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Topic: ideas

Subject: Re: ideas

Posted by: B

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Improvement's not just about time and resources, it's about what you do with them. Even if you can't expand your inventory much (and even there, I assume the 3D Guyz know what they're talking about when it comes to freebies), why not try to play around with what you have? Surely you can experiment with lighting, or creating morphs, or creating new props or... something. I can't pretend to be a Poser expert, but based on what little playing around I've done in it, I know it's a complex and versatile program. Surely it has features you haven't played around with?