

# V4A4HipHopMagic

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## Welcome to V4A4HipHopMagic!\*

This program is a free-standing application. To use the pose information in Poser you must own the Victoria 4 figure or the V4-based Aiko 4 figure. They can be found at: [daz3d.com](http://daz3d.com).

Once you're familiar with V4A4HipHopMagic, with a few clicks you'll be able to quickly select the options, find a pose (or part of a pose) and paste it to your V4 figure. However, you should read through this guide to maximize the value of all its features for your projects.



V4A4HipHopMagic can be used to copy into Poser the morph dial settings from any of **50 poses** - or **parts of the poses** - at **four different heel heights**. (These settings will not interfere with any existing face shape or body shape dial settings on the figure.) You can store a pose, so you can compare any two of the poses from front and side views.

\* This Adobe Acrobat file is easier to read on-screen if you select "Continuous" from the View menu above. Also turn on "Show Bookmarks" in the Windows menu, so you can quickly jump to a topic.

## Installing V4A4HipHopMagic

This product comes in **three versions**: a free-standing version for PCs (V4A4HipHopMagicPC), another for Macs (V4A4HipHopMagicMac), and a third version (V4A4HipHopMagicShockwave.html) which can be run in any web browser that has the free Adobe Shockwave plug-in installed.

The **V4A4HipHopMagic** file can usually be placed anywhere you find convenient (some PC configurations will not let the application execute in certain locations or external drives (see the [File List](#) at the end of this guide, if you have difficulties).

Note that the [V4A4HipHopShockwave](#).html and the .dcr file must be kept together in the same location (the .dcr can only be run by the .html web browser file) and you must not rename the .dcr file, or the .html file will not be able to find and launch it.

The [MicrophoneV4A4](#).pp2 file for use with V4A4HipHopMagic can be placed in any convenient location in Poser's Props library (see the File List).

## Preparing a Victoria 4 Figure

- In Poser, load a Victoria 4 figure (or Aiko 4, which is based on V4).
- Keeping the figure in its default position, **turn off Inverse Kinematics** (from the top menu, uncheck Figure / Inverse Kinematics for right and left legs).
- **Turn off** the figure's pose **limits**, so a wider range of positions is allowed (from the top menu, uncheck Figure / Use Limits).
- From the library Props/gryffnnProps load the **MicrophoneV4A4** prop. It will load near the V4 figure's right hand (see [MicrophoneV4A4 Prop](#)).
- Parent the microphone to V4's right hand:
  - open the microphone's Properties tab (Window / Parameter Dials)
  - click the **Set Parent** button
  - the Choose Parent dialog box will open, scroll down to the V4 figure's **Right Hand**, click to highlight it, then click OK to close the dialog
  - the hand is not holding the microphone yet - the V4A4HipHop poses will position the hand correctly
- If you are using one of the supported shoe props (see [Foot/Shoe Styles](#)), load and conform it to V4:
  - make sure the shoe figure (not V4) is selected

- from the top menu **Figure / Conform To**
- in the dialog box, click the triangle and click your **V4 figure** from the pop-down list, click OK

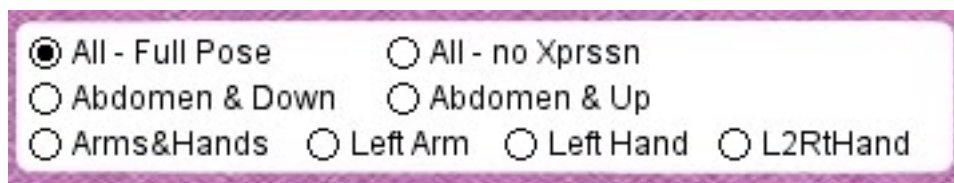
## Using V4A4HipHopMagic

**Launch** V4A4HipHopMagic (see [Shockwave](#) to use that version).

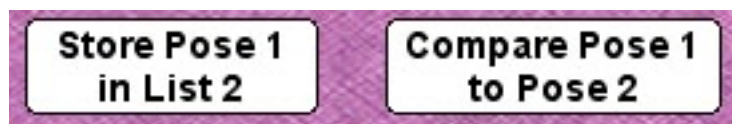
- On the Intro/Help screen, click one of the four radio buttons to select one of the four **Foot Styles** (see [Foot/Shoe Styles](#))



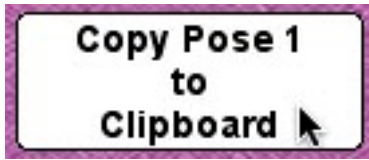
- If the V4's **figure number** is not 1 (the default value), click in the pink box, type in the figure number, and be sure to press the **Return** key (see [Figure Number](#)).
- Then click the **Start V4A4HipHopMagic** button to go to the main screen.
- Click one of the radio buttons at the top to select the **entire pose, or a portion** of it (see [Partial Poses](#))



- From the upper **List 1**, click on a line to select a pose, the **Preview Window** will show its front and side view.
- You can store a pose to the lower list by clicking the button **Store Pose 1 in List 2** or by clicking its line directly in List 2. (Clicking poses on this list does not directly change the preview image, it is only for comparisons.)



- Toggle between the pose highlighted in List 1 and the pose in List 2 by clicking and releasing the **Compare Pose 1 to Pose 2** button.



- When you have selected a pose, **be sure** to click the **Copy Pose 1 to Clipboard** button, in order to save the pose data to your computer's system clipboard.

## In Poser

**Launch Poser** (If for some reason you can't run both programs at the same time, just close HipHopMagic; the information will remain in the Clipboard.)

- Open the Animation Palette (from the top menu **Window / Animation Palette**) (see [Applying the Poses](#) in Poser for an illustration).
- Make sure V4 in the Animation palette's element list is **collapsed** - click the small black arrow next to its name to the horizontal position, so that the list of body parts does not show.
- For a single still image, at the top of the palette set Frame 00001 of 00001  
For an multi-frame animation, click the frame cell where you want the pose.
- Click on the frame's **cell** next to V4 in the Animation Palette, and select **Edit | Paste** from the menu (or use the keyboard paste command) and the pose for all the body parts you chose in V4A4HipHopMagic will be set simultaneously.
- If the pose does not appear, force a screen **refresh** by clicking on another figure name in the list, or by simply pressing the down arrow on your keyboard.

For questions, see [Trouble Shooting](#).

## Foot/Shoe Styles

Although the preview images only show V4 wearing the DAZ Running Shoes, you can apply the poses with an automatic adjustment for other foot-shoe styles.

On the opening screen, click one of the radio buttons to select a foot style: **Bare Feet**, **Running Shoes**, **4-inch Heels**, or **Diablo Shoes**.

By default, the Running Shoes radio button is selected. At any time, by pressing the **Help** button on the main screen, you can return to these buttons and change the foot style.

With the V4 or A4 figure (in its default position with Limits and Inverse Kinematics turned off) load and conform to the figure these shoes, available from [daz3d.com](http://daz3d.com).

**Running Shoes:** 5643 V4RunningShoe (V4 Runningshoes1)

**4-Inch Heels:** 4890 V4ShoePack1 (V4 HighHeels4inch)

(the Open Toe heels in this pack require small adjustments for close ups)

**Diablo Shoes:** 4978 DiaboloShoes (V4-DiabloShoes)

(medium-height heels, with a variety of stylish textures)

**Bare Feet:** the poses place the figure's feet just above Poser's ground plane

To use these poses with other shoes, pick the Foot Style that is closest in heel height, apply the pose, and adjust V4's hip, foot and toe dials if necessary.

*Note:* The poses are positioned on Poser's ground plane. If you are using a set or prop, check that its floor height is at the ground plane. If not, you can adjust the set's ytran setting, so that the V4A4HipHop poses place the figure on the floor.

If you are **positioning the V4 figure** at a specific location in a scene, be sure to use the trans and rot dials on the **Body** part, **not the Hip** – so as not to interfere with the V4A4HipHopMagic pose settings and the relationships between its linked poses.

## MicrophoneV4A4 Prop

These poses are designed to fit the prop MicrophoneV4A4 (located in the Props library "gryffnnProps")

To use the poses **without the microphone**:

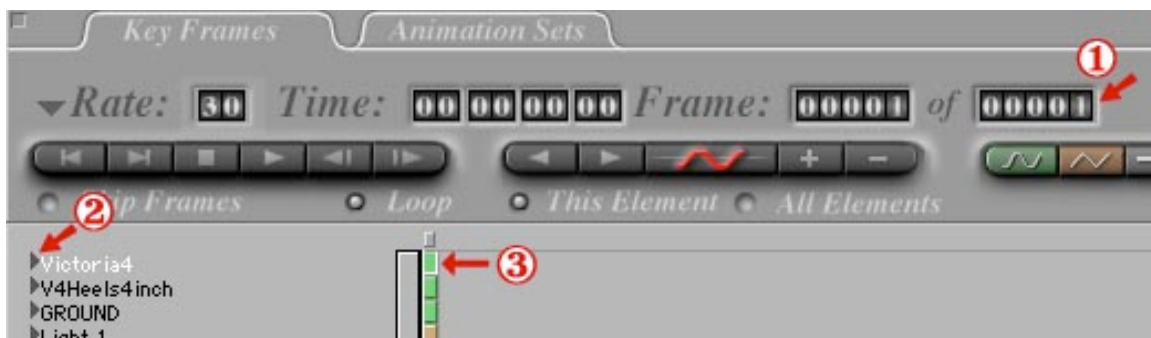
1. Symmetrically mirror the left arm's pose to the right arm using the top menu **Figure / Symmetry / Left Arm to Right Arm**
2. **Or** transfer the left arm's pose to the right arm using the top menu **Figure / Symmetry / Swap Right and Left Arms** and then use the Left Arm and or Left Hand partial pose option to apply a different pose to the left arm.
3. Some of the poses have the microphone held away from V4's mouth. You can keep keep the left and right arm positions and just **replace** the right hand's microphone grip with one of the left hand poses - by applying it to the figure with the **L2RtHand** radio button.
4. To temporarily hide the microphone for a render, open its Properties tab (Window / Parameter Dials) and click to uncheck the Visible box

If you want the microphone to be in the figure's **left hand**, the simplest way is to reverse the rendered image.

## Applying the Poses in Poser

The key to V4A4HipHopMagic is the fact that you can apply a pose to multiple body parts with a single paste operation using Poser's **Animation Palette**.

If you've never opened the Animation Palette, **don't be intimidated**. It has many non-animation uses, such as changing the selected body part with a click, or setting up a series of still images for a rendering session.



^ the elements list

[1] For now, unless you're creating an animation, keep it simple by setting it for a **single frame** (00001 of 00001).

[2] In order to paste a V4A4HipHopMagic pose in one operation, the V4 figure name in the left hand column of the palette (the elements list) **must be** in the **collapsed** position. That is, only the V4 name, not its individual body parts are shown.

Collapse the list by clicking the **black triangle** to the left of the V4 name so it points **to the right**. By clicking it again, so it points down, the expanded list of the figure's body parts is displayed, and the pose information will only be applied to whichever body part is highlighted (**Body** is a specific part, **not** the whole figure).

[3] Be sure to click in the frame cell to the right of the collapsed Victoria 4 name **before you paste** in the pose information, to insure it will be applied to all the body parts.

*Note:* The poses can be used with Victoria 4 figures and the V4-based Aiko 4. However, when using extreme breast, arm and muscle morphs on a figure, the arm and hand positions may require some adjustment.



## Figure Number

Figures in Poser can be many things besides people or other characters, such as clothing, hair, props and entire sets.

Since Poser's **Animation palette** stores dial information for multiple figures, it **assigns each one a number**, usually in the order in which the figures are loaded into the scene.

Poses pasted into the Animation palette **must** include the **figure's number**. To do so, you must enter the correct number in V4A4HipHopMagic's Intro/Help screen for the V4 figure that you want to pose.

The default number is set at "1" because that is the usual figure number when you load V4 into a new empty scene, then add hair, clothing and background. If you previously added and/or deleted one or more figures, Poser will assign V4 a higher number.

If, however, the V4 figure you want to pose (you can work with more than one V4 figure in a scene) is not 1, the pose will not be applied. Just click in the **pink box**, **type** in the figure number, and **press the Return key**.

You can guess the figure number by counting the V4 figure's line in the element list on the left side of the Animation palette (count only figure names, not the individual body parts).

However, if figures have been deleted, even a V4 figure at the top of the list might have a number other than 1.

You can simply try to see if a V4A4HipHopMagic pose sets properly. If it doesn't, you can easily find the figure number by clicking on a frame cell for one of its body parts in its expanded elements list (such as "hip"), copy, then paste into a text file. In the example below, as shown by the arrow, the number following the colon - 4 - is the figure number.

hip:4	Hip	0	zrot	zrot	Spline	0.0000	3
hip:4	Hip	0	xrot	xrot	Spline	0.0000	1
hip:4	Hip	0	xtran	xTranslate	Spline	0.0000	4
hip:4	Hip	0	ytran	yTranslate	Spline	-0.0000	5
hip:4	Hip	0	ztran	zTranslate	Spline	0.0000	6



At any time, by pressing the **Help** button on the main screen, you can return to these buttons and change the Figure Number.

## V4A4HipHopMagic Pose Organization

Each of the 50 full poses has an abbreviated description following its number in the pose list.

The poses are organized based on the **lower body** segments.

- 1 is the **basic pose** with legs straight and together
- 2 through 5 have small and large leg bends and jumps
- 6 & 7 have the figure's **weight shifted or swiveled to its left** with both feet in the default position
- 8 through 19 have the figure standing **on its left leg** while the **right leg** moves through positions from back to side to front
- 20 & 21 have the figure's **weight shifted or swiveled to its right** with both feet in the default position
- 22 through 33 have the figure standing **on its right leg** while the **left leg** moves through positions from back to side to front (the 22-33 leg positions are mirrors of 8-19, although the upper body, arm and hand positions are different)
- 34 is a **second base pose** with legs straight and wider
- 35 & 37 are **transition** poses that step right or left between poses 1 & 34
- 36 & 38 the figure's weight shifts to the left or right hips, from the wide default
- 39 & 40 knees bent, heels down, standing straight or bending forward
- 41 & 42 a large bend and jump from wide default
- 43 through 46 weight shifted to left leg, with right leg turned in, out, kick across and to side
- 47 through 50 are mirrors of 43-46 with left leg, although 48 and 50 have some variation

All of these lower body poses sequence to each other, such as 1-2-3. (See [Linked Poses](#).)

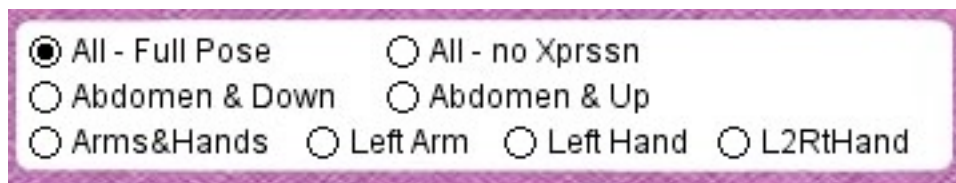


**Upper body** segments of the poses are matched to the lower body segments to give useful poses. They are not in any order, although some do sequence, such as 10 & 11, 13 & 14, 17 & 19, 24 & 25, 29 & 30, 31 & 32, and 43 & 45.

## Partial Poses

You can copy a pose's dial settings for ALL the body parts or for only SOME parts - just select one of the **radio buttons at the top of the Main screen**.

Beyond using these 50 complete poses, you can **extract parts of poses** (using the radio buttons) to combine into a new pose, or to add a portion of a pose to one you're creating or one from the Poser library.



This lets you take advantage of two powerful techniques alone or in combination:

1. applying two or more poses in a specific **order**
2. using Poser's **symmetry** menu commands (Figure / Symmetry)

### Order Matters

By applying partial poses sequentially you can easily create new custom poses. In particular:

**Abdomen & Down and Abdomen & Up:** Both the lower and upper body poses include the Abdomen settings in order to give the look shown in the preview images. When you want to keep the abdomen position (twist, bend, side-side) of either the upper or lower portion in a combination, copy that one after the other, so the first's abdomen pose settings are replaced by the second's.

**Arms & Hands:** copies only settings for the left and right arms and hands, no abdomen, chest, neck or head are included.

**Left Arm:** only the left collar, left shoulder and left forearm settings are copied. You can set the hand separately (and can then apply the pose to the right arm with Poser's symmetry swap command).

**Left Hand:** only left hand and finger settings are copied, to let you set the left hand independently from the left arm pose (and can then apply to right arm with Poser's symmetry swap command).

**L2RtHand:** copies the settings for the left hand's pose, but mirrors it to paste on the figure's right hand. This is useful when you don't want to have the figure holding the microphone in its right hand.

## Expressions

To use a pose **without changing** the figure's existing expression: apply the it with the "**All - no Xprssn**" radio button clicked. In addition, none of the partial pose radio buttons affect the expression dials.

To use the **expression from pose A with pose B**: apply pose A with the "All - Full Pose" radio button clicked, then apply pose B with the "All - no Xprssn" radio button clicked.

The expressions are designed for medium to long views. My product **V4XprssionMagic** can be used for a far wider range of expressions and for close ups. You can use it to add expressions after you have achieved your desired poses, since it will not affect other body parts or head position.

(V4XprssnMagic, available at [daz3d.com](http://daz3d.com) lets you quickly preview any combination of the 63 eye and 84 mouth poses and copy into Poser the morph dial settings for over 5,000 possible expressions.)

Both V4A4HipHopMagic and V4XprssnMagic affect **only** the expression dial settings, not the face shaping and scaling dials, so they will not alter any character settings you have applied to the V4 figure (unless a careless character creator used any expression dials to create a face shape).

**Aiko 4**, based on the Victoria 4 figure, has **its own** set of expression head morphs. The expression settings in the V4A4HipHopMagic poses use only the V4 expression dials – and **do not reset** any values that may be on the A4 expression dials. (**Aiko4XprssnMagic** is also available from [daz3d.com](http://daz3d.com).)

If you want to set your own A4 expression, click the **All – no Xprssn** radio button (or one of the partial pose buttons). If an expression on an A4 figure can not be satisfactorily adjusted, you can use the Restore command on the figure's head, reset the A4 dial to "1" and use the A4 expression dials.

## Linked Poses

All the lower body segments of the poses are linked to each other. That is, the **placement of one or both feet is identical**.

Each pose description is followed by one or more numbers in **brackets**. These refer to the lower body segment of the pose. Applying the poses in sequence in either direction moves the feet in a smooth progression. For example:

To transition between feet together and wide poses: 1-35-34 or 1-37-34  
Shift weight from hip to hip: 1-6-1-20-1  
Step from wide to hip to hip: 34-36-34-38-34  
Leg bend and jumps: 1-2-3, 1-4-5, 1-2-4-5, 34-41-42  
Knees bend and swivel right-left: 7-21, 1-2-7-2-21-2  
Leg bends with foot back: 10-11, 43-45  
Stomp foot: 1-16-15, 1-30-29  
Big step to side with bent knee: 1-13-14, 1-27-28 1-16-13-14, 1-30-27-28  
Kick forward: 1-16-17-18, 1-30-31-32, 8-18, 22-32  
Big step forward: 1-16-17-19, 1-30-31-33, 8-19, 22-33  
Knee in and out, pivoting of ball of foot: 43-45, 47-49  
Kick across left and right from wide: 34-44-34-46-34, 34-48-34-50-34  
Kick across then out: 34-44-46, 34-48-50

These linked poses can be used to set up animations, but also for a still image - by layering renders of the poses and adjusting opacity to get a ghosted set of images of a motion.

## Animation

Using the partial poses and the Animation Palette you can quickly set up the basics of an animation to develop fully in Poser.

*Remember* that pasting a partial pose **does not** paste any settings for the unchosen body parts, so you will have to set keyframes for any of those parts you don't want to tween when you set the next pose.

Poser will create transition positions between two poses that you place several frames apart with no intervening keyframes. For any of the new intermediate poses that are useful, fine tune, set keyframes, and save.

The poses include Linear as the interpolation method (the cell becomes orange). You must set another one, if you prefer.

## Trouble Shooting

### ***V4A4HipHopMagic will not launch.***

Some security systems will not allow an application to launch from particular locations, such as external drives. Check your computer's security settings or ask your IT department. Try moving the V4A4HipHop application to another location, such as Windows' Program directory, or using the Shockwave version. Some non-English systems do not recognize the program.

***I pasted the pose in Poser, but nothing happened.***

Did you click the button **Copy Pose 1 to Clipboard**, not just the pose in List 1?

Did you click on the V4 figure's frame cell in the Animation Palette before you pasted?

Did you enter the correct figure number in V4A4HipHopMagic's Intro screen?

Some versions of Poser do not automatically redraw the screen when you paste new dial settings into the Animation palette. You can force a screen refresh by clicking on another figure name in the list, or by simply pressing the down arrow on your keyboard.

***When I pasted the pose in Poser only one body part moved or the figure is distorted.***

Is Inverse Kinematics turned OFF for the figure's right and left legs? Are Limits turned off?

Before you pasted did you click in the Animation Palette on the frame cell next to the V4 figure?

Is the arrow next to the V4 figure's name in the Animation Palette elements list clicked to the collapsed position? If not, only the pose information for one body part will be copied. Click the triangle to collapse the list and reapply the pose.

***V4's feet are not in the right position on the ground.***

Did you click the correct foot style radio button on the V4A4HipHopMagic first screen? By default the Running Shoes radio button is selected.

Is Inverse Kinematics turned OFF for the figure's right and left legs?

Is there a setting on the BODY part's ytran dial – it should be set to zero.

***Only the arms (or legs, etc.) of the pose is applied.***

Did you click the right radio button "All – Full Pose" or "All – no Xprssn" at the top of the main screen? The other buttons apply only part of the pose.

Is Inverse Kinematics turned OFF for the figure's right and left legs?

## Shockwave Version

To use the Adobe Shockwave version, open in your web browser the file V4A4XprssnMagicShockwave.html. It and the dependent file V4A4XprssnMagicShockwave.dcr must be in the **same** location (anywhere convenient) and you must not rename the .dcr file, or the .html file will not be able to find and launch it.

Use the Shockwave version with DAZ Studio or Poser as instructed above.

You must have a current version of **Adobe Shockwave Player** (not to be confused with the Adobe Flash Player) installed in your web browser.

If needed, use this link to get the Shockwave Player (or go to adobe.com and search for “Shockwave”) Follow directions to download and install the appropriate player for your operating system and browser(s):

<http://www.adobe.com/shockwave/download>

## File List

Most users can place these files anywhere convenient:

**V4A4HipHopMagicPC** (free-standing application for PCs)

**V4A4HipHopMagicMac** (free-standing application for Macs)

**V4A4HipHopMagicGuide.pdf** (this user guide)

The files for the Shockwave version can also be placed anywhere, but they must be located *together*.

**V4A4HipHopMagicShockwave.html** (to be opened in a web browser)

**V4A4HipHopMagicShockwave.dcr** (runs within the .html file)

Runtime : Geometries : gryffnn :

**MicrophoneV4A4.obj**

Runtime : libraries : Props : gryffnnProps :

**MicrophoneV4A4.png**

**MicrophoneV4A4.pp2**

Runtime: Textures : gryffnnTXs :

**MicHeadBlackTexture.jpg**

## **Thanks for purchasing V4A4HipHopMagic!**

At [daz3d.com](https://daz3d.com) you'll find my V4FaceMagic, which has 50 unique faces and 7 custom face morphs, as well as XprssnMagics for Victoria 4, Aiko 4, Michael 4, Genesis and Genesis 2 figures. Elisa Griffin / gryffnn