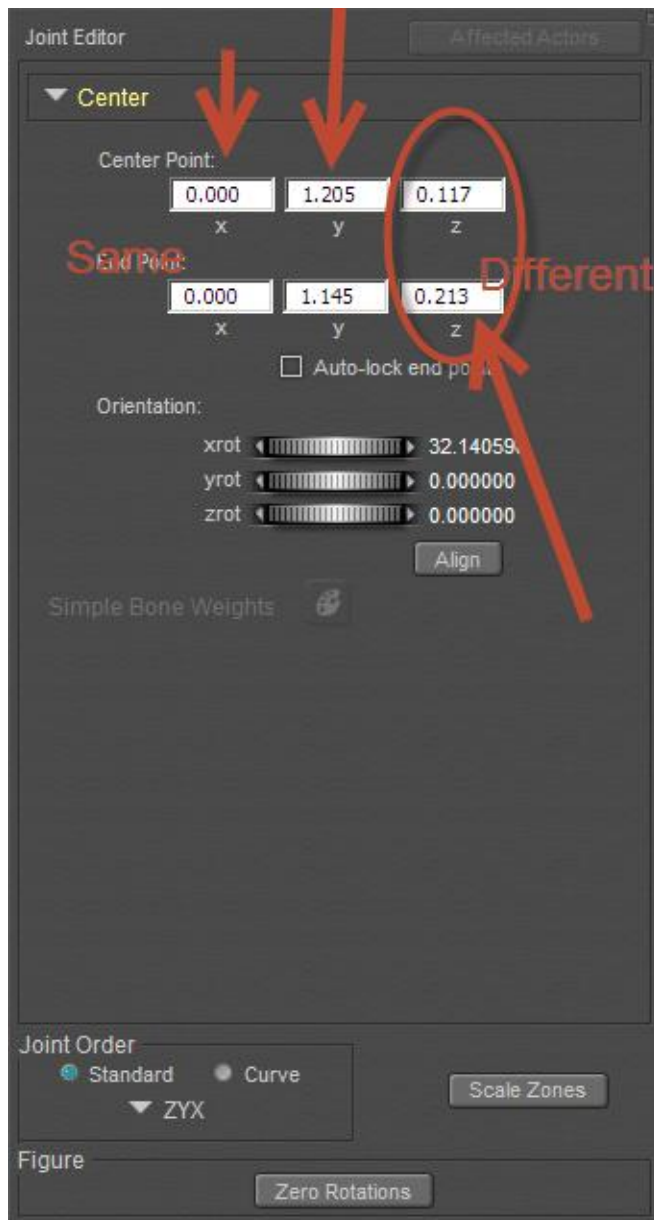


Load Cookie/Chip in Poser, select an eye joint and open up the joint parameters. Then move the end point so that the X and Y are identical to the center point, but the Z is somewhat more than the center point. This should make it point straight out the front of the eye when you 'align' it.



(Ignore the actual settings...)

So again, set the bottom part (the endpoints) to be the same as the top for the first two entries. Set the Z to be slightly larger than the top number.

Now press the Align button and that should reorient the eyeball.

Do this for both eyes, then save Cookie/Chip out as a new .CR2 (figure). Use this figure in the future, and the PointAt should work in DS