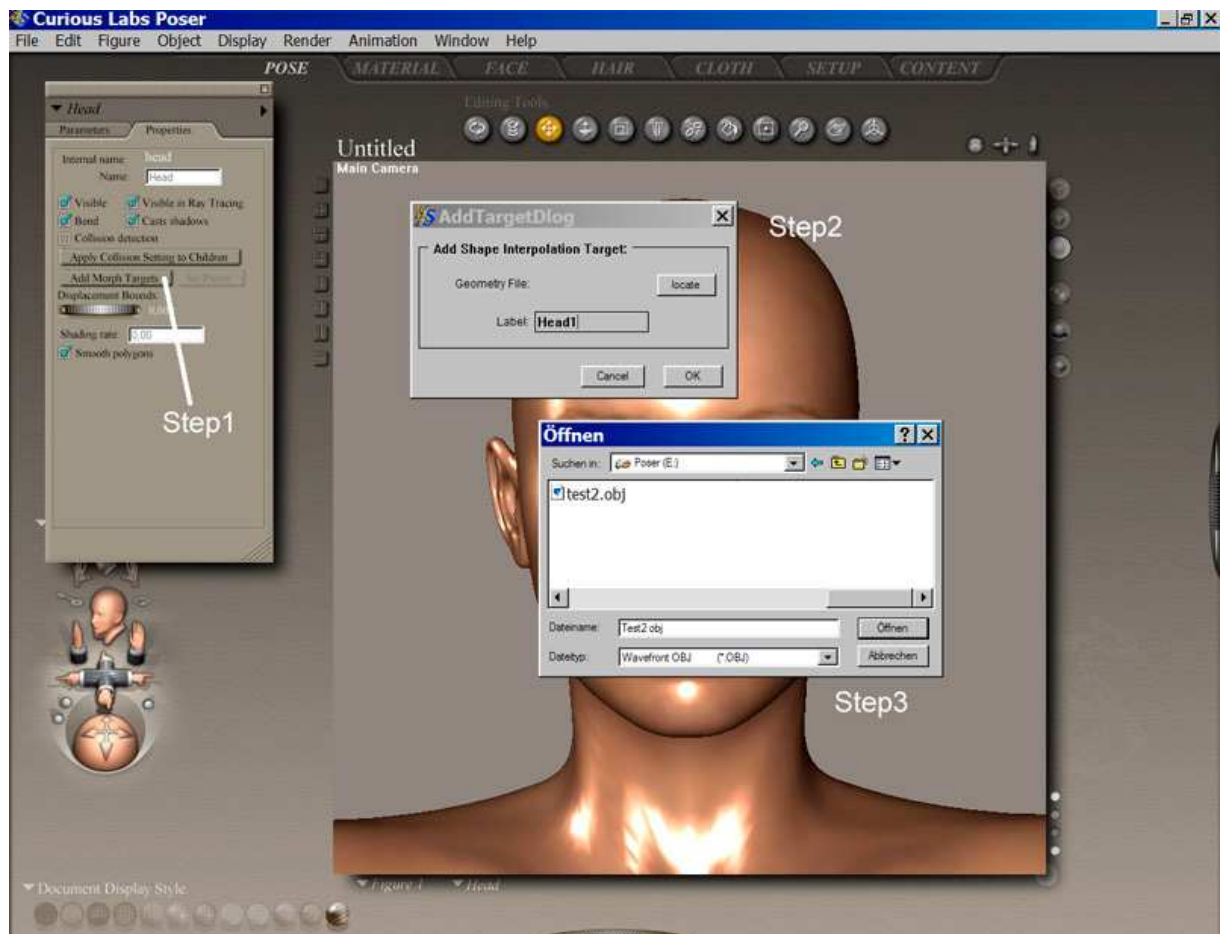
4. Make your morph. It's easy to do it with Quidam.



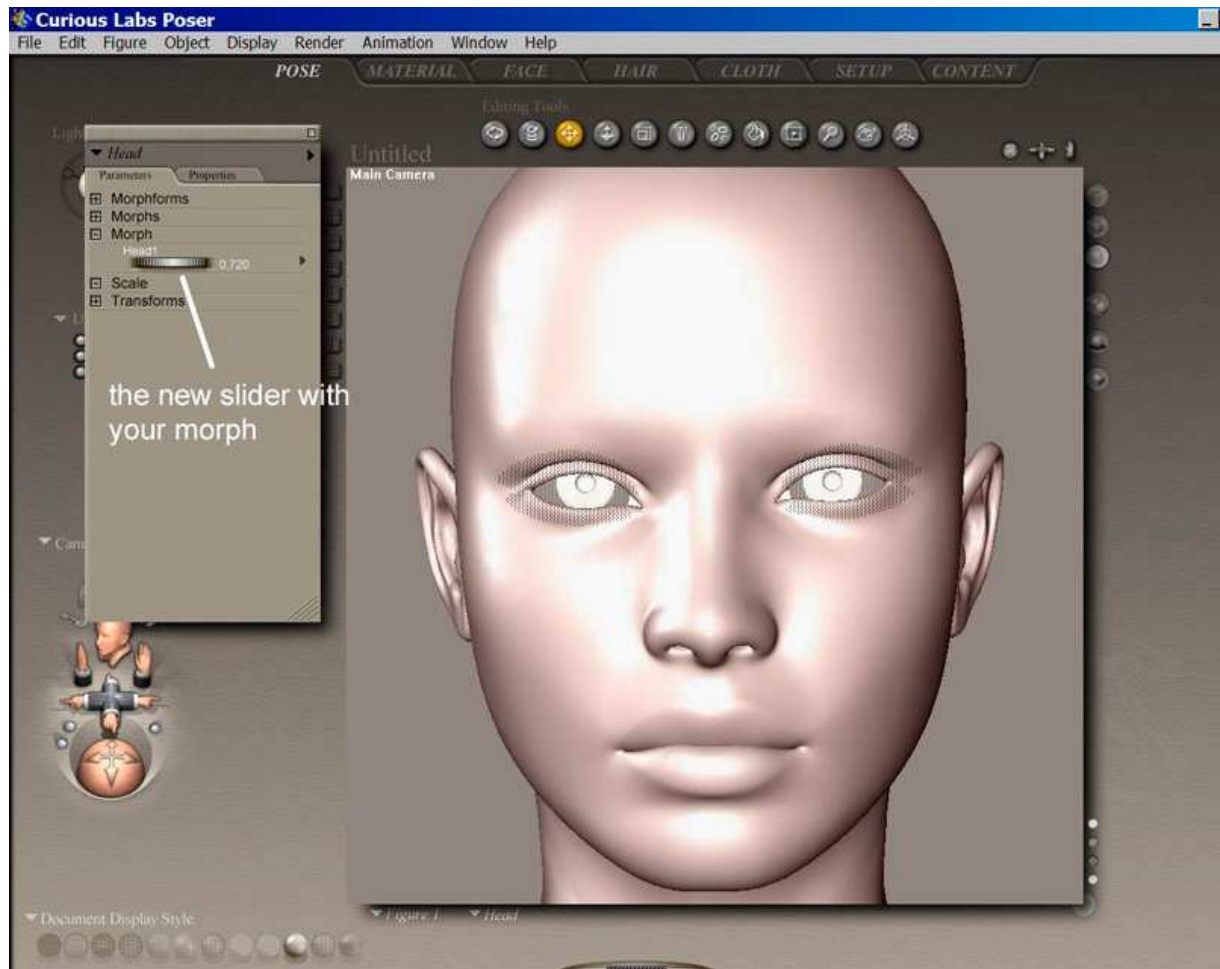
5. Export as Obj. File



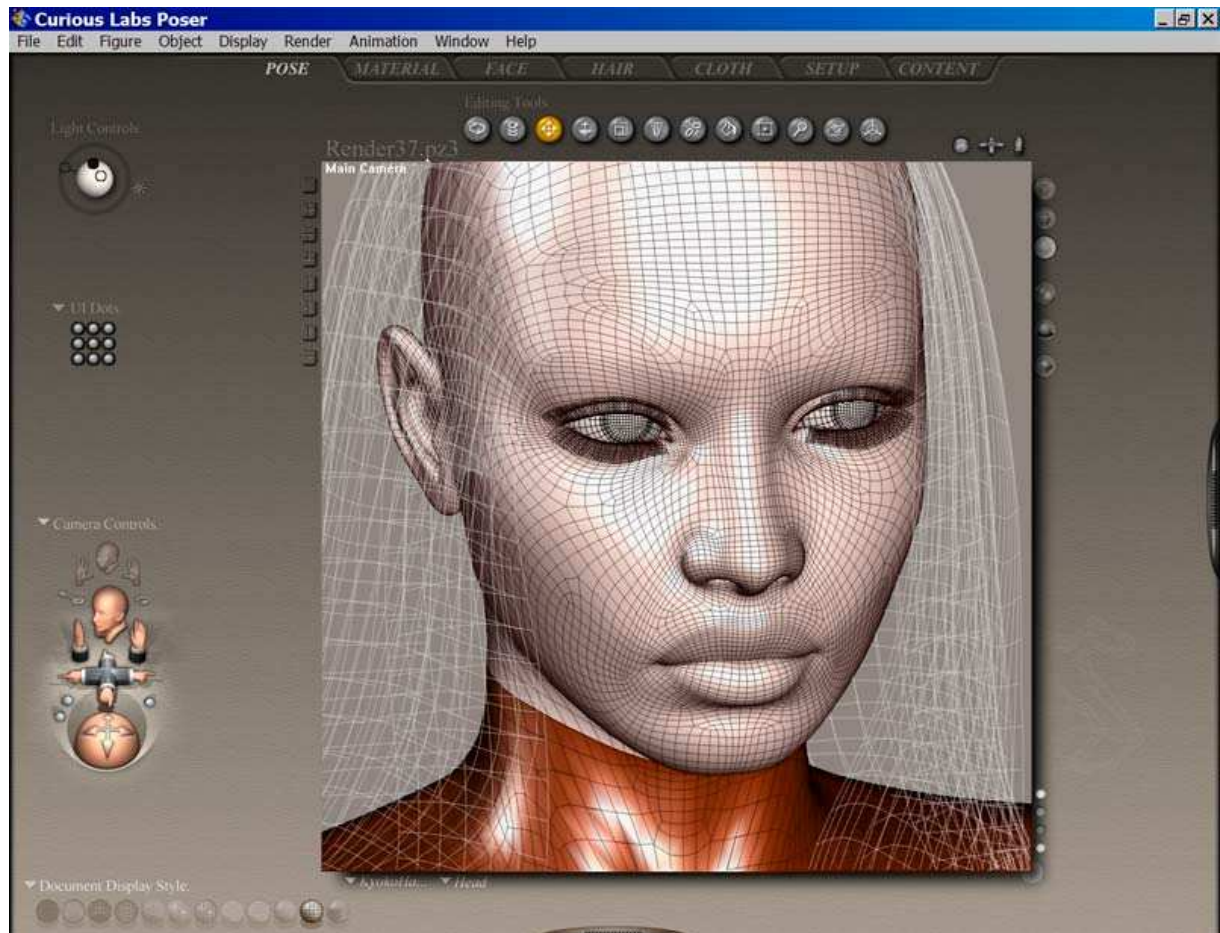
6. Load the file in Poser - Add Morph Targets



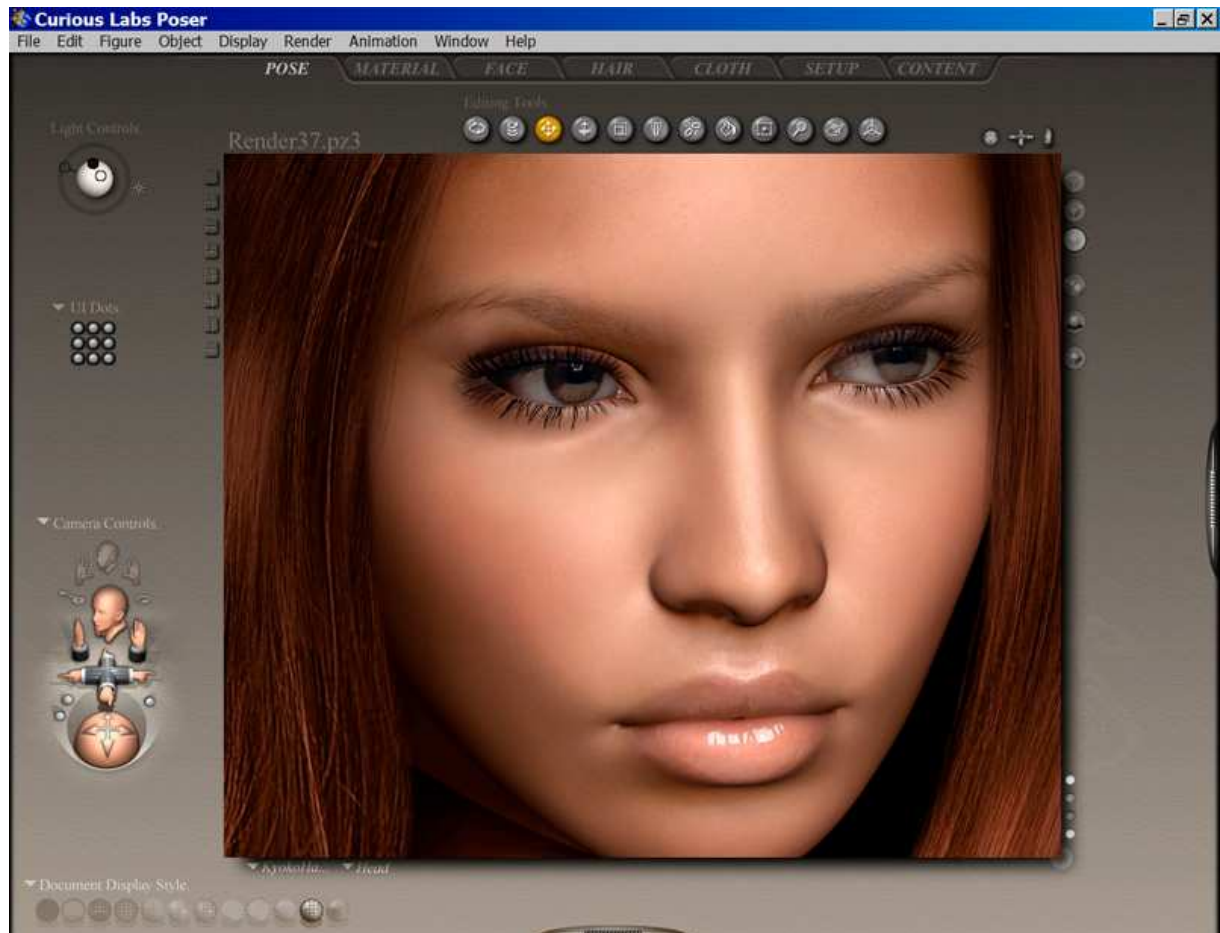
7. You can use your morph with the new slider



8. Make your scene....



9. and render it.



That's all