La Femme 1 for Poser is the New 'It Girl' for the Digital Art Community

Renderosity, Smith Micro enlist experience of veteran digital artists to create new figure for Poser 11

MURFREESBORO, Tenn. (PRWEB) January 30, 2019 -- A team of veteran digital artists has worked together to create La Femme 1 for Poser, a new female figure for Poser 11+ which was released Tuesday, Jan. 29, the teams at Renderosity.com and Smith Micro announced.

The new figure takes advantage of the team's collective century of design experience to make use of all the features and power found in Poser 11.

"Smith Micro and Renderosity joined forces to put together a team of amazing Poser content developers to create La Femme 1 for our dedicated community of Poser users," said Tommy Lemon, vice president of Renderosity. "The Poser community has long awaited a new, high functioning figure that works well and really utilizes all of the amazing new features of Poser 11."

Team member Denise Tyler said she thinks the digital arts community will be pleasantly surprised with La Femme for Poser.

"I had hoped with each new figure that came out for Poser and, as much as I appreciated all the work that people went into it, that 'it' factor was missing in them," she said.

La Femme was designed with the "it factor" in mind from the start.

"She’s pretty out of the box, she poses like a dream, she is very expressive, and the more she got finished, the more excited and proud I was to be a part of this project," Tyler said.

The project was supported and funded by Renderosity and Smith Micro.

After getting advanced access to the figure, Renderosity vendor Ilona agreed with Tyler's assessment.

"She has so much more in her than other characters," she said.

At first, digital artist Ilona wasn't sure she was taken with the figure, but, after playing with her for only a few hours she found the versatility in the figure.

"La Femme is absolutely beautiful to work with. What I liked most was her joints. They are smooth and natural in every pose, unlike older models that have breaks and creases that shouldn’t be there," fellow digital artist Danniella Schvarcz said.

The Team behind La Femme

With the full support of Renderosity and Smith Micro, a team of veteran Renderosity vendors with more than a century of combined experience with Poser worked to build the new figure from the ground up.
La Femme 1 has been created by the following people with sponsorship from Renderosity and Smith Micro:
- Gabriel "Blackhearted" Creed designed the base mesh, body morphs, and UV mapping and Shaders,
- Charles "Nerd3D" Taylor created the rigging and did advanced testing,
- Denise "Deecey" Tyler designed the face morphs and shaders while providing creative support and advanced testing,
- Rhiannon Morrigan designed textures and shaders and did advanced testing, and
- Special thanks to Stefan Werner for contributing the SSS with Refracted Eyes shader and the Renderosity testing team.

Tyler said the group worked together, chatting about ideas and squashing bugs over the past few months before passing it on to Renderosity for its thorough testing process.

"The end result? The first Poser figure in years that I’ve had fun working on and working with," Tyler said.

La Femme's Features
La Femme 1 for Poser 11+ contains improvements on previous Poser figures and includes a variety of new textures, advanced facial expressions, Talk Designer compatibility and more.

"La Femme is the figure Poser 11 has been waiting for," said Charles Taylor, who was responsible for her rigging and tutorials.

The La Femme figure for Poser 11 uses a beautifully sculpted base model that gives artists what they need to create beautiful images. The advanced rigging is designed to make her easy to pose and keeps the complexities of the figure out of your way.

La Femme comes with a wide variety of morphs as well as the ability to be further sculpted with scaling and body control handles. She includes highly detailed texture maps and hybrid materials that work in both FireFly and SuperFly.

"This gives you capability and usability no other figure can offer," Taylor said.

About Renderosity
Renderosity (renderosity.com) is the premier online community for 2D and 3D digital artists, animators, game designers, production studios, photographers and writers of all skill levels and genres. Renderosity provides resources for graphic artists and animators that use the following software products: 3DS MAX, Adobe Photoshop, Bryce, Carrara, Cinema 4D, Deep Paint3D, iClone, LightWave, Maya, Poser, SOFTIMAGE XSI, Vue, Z Brush, and many others. Renderosity has been providing a wealth of free services and tools to inspire, encourage and support creative minds since 1998. Renderosity is a division of Bondware Inc., a company based in Murfreesboro, Tennessee. Find more about Renderosity at renderosity.com.

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Smith Micro develops software to simplify and enhance the mobile experience, providing solutions to some of the leading wireless service providers, device manufacturers, and enterprise businesses around the world. From optimizing wireless networks to uncovering customer experience insights, and from streamlining Wi-Fi access to ensuring family safety, our solutions enrich today’s connected lifestyles while creating new opportunities to engage consumers via smartphones. Our portfolio also includes a wide range of products for creating, sharing...
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