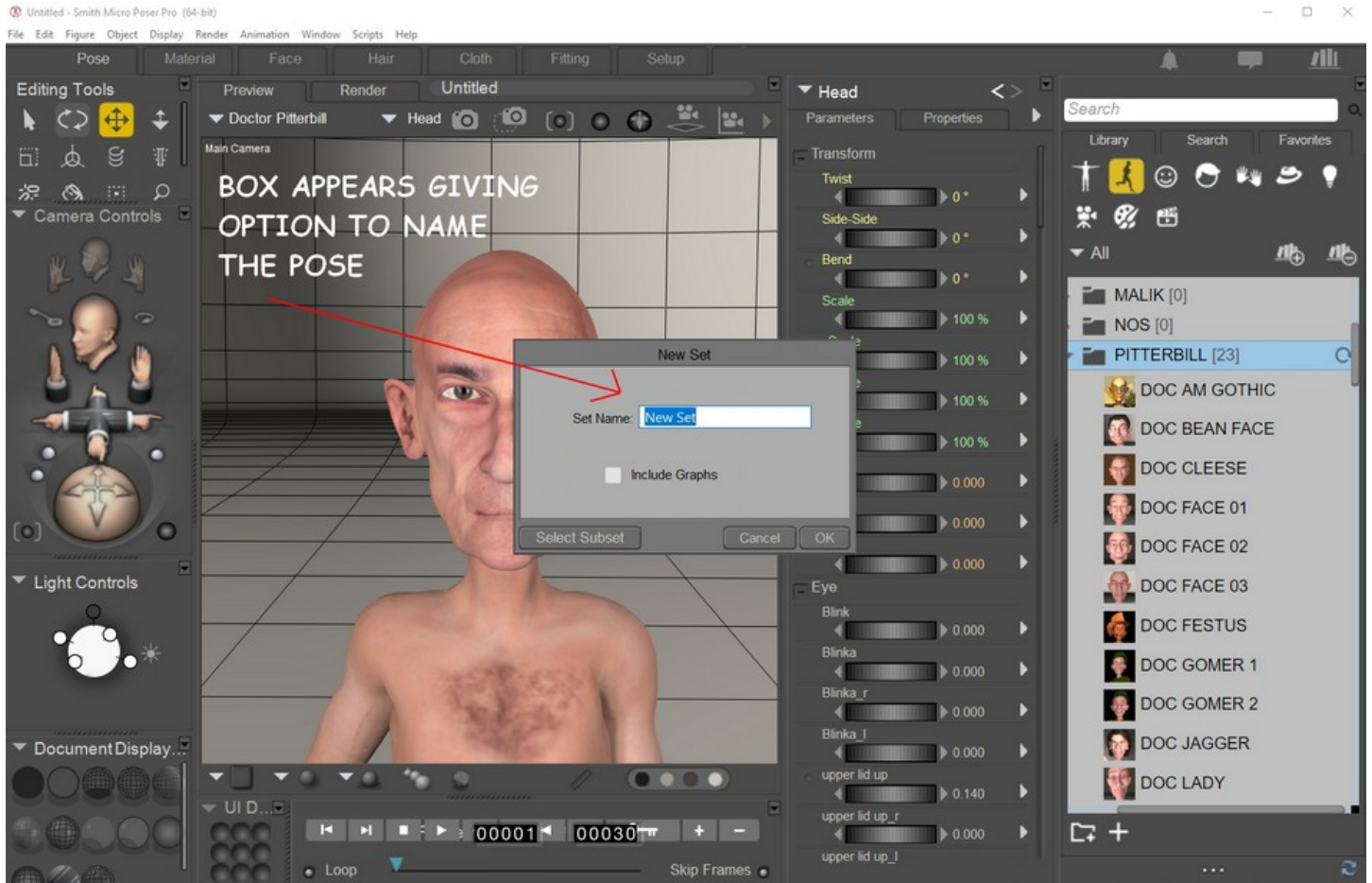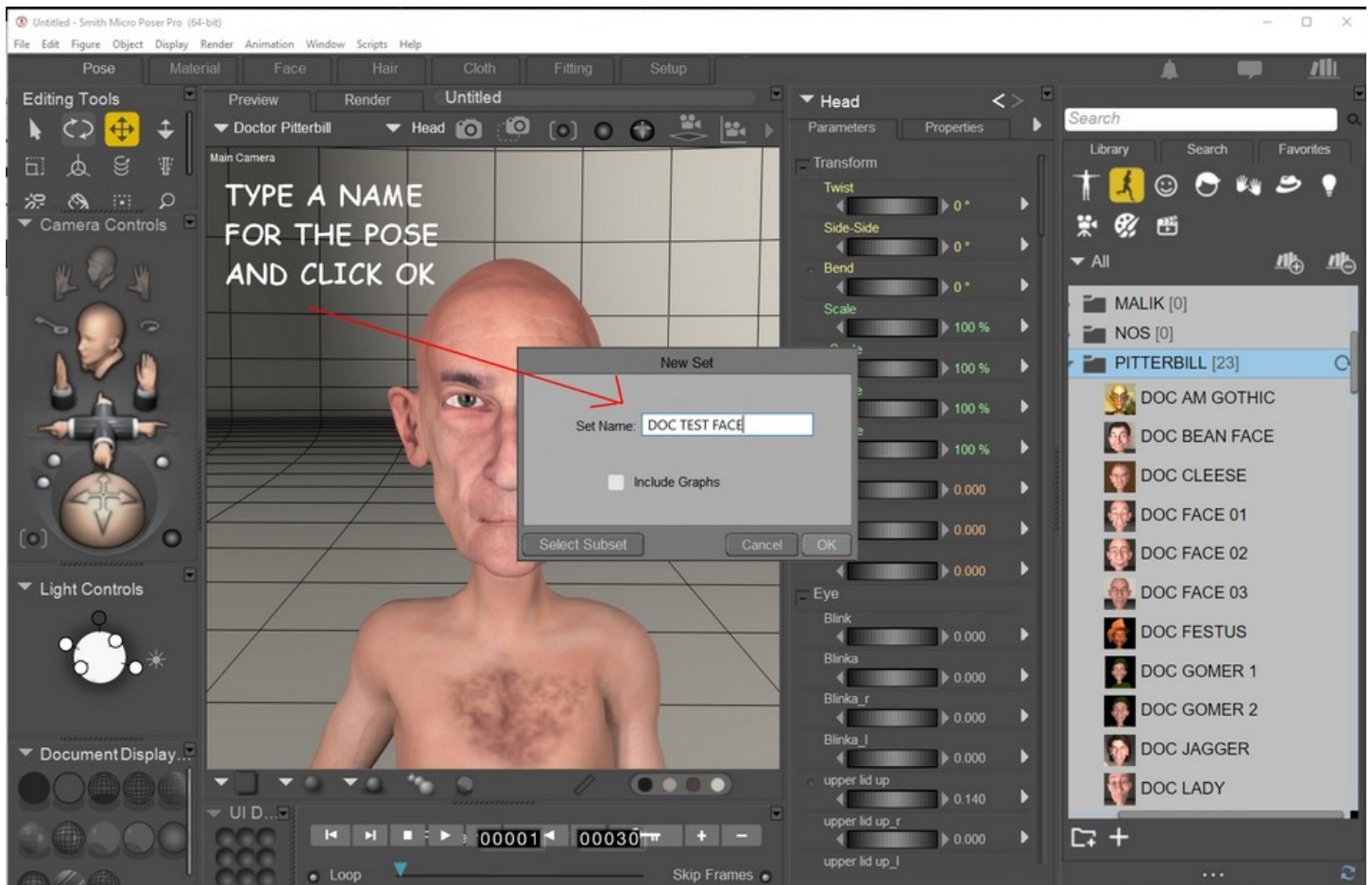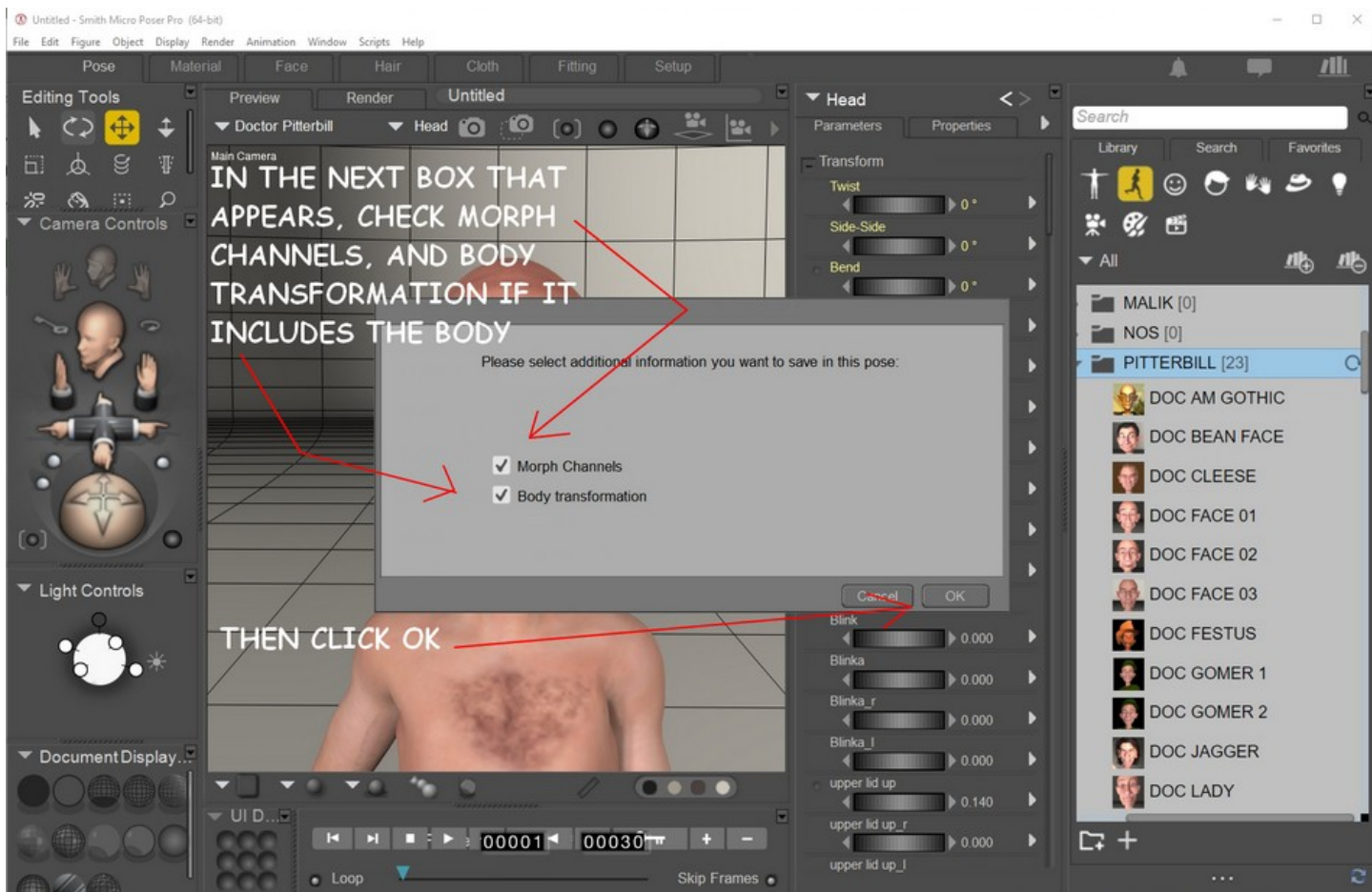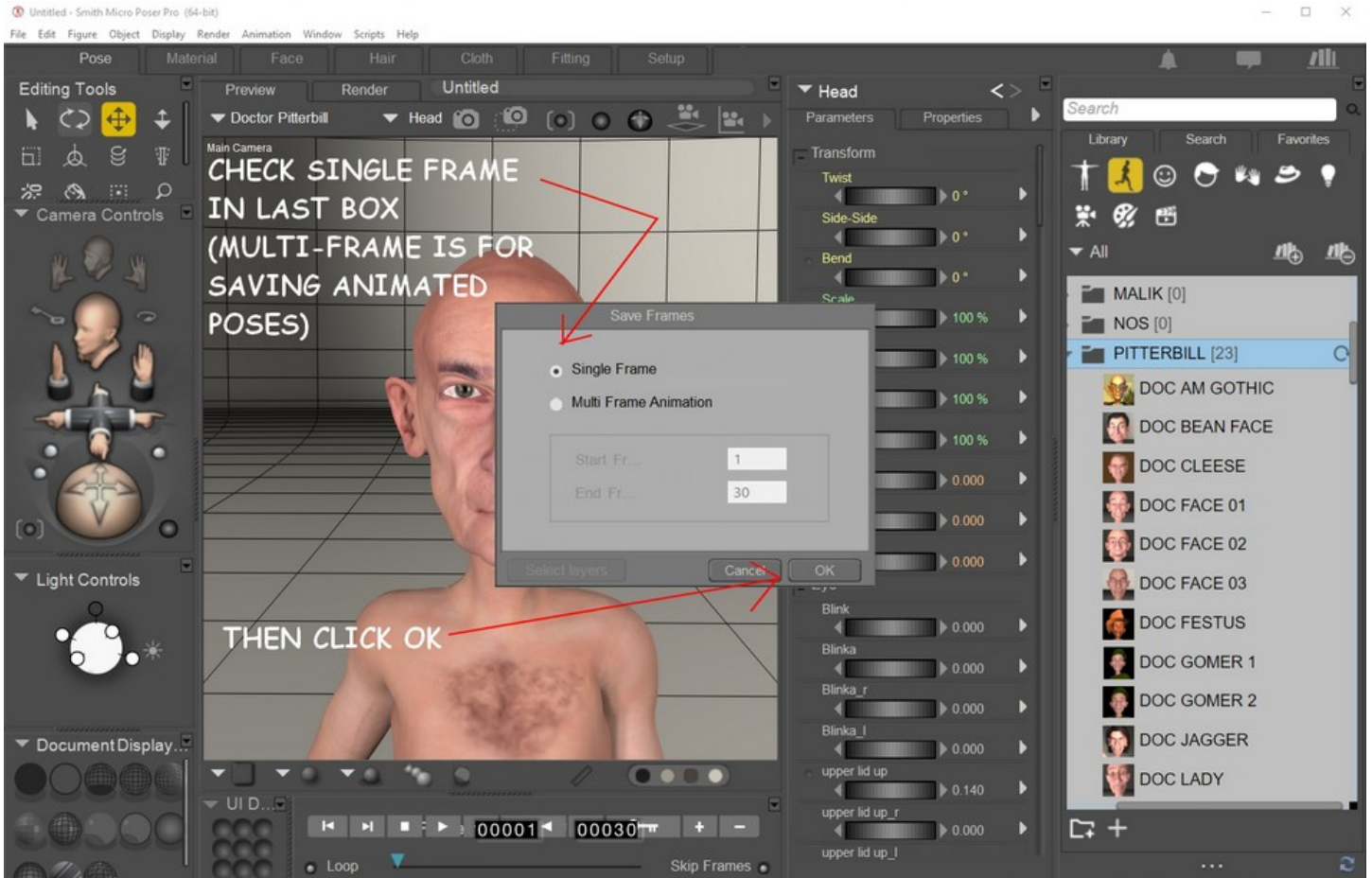Okay...another tutorial. Since it took me so long to learn how to save out facial poses, I'm sharing the info here. This same info applies to saving body poses, and animated poses, except step four and five may be different, according to whether it's a multi-frame animated pose, or a simple single frame full body pose.

BOX APPEARS GIVING OPTION TO NAME THE POSE

IN THE NEXT BOX THAT APPEARS, CHECK MORPH CHANNELS, AND BODY TRANSFORMATION IF IT INCLUDES THE BODY

Please select additional information you want to save in this pose:

✓ Morph Channels
✓ Body transformation

Cancel   OK

THEN CLICK OK

CHECK SINGLE FRAME
IN LAST BOX
(MULTI-FRAME IS FOR
SAVING ANIMATED
POSES)

THEN CLICK OK

Save Frames

- Single Frame
- Multi Frame Animation

Start Fr... 1
End Fr... 30

Select layers | Cancel | OK

Bend
0 °

Scale
100 %

xScale
100 %

yScale
100 %

zScale
100 %

xTran
0.000

yTran
0.000

zTran
0.000

Blink
0.000

Blinka
0.000

Blinka_r
0.000

Blinka_l
0.000

upper lid up
0.140

upper lid up_r
0.000

upper lid up_l

YOUR POSE WILL
APPEAR IN THE
CONTENT
LIBRARY

▼ All

DOC GOMER 1

DOC GOMER 2

DOC JAGGER

DOC LADY

DOC MARTY

DOC MATT

DOC MJ

DOC SPOCK SALUTE ANI

DOC SPOCK SALUTE STAN

DOC SPOCK SIT

DOC SPOCK STAND

DOC SPOKE SIT SALUTE

DOC TEST FACE