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A plain guide
how to make
stuff for IMVU!

How to add a pose
to a furniture item
for IMVU

By snk and EricHerbGarden

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How to add a pose to a furniture item for IMVU

This tutorial will basically show you how to add a pose to a furniture item you have created.

It will not show you how to add a pose to a room or an avatar.

This is not intended to be used to add poses to furniture previously created.

To keep thing simple, we will be adding a free pose provided by snk, from the IMVU forums.

The tutorial will be a basic explanation of the tutorial she has already provided.

It is suggested that you read the other guides in this series **"How To DERIVE on IMVU"** and **"Make A Standing Sitting Spot the easy way"** and become familiar with creating items in SketchUp and adding a standing / sitting spot before undertaking this guide.

Thank you snk for providing these poses and the original instructions.	Thank you ErieHerbGarden for helping to write this guide in plain language.
http://avatars.imvu.com/snk	http://avatars.imvu.com/ErieHerbGarden

http://avatars.imvu.com/sintek

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Step 1: Get / make a pose.

Go to this link;

link:
http://www.imvu.com/catalog/modules.php?op=modload&name=phpbb 2&file=viewtopic.php&t=168093&postdays=0&postorder=asc&start=0

Or go to the IMVU Forums and look for the thread called "FREE poses! - Update! added DANCE ANIMATION p9"

Copy one of the free poses provided into notepad and save it as an .xaf file with a name of your choosing. We will keep the name from the original tutorial of;

free.xaf

There are also resources to create your own poses on IMVU. BorisTheEngineer has created software that you can download for free and use to make your own poses
**http://www.boristheengineer.co.uk/imvu/imvu_avatar_pose_ed.htm**

Also Deliverance has on her home page a sticker that will let you create poses, **http://avatars.imvu.com/Deliverance**

Step 2: Make your furniture mesh.

For this step you should already have followed the instructions for using SketchUp in the guide "**How To DERIVE on IMVU**" to make your furniture and pin the textures.

For this guide we will use a simple pose box to illustrate the steps as seen in the picture below.
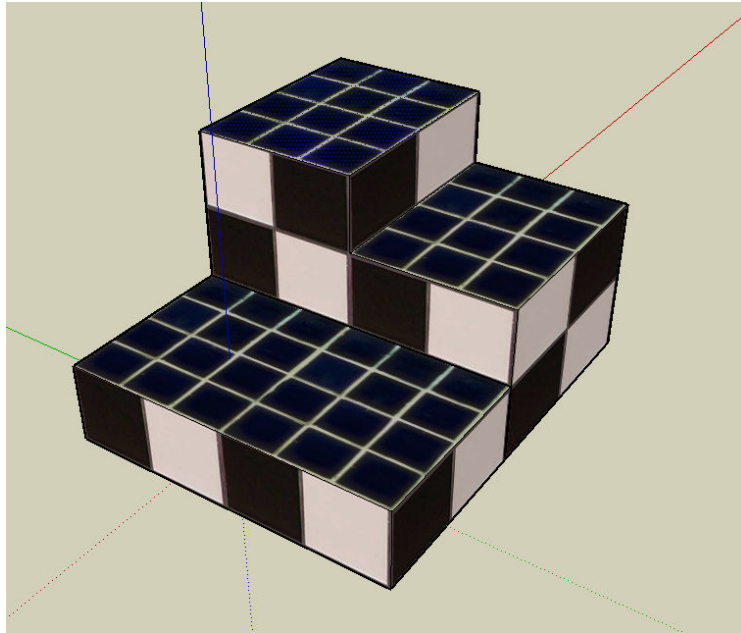
The above mesh should have been included when you downloaded this guide for you to experiment with.

Thank you ErieHerbGarden for making this pose box.

# Step 3: Add your standing / sitting spot

Follow the instructions in the guide **"Make A Standing Sitting Spot the easy way"** and add your component which will eventually become the pose.

You will use either **seat01.Standing** or **seat01.Sitting**, depending on where the pose is positioned.

This will only be determined by trial and error once the pose is added to the previewer. It may also need to be rotated or repositioned once you see how the pose lays on the box.

Step 4: Load into previewer

Export your mesh and load into the previewer to be sure the proportions are right for the avatar. You may need to scale it down or up in SketchUp and export a time or two, to get it the size you want it to be.
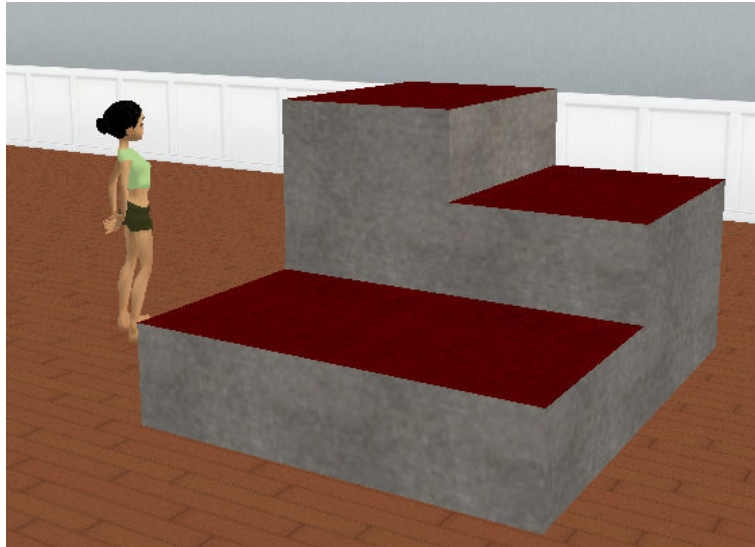
Step 5: Edit your xsf file

In your .xsf file you obtained after the export, rename the seat component from to **seat01.Sitting** or **seat01.Standing** to **seat01.Free** (case sensitive) For example edit this;

```
<BONE NAME="seat01.Standing" NUMCHILDS="0" ID="1">
<TRANSLATION>-411.078235 -86.378032 -0.000000</TRANSLATION>
<ROTATION>0.000000 0.000000 0.000000 -1.000000</ROTATION>
<LOCALTRANSLATION>411.078235 86.378032
0.000000</LOCALTRANSLATION>
<LOCALROTATION>0.000000 0.000000 0.000000 -
1.000000</LOCALROTATION>
<PARENTID>0</PARENTID>
</BONE>
```

to this;

```
<BONE NAME="seat01.Free" NUMCHILDS="0" ID="1">
<TRANSLATION>-411.078235 -86.378032 -0.000000</TRANSLATION>
<ROTATION>0.000000 0.000000 0.000000 -1.000000</ROTATION>
<LOCALTRANSLATION>411.078235 86.378032
0.000000</LOCALTRANSLATION>
<LOCALROTATION>0.000000 0.000000 0.000000 -
1.000000</LOCALROTATION>
<PARENTID>0</PARENTID>
</BONE>
```

Please note
If you do not use the file name **free.xsf** as indicated above but choose to use another name for example **dance.xsf** you will need to use the label **seat01.Dance** in the above where it refers to **seat01.Free**

```
<BONE NAME="seat01.Dance" NUMCHILDS="0" ID="1">
<TRANSLATION>-411.078235 -86.378032 -0.000000</TRANSLATION>
<ROTATION>0.000000 0.000000 0.000000 -1.000000</ROTATION>
<LOCALTRANSLATION>411.078235 86.378032
0.000000</LOCALTRANSLATION>
<LOCALROTATION>0.000000 0.000000 0.000000 -
1.000000</LOCALROTATION>
<PARENTID>0</PARENTID>
</BONE>
```

Then load it into the previewer in the Special tab.

Step 6: Add the pose to previewer

Add your free pose. Go to the Actions tab and click on "Add." Then in the Trigger box, type;
stance.Free (case sensitive).

Please note
If you do not use the file name **free.xsf** as indicated above but choose to use another for example **dance.xsf** you will need to use the label **stance.Dance** in the above where it refers to **stance.Free**

Below the blue area you will see the red area where the actual pose file will be loaded into. Click the browse where it says Skeletal Animation find the xsf file you saved previously in Step 1.

In the Speed Multiplier box, type 1.0, and in the =/- box, type 0.

Be sure to put a high number in the "extra number of loops" box, or you will end up in the default position with outstretched arms after about 5 seconds of being on the node.

Congratulations!
Now go back and start again with a different piece of furniture and pose

Step 6: Adding more poses

Adding more than one pose can seem daunting, but it really is not. You simply repeat steps 2 - 6, using another component in a different spot and test each pose for proper placement.
Adding a pose is more trial and error than anything, but once you get the hang of things, there is no stopping you!

Remember if you add more than 1 pose you must call each pose its own original name.

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