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CREATE POSER PROPS WITH PP2 EXPORTER

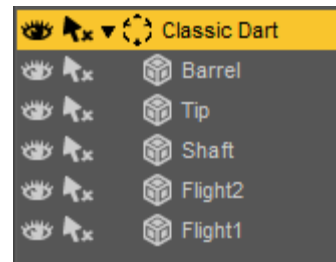===

Once you have created your static model in Daz Studio, and have exported all individual components as OBJ format files, start a New Scene and then use the desired method below to suit your model.
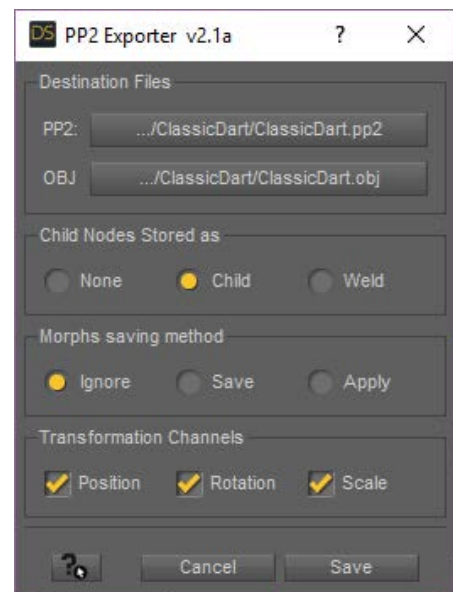
Method A

01. Load Model into Scene
- New Scene
- Import components
- Group components
- Rename Group to model name
- Select Group in scene tab

02. Create Poser Prop
- Execute PP2 Exporter
- Select PP2 location and name for PP2
- Select Geometries location and name for OBJ
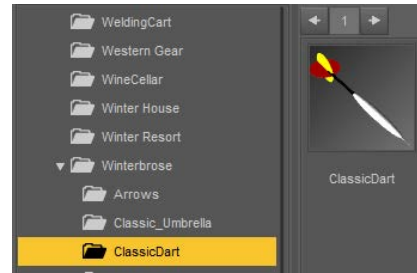- Select Child Nodes Stored as "Child"
- Click Save button

03. If successful, receive PROP Created message

04. Load new Prop model
- New Scene
- In Poser Formats / My DAZ 3D Library, locate prop in Props folder created
- Double click thumbnail to load into scene

05. Review Geometries folder

My DAZ 3D Library > Runtime > geometries > Winterbrose > ClassicDart

Name	Date modified	Type	Size
ClassicDart.cn1.obj	3/2/2018 4:54 AM	OBJ File	53 KB
ClassicDart.cn2.obj	3/2/2018 4:54 AM	OBJ File	15 KB
ClassicDart.cn3.obj	3/2/2018 4:54 AM	OBJ File	15 KB
ClassicDart.cn4.obj	3/2/2018 4:54 AM	OBJ File	6 KB
ClassicDart.cn5.obj	3/2/2018 4:54 AM	OBJ File	100 KB
ClassicDart.obj	3/2/2018 4:54 AM	OBJ File	1 KB

06. Review Props folder

My DAZ 3D Library > Runtime > Libraries > Props > Winterbrose > ClassicDart

ClassicDart.png   ClassicDart.pp2
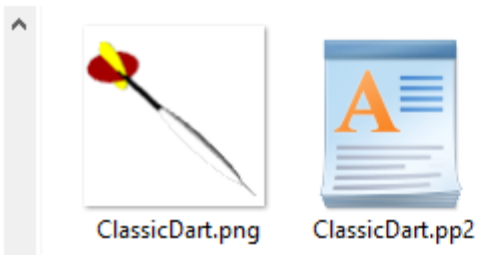
07. Test New Prop
- New Scene
- Load new prop into scene
- Select first component and repeat 8/9 for each

08. In Tool Settings/Geometry Editor
   - Check Groups for each component

Group Name	Add	Sub	Vis	Count
▼ 📦 Face Groups				
⬛ Barrel	+	—	👁	576
▼ ◈ Surfaces				
◈ Barrel	+	—	👁	576
👤 Regions				
⊞ Selection Sets				

09. In Surface tab
   - Check Surfaces for each component

Surfaces	
All	
Favorites	
Currently Used	
▼ 📦 Barrel	
▶ ◈ Barrel	

Method B:

01. Load Pieces to Build Single Model
   - New Scene
   - Import all components
   - Remove all non-components (ie Camera, Lights)
   - Export complete model

👁 ↖✓ 📦 Barrel
👁 ↖✓ 📦 Flight1
👁 ↖✓ 📦 Flight2
👁 ↖✓ 📦 Tip
👁 ↖✓ 📦 Shaft

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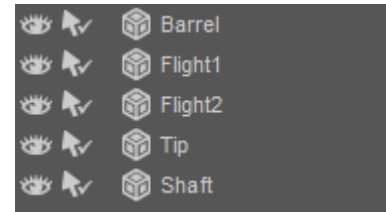
02. Load Single Model
   - New scene
   - Import complete model

👁 ↖✓ 📦 ClassicDart

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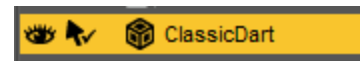
03. Create Poser Prop
   - Execute PP2 Exporter
   - Select PP2 location and name for PP2
   - Select Geometries location and name for OBJ
   - Select Child Nodes Stored as "None"
   - Click Save button
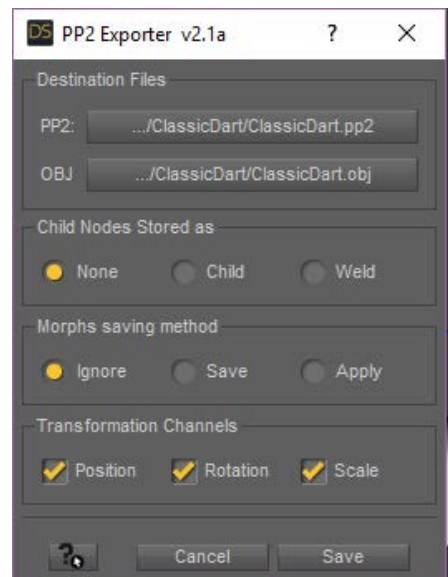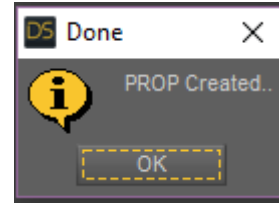
PP2 Exporter v2.1a ? ✕

Destination Files
PP2: .../ClassicDart/ClassicDart.pp2
OBJ: .../ClassicDart/ClassicDart.obj

Child Nodes Stored as
● None   ○ Child   ○ Weld

Morphs saving method
● Ignore   ○ Save   ○ Apply

Transformation Channels
☑ Position   ☑ Rotation   ☑ Scale

Cancel   Save

04. If successful, receive PROP Created message

DS Done   ✕

ⓘ PROP Created..

[OK]

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05. Load new Prop model
- New Scene
- In Poser Formats / My DAZ 3D Library,
  locate prop in Props folder created
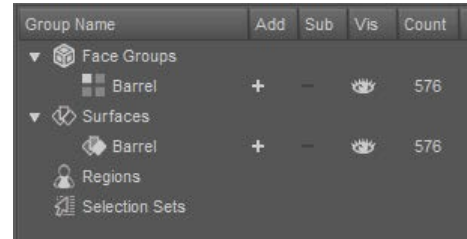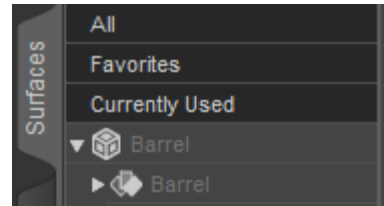- Double click thumbnail to load into scene

📁 WeldingCart
📁 Western Gear
📁 WineCellar
📁 Winter House
📁 Winter Resort
▼ 📁 Winterbrose
  📁 Arrows
  📁 Classic_Umbrella
  📁 ClassicDart

◄ 1 ►

ClassicDart

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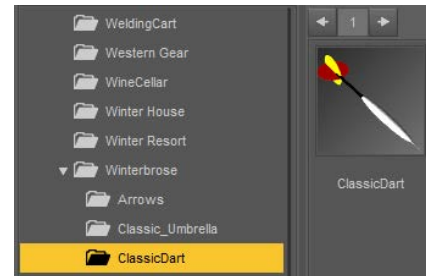
06. Review Geometries folder

My DAZ 3D Library ＞ Runtime ＞ geometries ＞ Winterbrose ＞ ClassicDart

Name	Date modified	Type	Size
📄 ClassicDart.obj	3/2/2018 5:55 AM	OBJ File	197 KB

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07. Review Props folder

My DAZ 3D Library ＞ Runtime ＞ Libraries ＞ Props ＞ Winterbrose ＞ ClassicDart

ClassicDart.png   ClassicDart.pp2

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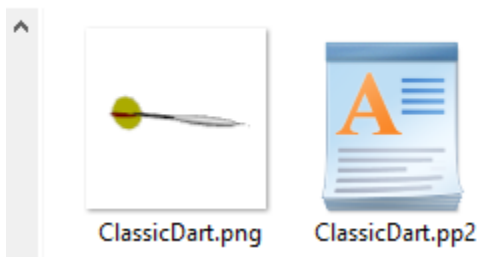
08. Test New Prop
- New Scene
- Load new prop into scene
- Select prop in Scene tab

👁 ▶✓ 🧊 ClassicDart
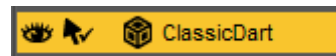
09. In Tool Settings/Geometry Editor
  - Check Groups for complete prop

Group Name	Add	Sub	Vis	Count
▼ 🔲 Face Groups				
Barrel	+	–	👁	576
Flight1	+	–	👁	192
Flight2	+	–	👁	192
Shaft	+	–	👁	72
Tip	+	–	👁	1080
▼ 🔷 Surfaces				
Barrel	+	–	👁	576
Flight1	+	–	👁	192
Flight2	+	–	👁	192
Shaft	+	–	👁	72
Tip	+	–	👁	1080

10. In Surface tab
  - Check Surfaces for complete prop

All	
Favorites	
Currently Used	
▼ 🔲 ClassicDart	
▶ 🔷 Barrel	
▶ 🔷 Flight1	
▶ 🔷 Flight2	
▶ 🔷 Shaft	
▶ 🔷 Tip	

(Surfaces / Posing tabs)

If you like this guide, you may be interested in our new video training package titled Modeling Made Simple for Daz Studio – Create Static Models.

MODELING Made Simple
(W)
Make Props Using Only Daz Studio
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