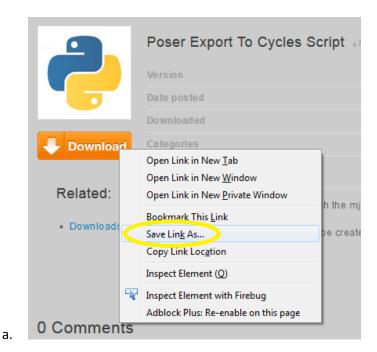
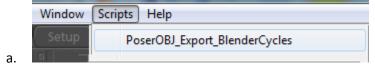
How to use the Poser Export to Cycles [via MJCTeleblender] script:

- 1. First, you need to have installed the mjcTeleBlender Script found here, by Casual:
 - a. https://sites.google.com/site/mcasualsdazscripts3/mcjteleblender2
- 2. Right Click, and "Save As" on the download link for the script on my download page, as seen below:

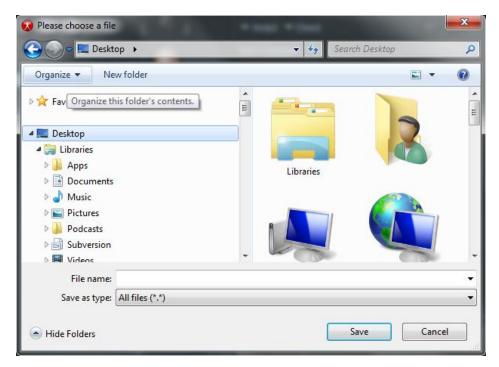


- b. Save As... ...any filename ending in .py (for example, BlenderExport.py)
- c. Save it into your scripts Menu folder (or a subfolder of that), so you can access it via Poser. For example, in Poser9, it would be: C:\Program Files (x86)\Smith Micro\Poser 9\Runtime\Python\poserScripts\ScriptsMenu
- 3. Open Poser, load/create your scene, and then select the script, as seen below:



b. NOTE: It will be named whatever you named it above...

4. This part is a little confusing: (Sorry! A "Choose File" dialog will appear, but this is actually the name of the folder/scene that will be exported. Enter a name like "Andy" (no extension), choose a location and press "Save"



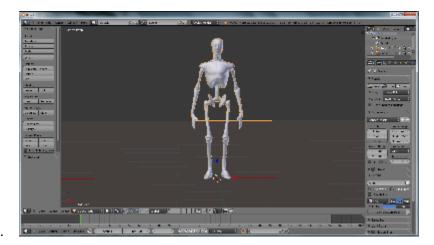
a.

5. The Script will run and create a folder named "Andy" (in this example), and it will place all of the OBJ and scene data in there, in addition to the bat files needed to call Blender...and then a DOS window should popup, which is the BAT file running to call Blender.

```
C:\windows\system32\cmd.exe
               C:\Users\ \Desktop\Andy>"C:/Program Files/Blender Foundation/Blender/blender.
ke" -P "C:/Users/ /Desktop/Andy/Andy.py"
found bundled python: C:\Program Files\Blender Foundation\Blender\2.67\python
               importing obj 'C:/Users/
parsing obj file...
                                                               /Desktop/Andy/Andy.obj'
              0.3820 sec
loading materials and images...
PoserOBJ
             loading materials and images...
0.0010 sec
building geometry...
verts:20199 faces:19208 materials: 3 smoothgroups:0 ...
finished importing: b'C:/Users/ /Desktop/Andy/Andy.obj' in 0.7480 sec.
Make Pvt
-0.870882
-21.73014
3,4496615
85.0
0.0
-2.0
Make Pyt
Done pyt
Make Bat
"C:/Progr
Make Batc
Done batch file
About to run C:\Users\mjl\Desktop\Andy\Andy.bat
Script is complete
```

a.

6. Blender should open with your Scene!



a.