



EASY POSE

THE EASY AND QUICK SOLUTION FOR POSING REFERENCE

Manual

Mobile Version : 1.643

PC Version : 1.700

Release Date : 2018-01-15

Last Update Date : 2020-06-09



Madcat Games

Madcat.help@gmail.com

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Terms of Use

Article 1 (Term Agreement)

1. The user will use this service following the rules of this agreement. The user may not use this service without agreeing to this agreement. The user is to have agreed to this agreement from the moment the user uses this service.

Article 2 (Collected Information of Easy Pose Mobile version)

1. We collect access rights to the gallery of the cell phone that the user uses when using this service. These rights are only used to save the screen image to the gallery of the cell phone when the users uses the app to capture the screen, and are not used for any other usage. The user may refuse the app request for access, but then the user will not be able to use the screen capture function in the app.

Article 3 (Usage of User Information by 3rd Parties)

1. This clause was created considering the General Data Protection Regulation(GDPR) of the EU which expands the definition of 'personal information' following EU regulations as of May 25, 2018.

2. There are cases when targeted advertisements using user information is delivered from a 3rd party company server in this service by 3rd party companies consigned by us. In the case when these 3rd party companies send advertisements using user information, automatically collected information are stored in the service of these 3rd party companies, and are managed following the personal information management policies of these 3rd party companies. Please refer to the below page for the personal information management policies of each company.

Google <https://policies.google.com/>

Apple <https://www.apple.com/privacy>

Steam https://store.steampowered.com/eula/453480_eula_1?eulaLang=english

Article 4 (Authorization of Software Usage)

1. Related to the software provided by us related to this service(including software that will be newly provided in future version updates, hereinafter referred to as "this Software"), when using this service we shall allow nonexclusive usage on the condition that the users who download this Software shall following this agreement. In addition, the copyrights of this Software shall remain with us.

2. We do not provide any guarantees that this Software does not include practical or legal defects. (including but not limited to safety, reliability, accuracy, completeness, effectiveness, appropriateness for a specific purpose, flaws related to security, error or bugs, violation of rights etc.)

3. Excluding cases when the user has received clear permission by us related to the usage of this Software, the user must not do the following restricted actions.

- (1) Copying all or part of this Software.
- (2) Modifying all or part of the functions, documents, or program source code that are included in this Software.
- (3) Actions to disassemble or decompile all or part of this Software. In addition, actions that attempt to decipher all or part of this Software.
- (4) Actions to transfer, lend, or authorize usage of this Software to a 3rd party.

(5) Actions to use this Software for the purpose of promotion, commercial business, or solicitation.

4. There are instances when this Software undergoes a version update. This agreement shall also be applicable to the updated version of this Software. Version update announcement are not made individually to users.

5. The copyrights of the output(illustrations, cartoons, animations etc.) created using this Software remain with the user, and the user has the right to use the output for their own purposes.

Article 5 (Refunds)

1. In the case a user requests a refund after purchasing this Software, refunds will only be made limited to the following circumstances.

- (1) The case when there is an error in this Software or the additional contents of the premium shop.
- (2) The case when the platform company that distributes this software such as Google, Apple, Steam etc., acknowledge the need for a refund.

Article 6 (Changes to the Agreement)

1. This agreement may be modified at any time without prior notification to the user in cases when we judge it to be necessary. After modification, this agreement becomes effective from the time that it is posted in an appropriate location on the website operated by us. As we do not contact users individually on these modifications, please refer frequently to the latest version of this agreement when using this service.

Article 7 (User Enquiries)

1. If you have any questions on this agreement, please contact us below.

Madcat.help@gmail.com

Manager : Park Ki Young

Established May 7, 2018

Last revision May 25, 2018

About US



MadCat Games is a creative team that develops and services digital contents.
We create a variety of fun, from mobile to console, and from games to design apps.

Facebook <https://www.facebook.com/easyposer/>

Twitter <https://twitter.com/EasyPoser>

Instagram https://www.instagram.com/madcat_games/

YouTube <https://www.youtube.com/channel/UCIEBqN4jB6W7de4Z03jvPaA/feed>



2015.03
Hero Cats!



2016.06
Hell invasion of the
block Heroes



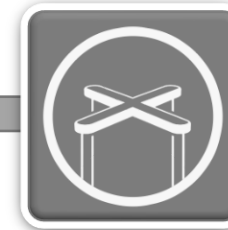
2017.01
Adventures of
clumsy hero



2018.01
Easy Pose
Mobile version



2019.05
Easy Style



2020.06
Easy Pose PC version

Easy Pose download link



<https://play.google.com/store/apps/details?id=com.madcat.easyposer>

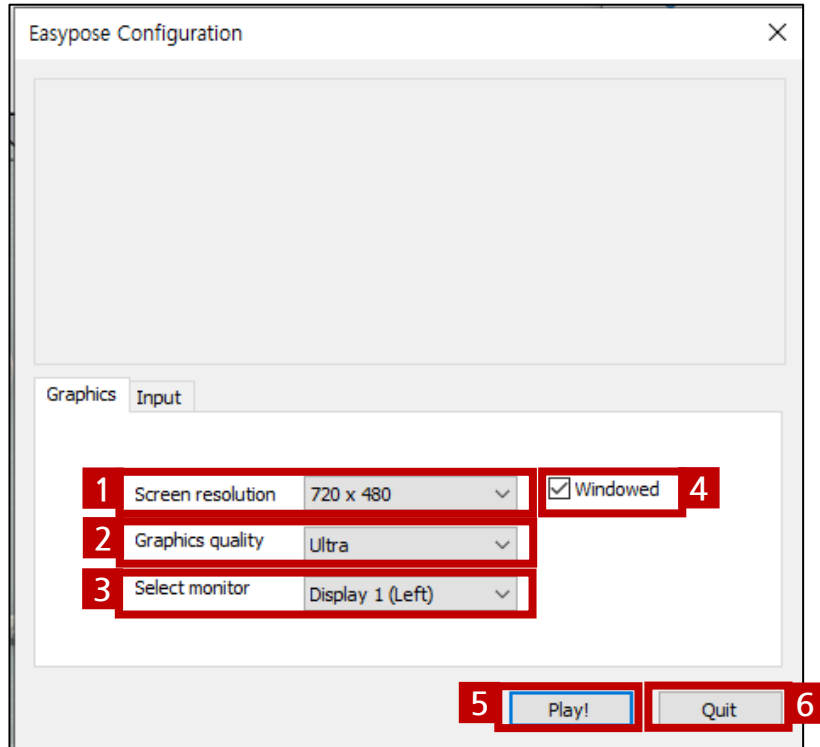


<https://apps.apple.com/app/id1335872207>

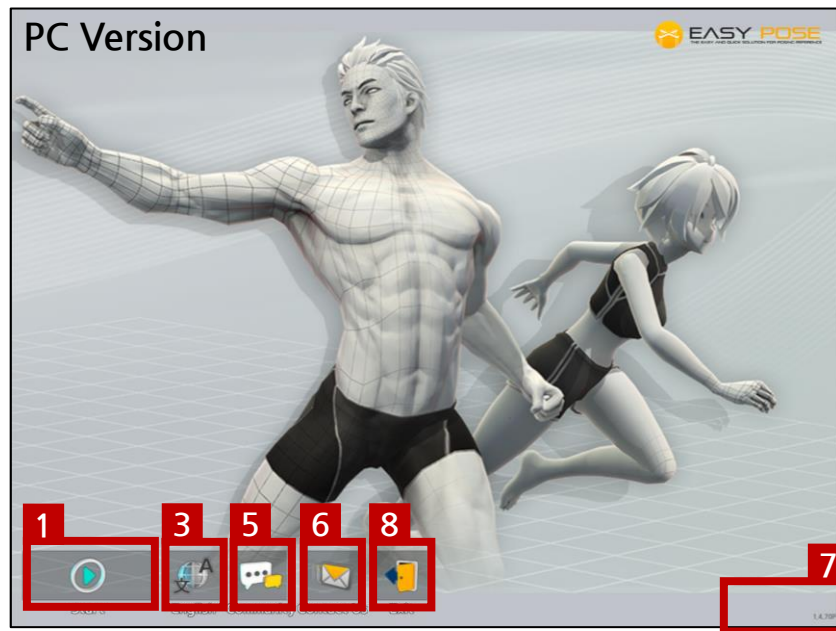


<https://store.steampowered.com/app/979710>

Setting the popup window to run Easy Pose

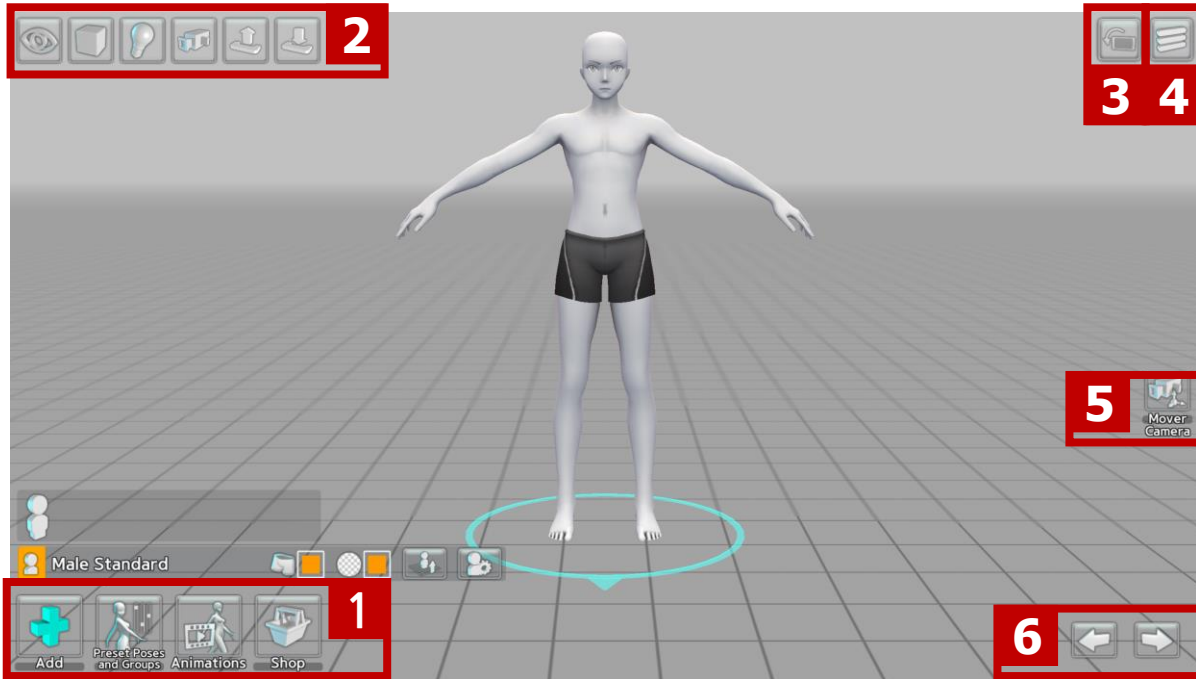


NO	Image	Commentary
1	Screen resolution 720 x 480	Screen resolution. You can change the desired resolution by tapping the numbered area.
2	Graphics quality Ultra	It means the graphic quality that can be implemented in Easy Pose. There is no problem without setting the option.
3	Select monitor Display 1 (Left)	You can select the monitor on which you want to run Easy Pose.
4	<input checked="" type="checkbox"/> Windowed	If you activate the checkbox and run Easy Pose, it will run as a window mode, not full screen.
5	Play!	Menu to launch Easy Poser.
6	Quit	Menu to exit Easy Poser.



NO	Image	Commentary
1		Start menu let you to begin Easy Pose.
2		Help menu shows you terms and conditions, guide document, YouTube link of the Easy Pose.
3		This menu allow you to change the language. Easy Pose support 15 languages including English, Japanese, and Chinese.
4		When you re-install the Easy Pose or install it on another device, you need to verify yourself to restore purchased item. This button helps You to restore your purchase history. You can only restore from a device using the same OS.
5		Community menu let you connect to official SNS.
6		Please contact us if you have any questions.
7		This shows the current version of the Easy Pose on your device.
8		This menu closes the app.

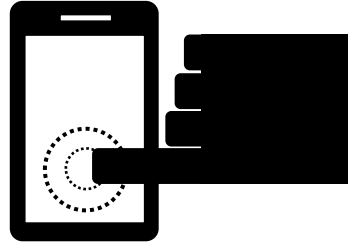
Play Screen



NO	Image	Commentary
1		Main menu. It consists of Add model, preset, props, animations.
2		This is the main menu of the PC version. Remove the shop menu and divide the preset pose & group menu.
3		Sub menu. It consists of preview, box-line mode, light editing, camera view editing, file saving, and file loading.
4		Change landscape mode and portrait mode.
5		Setting Menu.
6		Change model move and camera move.
7		Cancel or restore a job in progress.

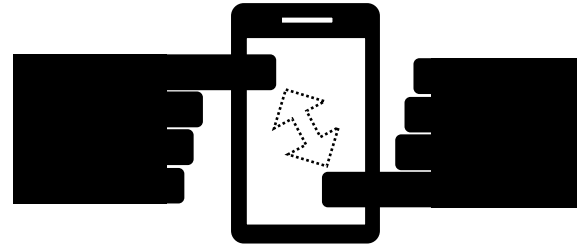
How to use the mobile version

Tap the screen with one finger



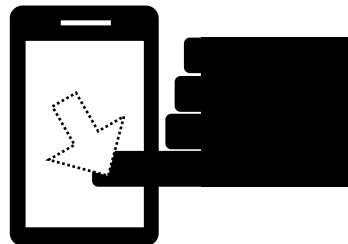
Select menu / model / prop / icon.

Adjust the distance by placing two fingers on the screen



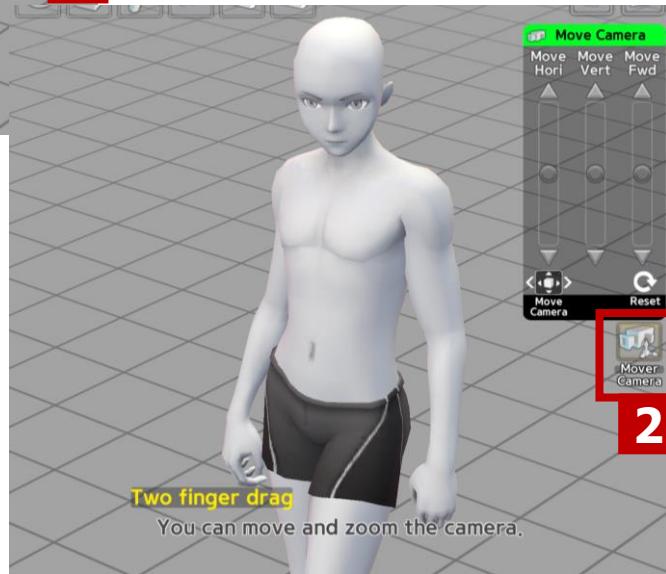
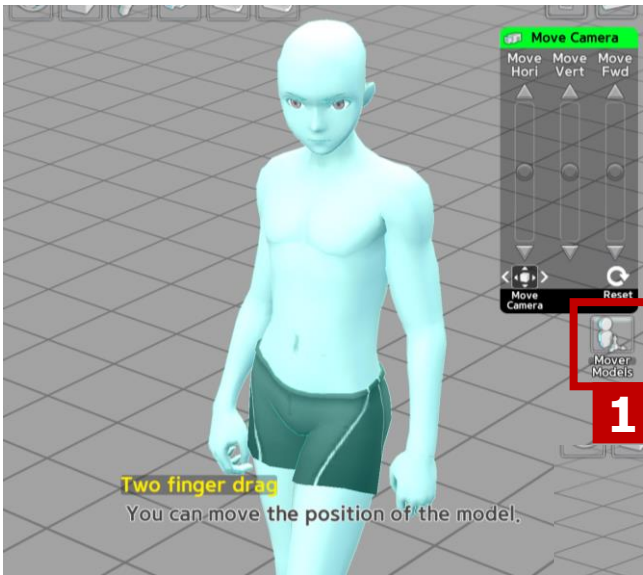
Zoom in / out.



Place one finger on the screen and drag



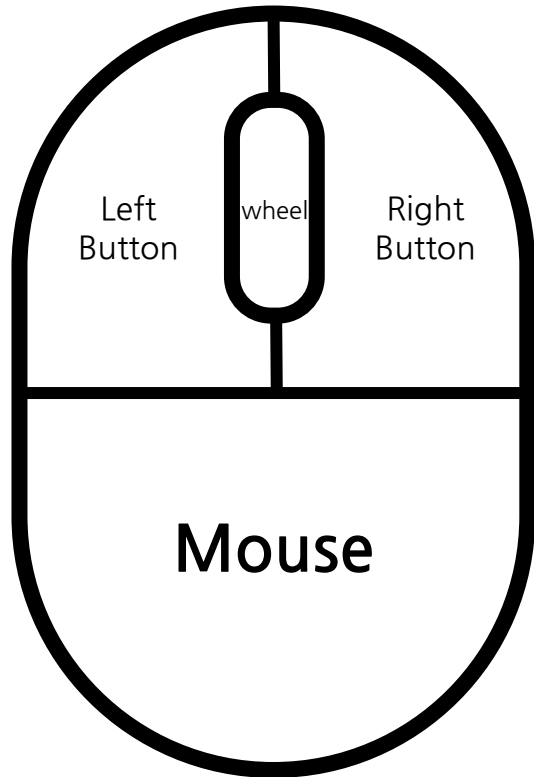
Move / Rotate.

Mode Change



NO	Image	Commentary
1		In Mover Models mode, place two fingers on the screen and drag. You can change the location of the model.
2		In Mover Camera mode, place two fingers on the screen and drag. You can change the position and zoom of the camera.

How to use the PC version



Hold down the left mouse button and drag

Camera / model move.

Hold down the mouse wheel and move

Wheel scroll

Camera zoom in / out.

Mouse right button

Popup window exit / cancel.

Mouse left button

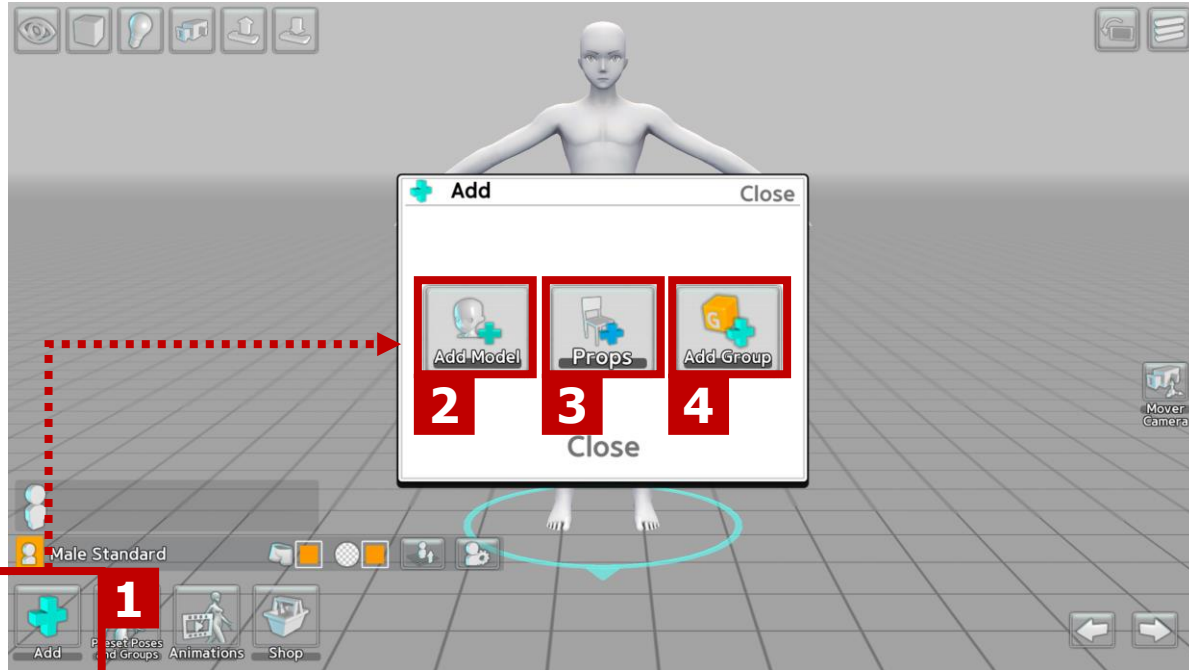
Select menu / icon / model and props.
Camera rotation.





How to use the PC version

Q	W	E	Camera
A	S	D	Move / zoom in / zoom out
Ctrl	+	S	Open the Save menu.
Ctrl	+	L	Open the load menu.
Ctrl	+	N	New project.
Ctrl	+	Z	Undo. (Up to 200 times)
Ctrl	+	Y	Redo.
Ctrl	+	D	Copy and paste.
[Select the next model.
]			Select the previous model.

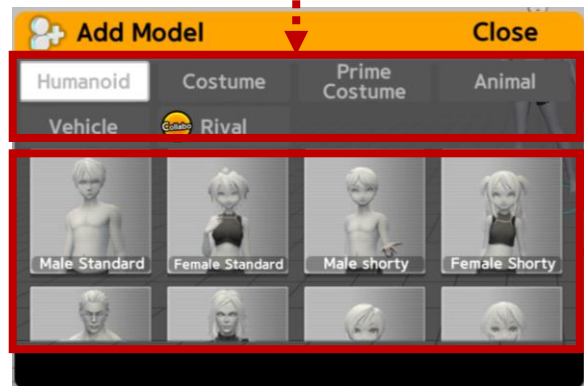
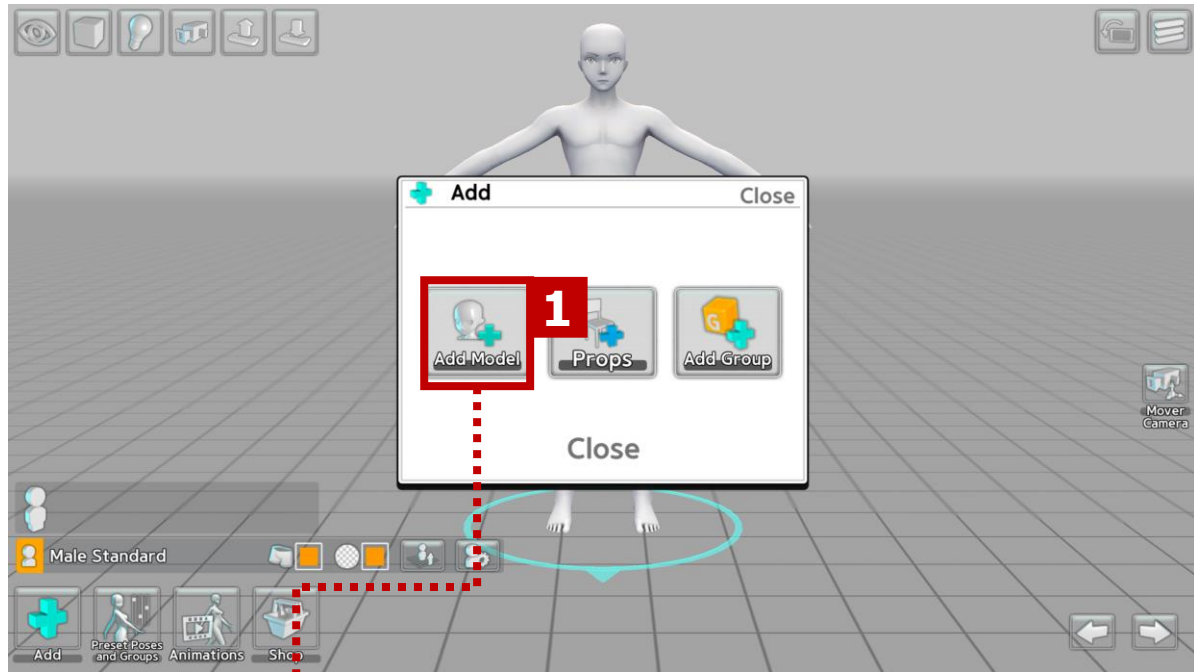
Tab	Change camera / model mode.
V	Hide or show selected model / props.
R	Initialize the selected joint.
C	Open the model / prop color menu.
M	Reverse selected model left and right.
F1	How to open the operation window.
F11	Screen capture with background.
F12	Screen capture with no background image.
DEL	Delete selected model / props.
ESC	Open / close menu popup window.


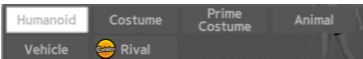

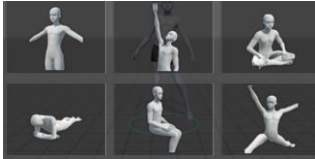
Add Menu






NO	Image	Commentary
1		Select add menu.
2		If you want to add models, select this menu.
3		If you want to add props, select this menu.
4		If you want to add 2 or more model poses or groups, select this menu.

Add Model

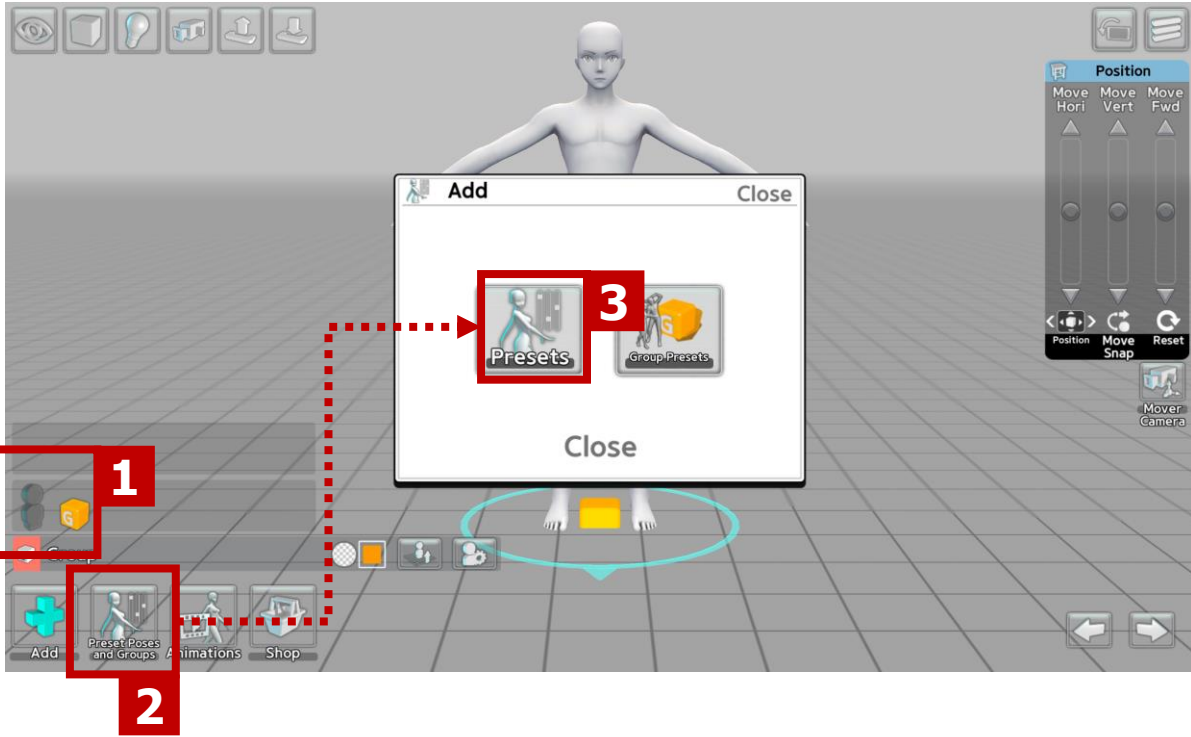





NO	Image	Commentary
1		Select the Add Model menu.
2		Select the category.
3		Select the model.
4		Select the starting pose.

Model type

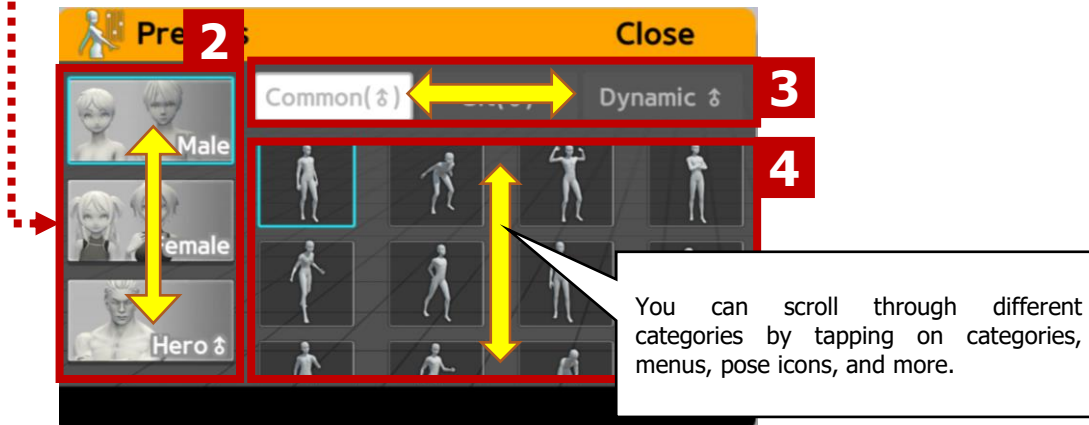
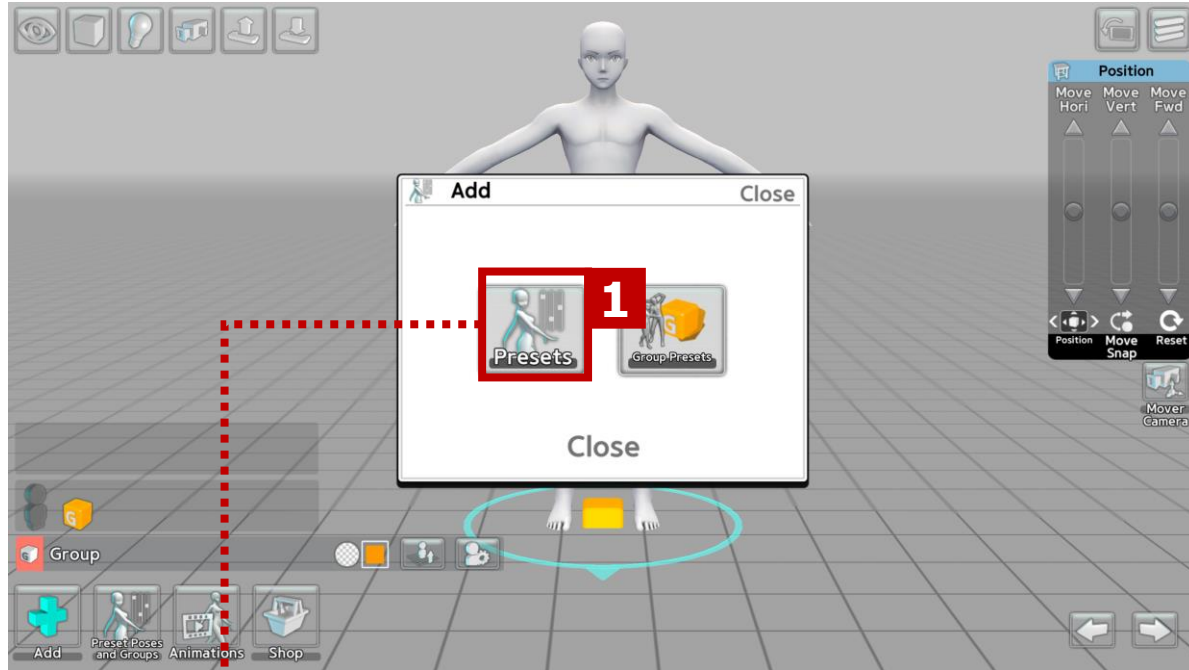
Category	Image
Humanoid (13 types)	
Costume model (13 types)	
Medieval armor (2 types)	
Animal (8 types)	
Vehicle (10 types)	



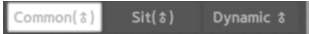

Presets



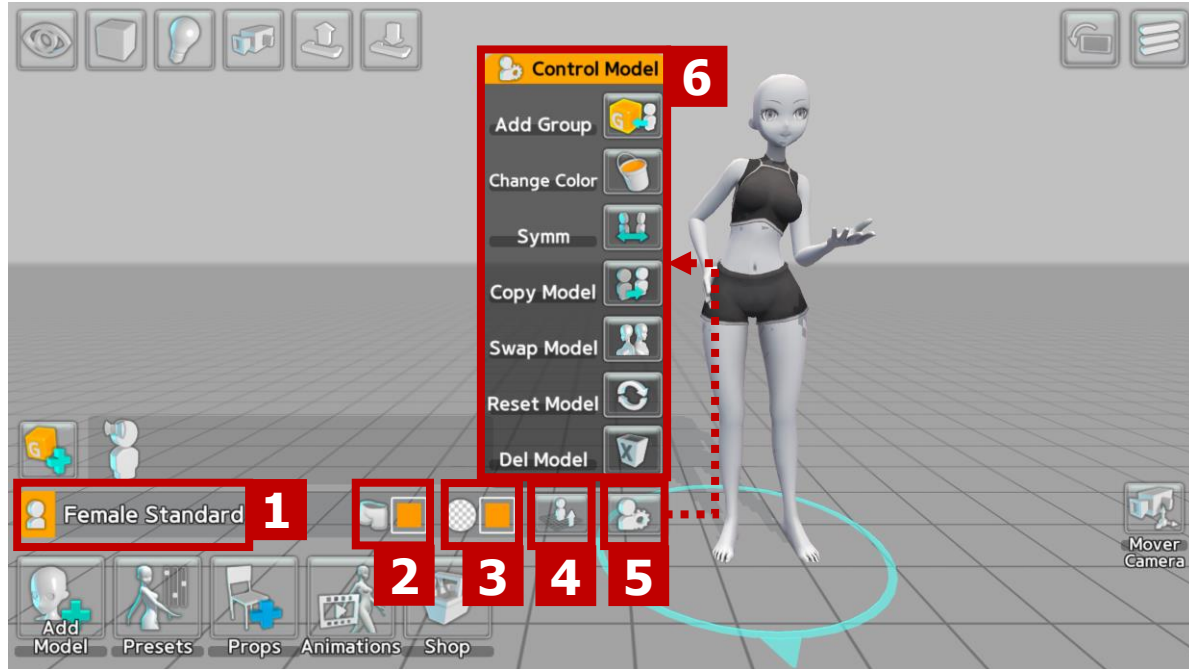
NO	Image	Commentary
1		Select the model you want to change the pose.
2		Select the 'Preset pose and group' menu.
3		A menu appears in the center of the screen. Select the 'Presets' menu.

Presets



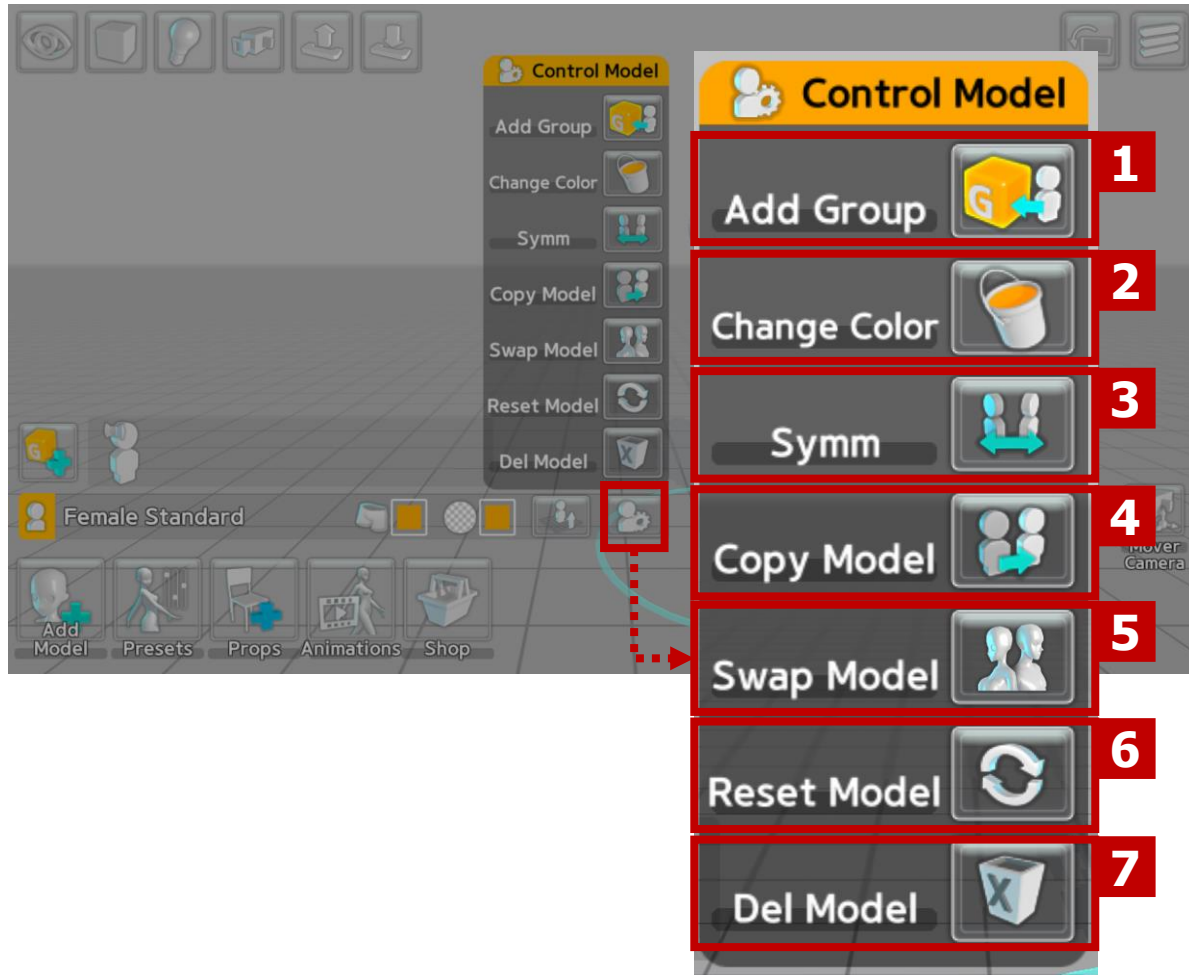
NO	Image	Commentary
1		Select the Preset menu.
2		Select the category. The categories are divided according to the types of models and props.
3		Select a subcategory. Subcategories provide different poses depending on the concept.
4		Select a pose icon. The model poses the same.






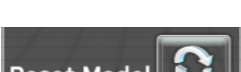

Model edit bar



NO	Image	Commentary
1		Provides the file name of the model and props.
2		You can undress or dress the models in the Humanoid category.
3		Select this menu to hide the model from the screen.
4		Place the model's feet on the ground.
5		Button to open the control model menu.
6		Provides the menu to edit the model.



Control Model Menu



NO	Image	Commentary
1		Include models and props in group.
2		Change the color of the model and props.
3		Change the pose of the model in the opposite direction.
4		Add another model with the same pose.
5		Change to another model in the same pose.
6		Reset the model.
7		Delete the model.

Color Change



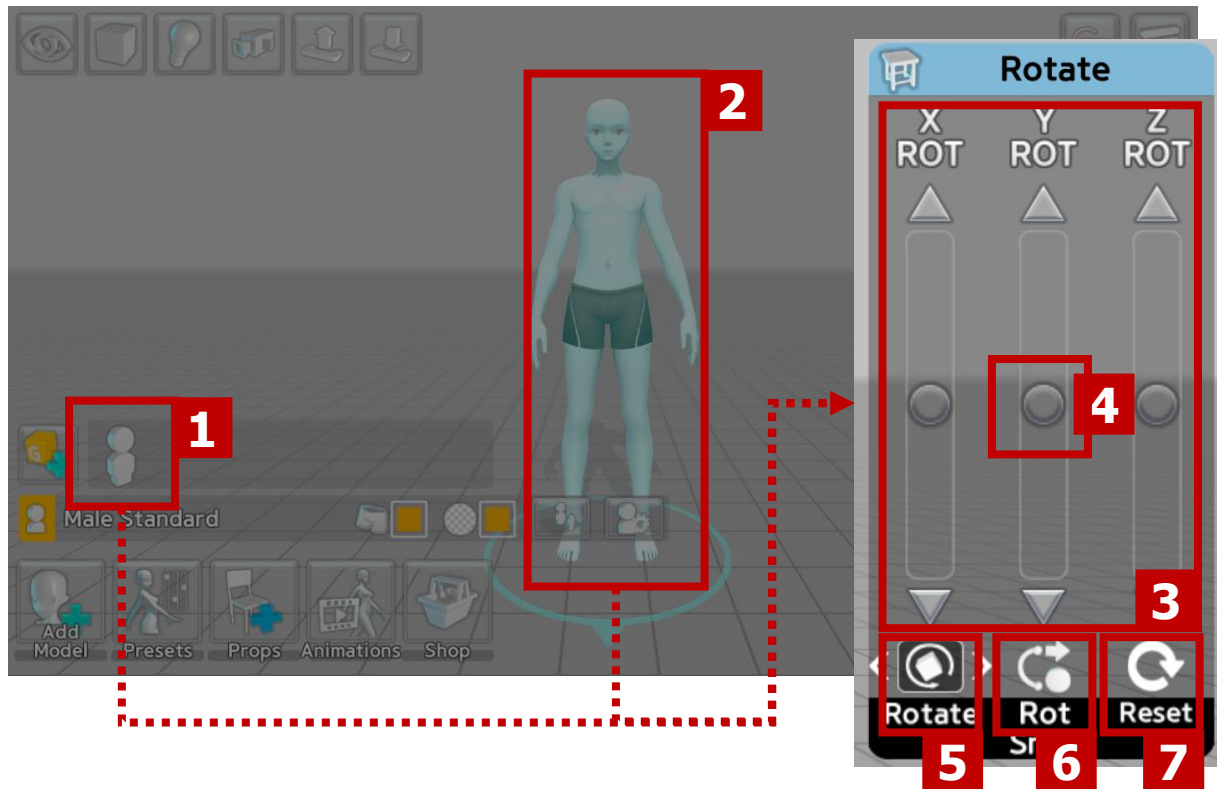
NO	Image	Commentary
1		Select a category.
2		Select the color of the pallet.

** The color change function applies to all models.

** For the mobile version of Easy Pose, color nudes are not available to humanoid models.

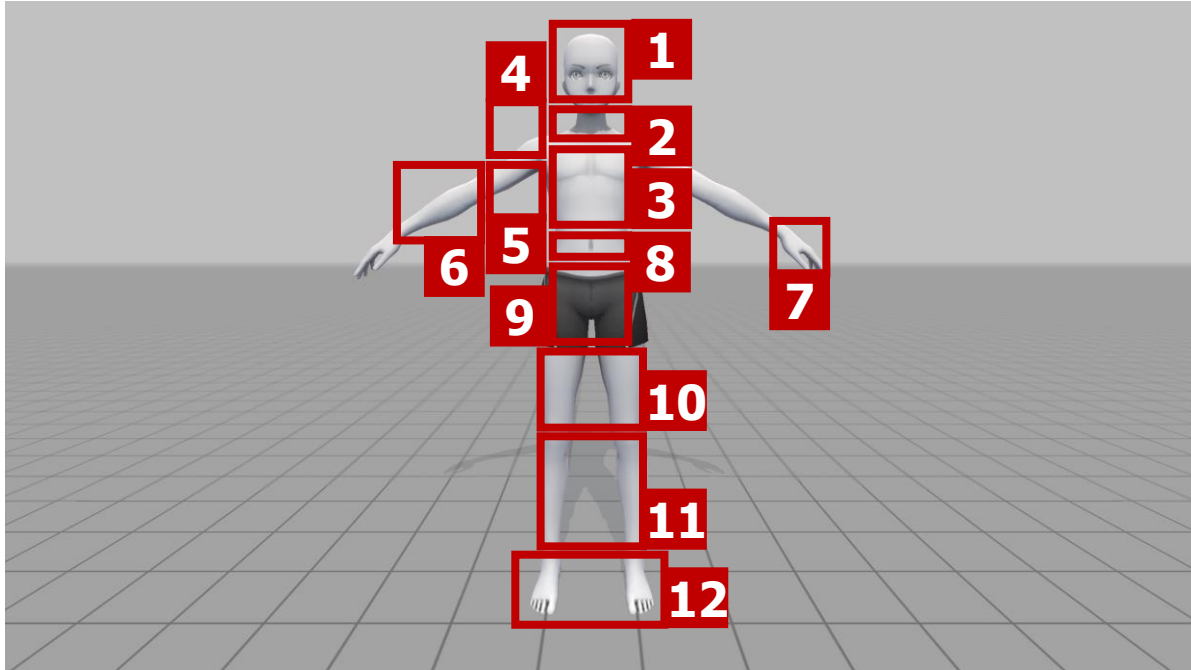
(Apple and Google have banned color nudity so that users do not understand Easy Pose as obscene content.)













Control Panel



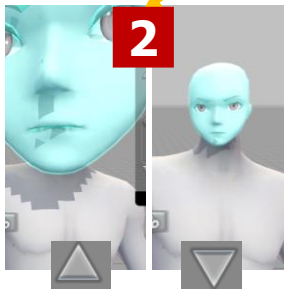
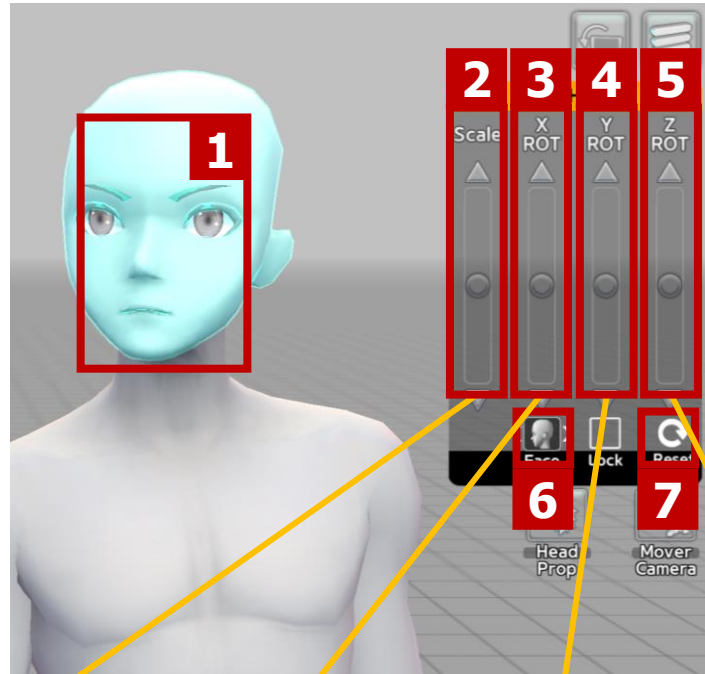
NO	Image	Commentary
1 2		When you select an icon or object, the edit panel appears on the screen.
3 4		Edit the body by moving the pointer in the center of the slide up or down. Editing speed increases as pointer moves away from center.
5		Select a different edit menu.
6		It moves once in every 15 degrees.
7		This menu let you reset the model's state.









Body parts

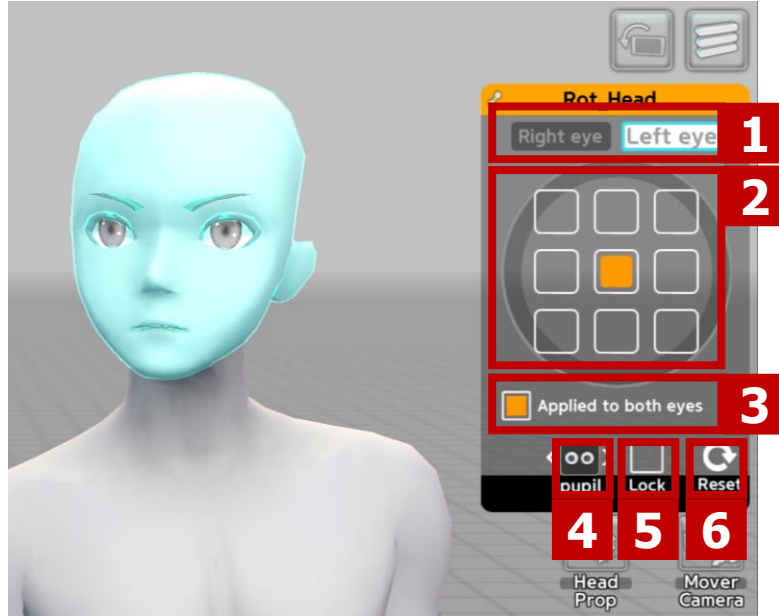


NO	Image	Commentary
1		Head, eyes
2		Neck
3		Upper body
4		Shoulder
5		Arm
6		Forearm
7		Hand, Finger
8		waist
9		Hip
10		Thigh
11		Calf
12		Foot, instep of a foot, toes

Head






NO	Image	Commentary
1		Select the model's head. The control panel will appear on the right side of the screen.
2		By scrolling up the pointer, you can scale up the model's head. By scrolling down the pointer, you can scale down the model's head.
3		By scrolling up the pointer, you can up the model's head. By scrolling down the pointer, you can down the model's head.
4		By scrolling up the pointer, you can turn the model's head to the right. By scrolling down the pointer, you can turn the model's head to the left.
5		By scrolling up the pointer, you can move down the model's head to the left shoulder. By scrolling down the pointer, you can move down the model's head to the right shoulder.
6		This menu allow you to control the model's eye direction.
7		This menu prevents the body parts from changing.
8		This menu let you reset the model's state.



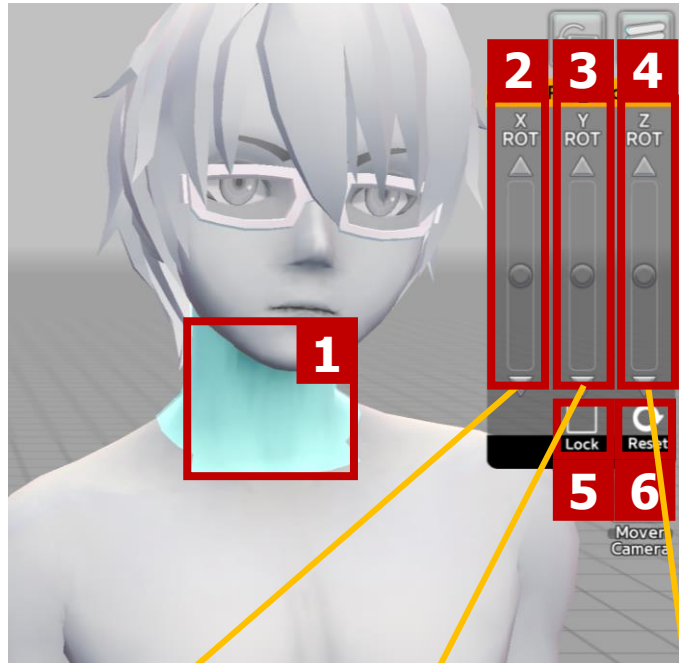
NO	Image	Commentary
1		Select right eye or left eye.
2		Select the eye direction of the model.
3		Orient both eyes the same way.
4		This menu allows you to control the model's head.
5		This menu prevents the body parts from changing.
6		This menu let you reset the model's state.

Head Props



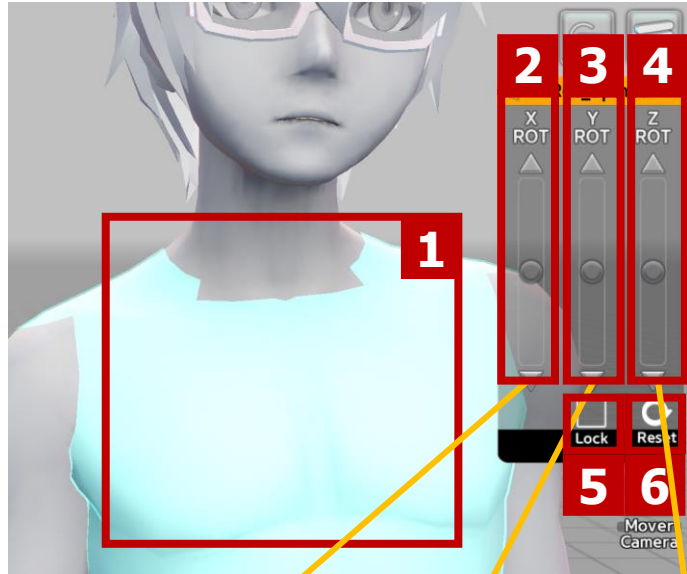
NO	Image	Commentary
1		Select the menu. The head prop list will appear on the screen.
2		Select the category.
3		Please select a prop icon. The model wears the same props.

Neck



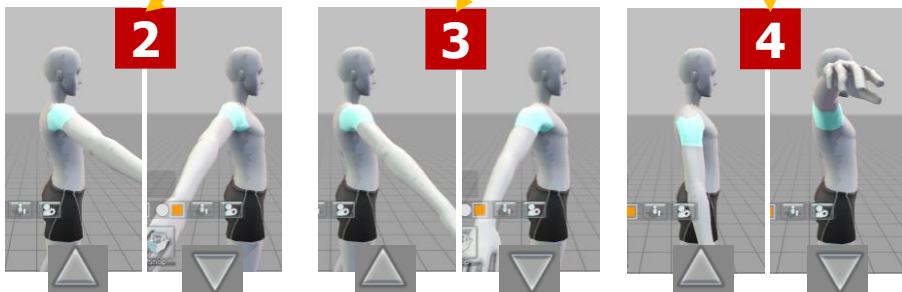
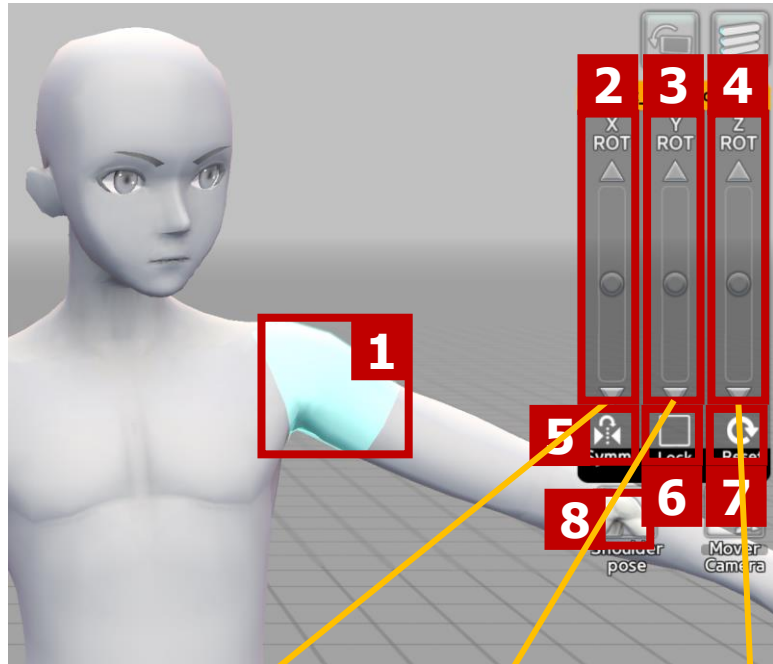
NO	Image	Commentary
1		Select the model's neck. The control panel will appear on the screen.
2		By scrolling up the pointer, you can up the model's neck. By scrolling down the pointer, you can down the model's neck.
3		By scrolling up the pointer, you can turn the model's neck to the right. By scrolling down the pointer, you can turn the model's neck to the left.
4		By scrolling up the pointer, you can lower the model's neck down to the left. By scrolling down the pointer, you can lower the model's neck down to the right.
5		This menu prevents the body parts from changing.
6		This menu let you reset the model's state.

Upper body



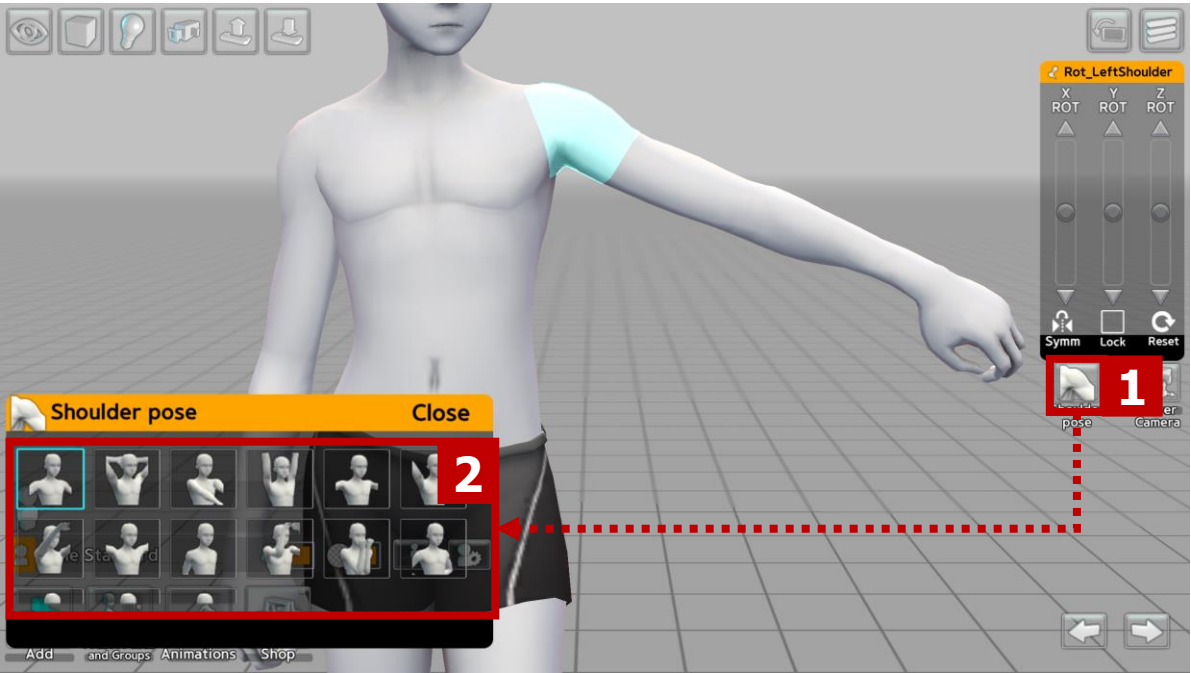
NO	Image	Commentary
1		Select the model's upper body. The control panel will appear on the screen.
2		By scrolling up the pointer, you can lower the model's upper body to the back. By scrolling down the pointer, you can lower the model's upper body to the forward.
3		By scrolling up the pointer, you can turn the model's upper body to the right. By scrolling down the pointer, you can turn the model's upper body to the left.
4		By scrolling up the pointer, you can lower the model's upper body to the left. By scrolling down the pointer, you can lower the model's upper body to the right.
5		This menu prevents the body parts from changing.
6		This menu let you reset the model's state.


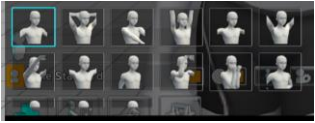
Shoulder



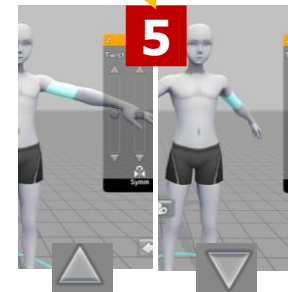
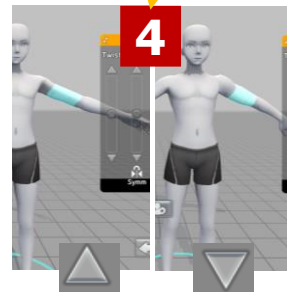
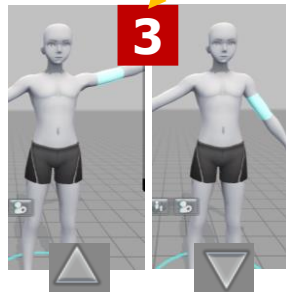
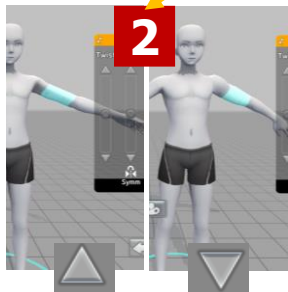
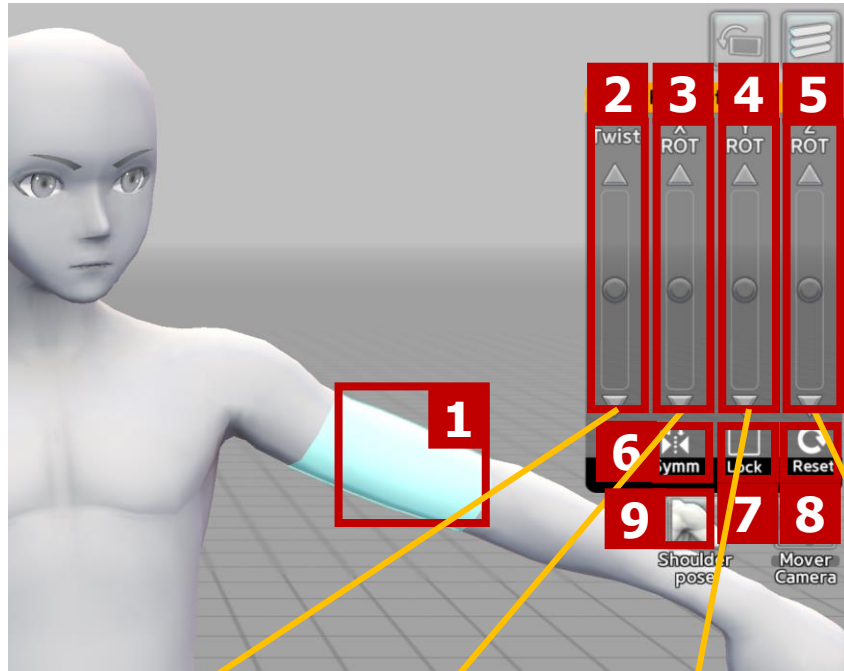
NO	Image	Commentary
1		Select the model's shoulder. The control panel will appear on the screen.
2		By scrolling up the pointer, you can turn the model's shoulder to the forward. By scrolling down the pointer, you can turn the model's shoulder to the back.
3		By scrolling up the pointer, you can pull the model's shoulder to the forward. By scrolling down the pointer, you can pull the model's shoulder to the back.
4		By scrolling up the pointer, you can lower the model's shoulder. By scrolling down the pointer, you can raise the model's shoulder.
5		Edit the pose of the other shoulder the same.
6		This menu prevents the body parts from changing.
7		This menu let you reset the model's state.
8		This menu shows shoulder pose.

Shoulder pose



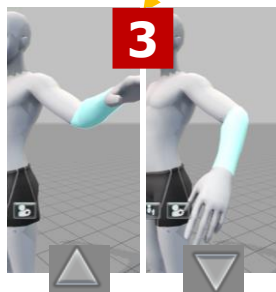
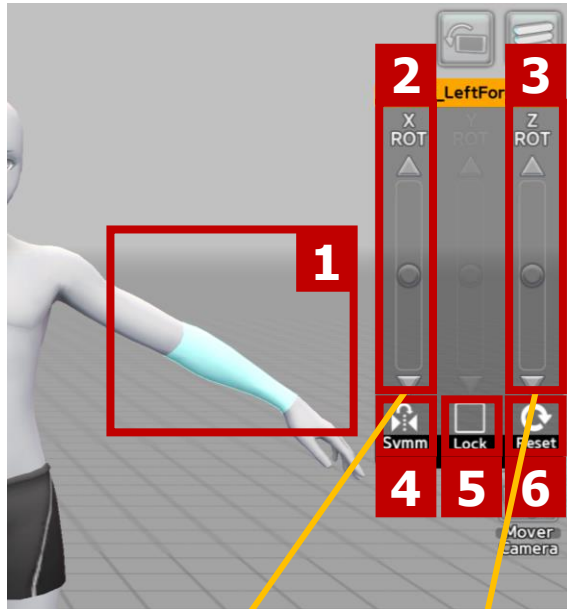
NO	Image	Commentary
1		Select the menu. The head prop list will appears on the screen.
2		Select a shoulder pose icon. The model poses the same.

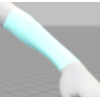





Arm



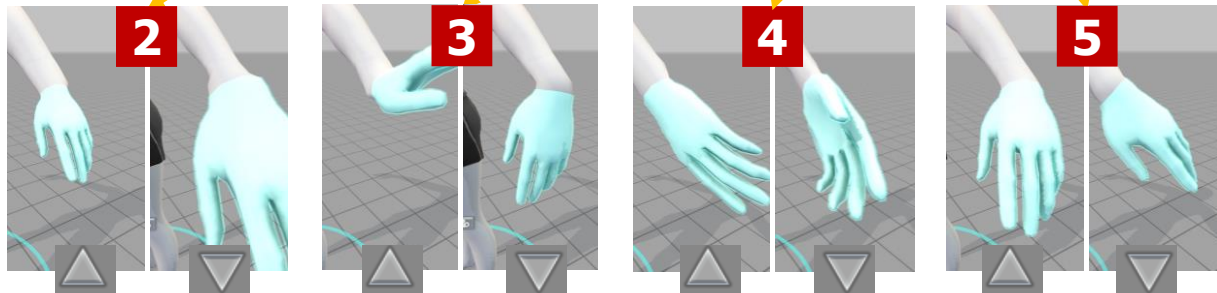
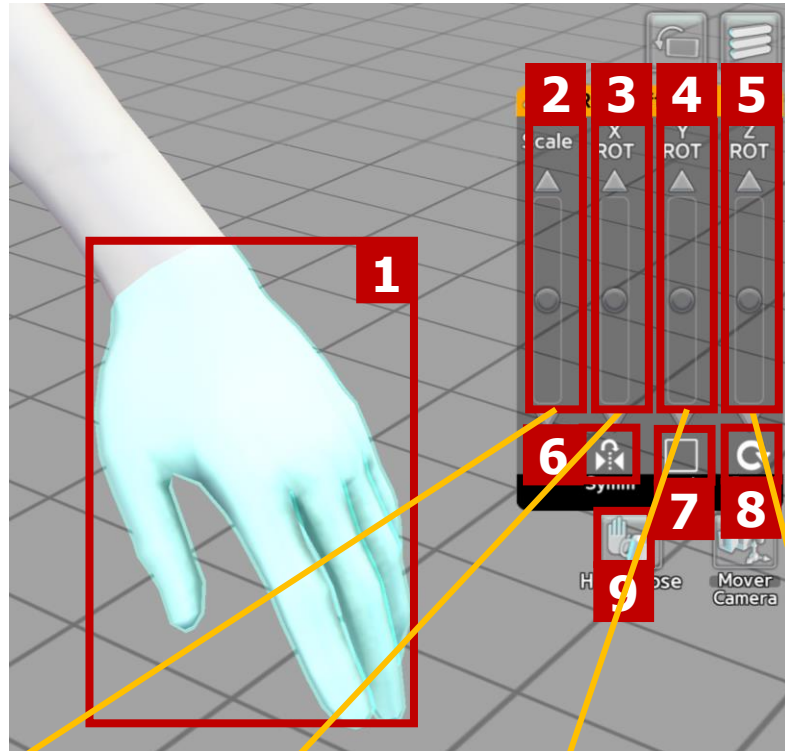
NO	Image	Commentary
1		Select the model's arm. The control panel will appear on the screen.
2		By scrolling up the pointer, you can rotate the model's arm to the forward. By scrolling down the pointer, you can rotate the model's arm to the back.
3		By scrolling up the pointer, you can up the model's arm. By scrolling down the pointer, you can down the model's arm.
4		By scrolling up the pointer, you can rotate the model's shoulders and arm to the forward together. By scrolling down the pointer, you can rotate the model's shoulders and arm to the back together.
5		By scrolling up the pointer, you can pull the model's arm to the forward. By scrolling down the pointer, you can pull the model's arm to the back.
6		Edit the pose of the other arm the same.
7		This menu prevents the body parts from changing.
8		This menu let you reset the model's state.
9		This menu shows shoulder pose.

Forearm



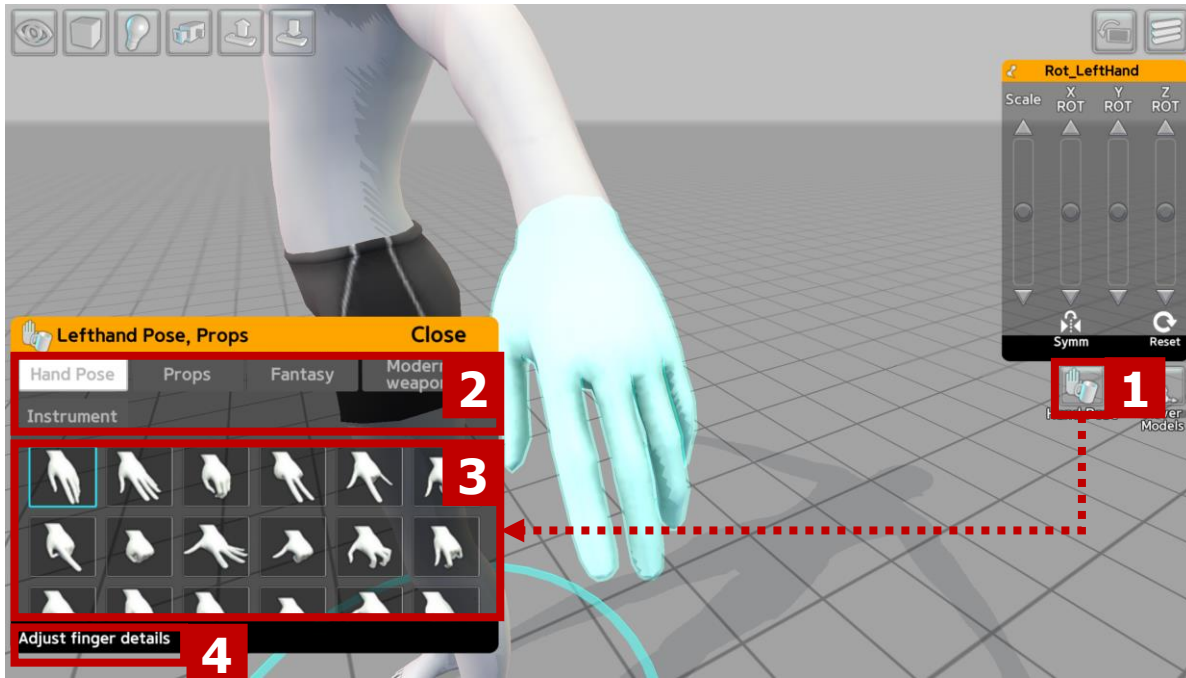
NO	Image	Commentary
1		Select the model's forearm. The control panel will appear on the screen.
2		By scrolling up the pointer, you can up the model's forearm. By scrolling down the pointer, you can down the model's forearm.
3		By scrolling up the pointer, you can bend the model's forearm. By scrolling down the pointer, you can straighten the model's forearm.
4		Edit the pose of the other forearm the same.
5		This menu prevents the body parts from changing.
6		This menu let you reset the model's state.


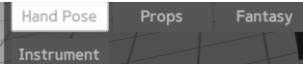

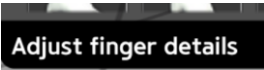
Hand



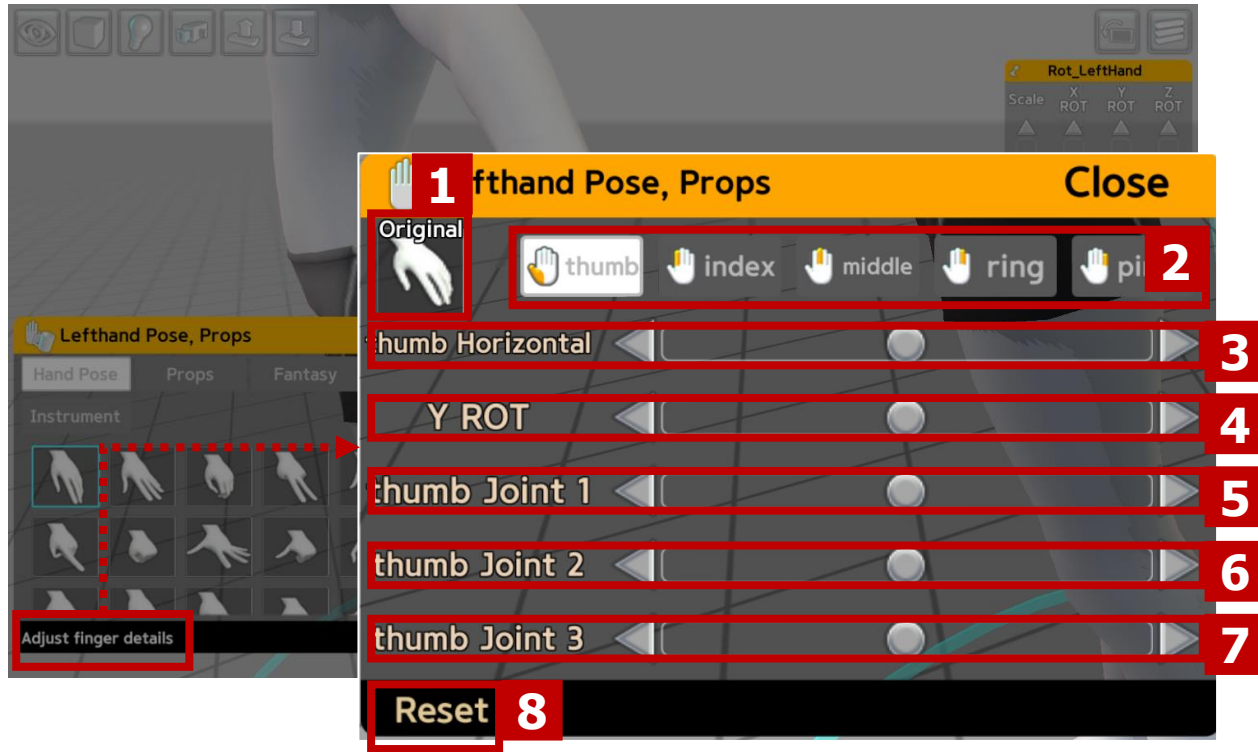
NO	Image	Commentary
1		Select the model's hand. The control panel will appear on the screen.
2		By scrolling up the pointer, you can scale up the model's hand. By scrolling down the pointer, you can scale down the model's hand.
3		By scrolling up the pointer, you can up the model's hand. By scrolling down the pointer, you can down the model's hand.
4		By scrolling up the pointer, you can turn the model's hand to the back. By scrolling down the pointer, you can turn the model's hand to the forward.
5		By scrolling up the pointer, you can pull the model's wrist to the forward. By scrolling down the pointer, you can pull the model's wrist to the back.
6		Edit the pose of the other hand the same.
7		This menu prevents the body parts from changing.
8		This menu let you reset the model's state.
9		This menu shows hand pose and hand props.







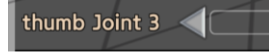

Hand poses and Props



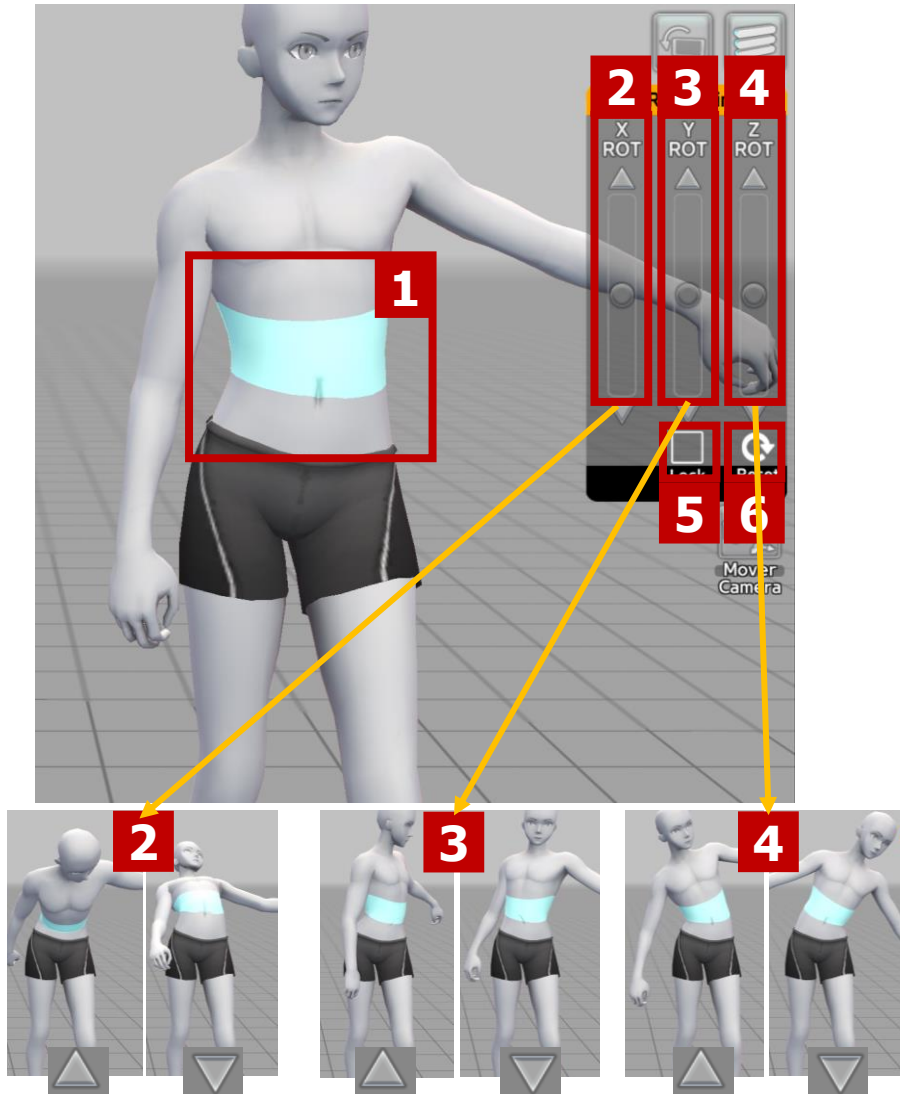
NO	Image	Commentary
1		Select the menu. The head prop list will appears on the screen.
2		Select the category.
3		Select a hand pose icon. The model poses the same.
4		This menu shows Finger editor.

Finger Editor



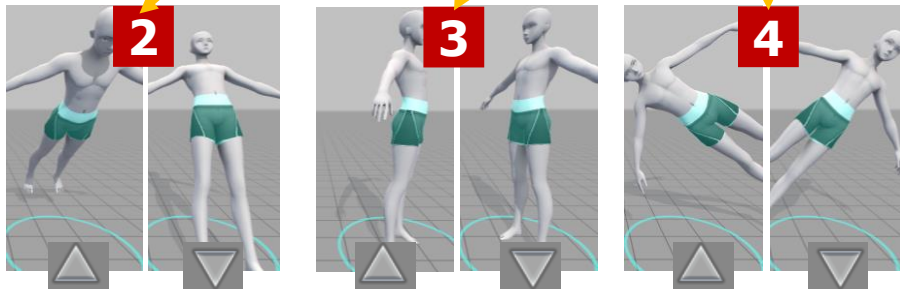
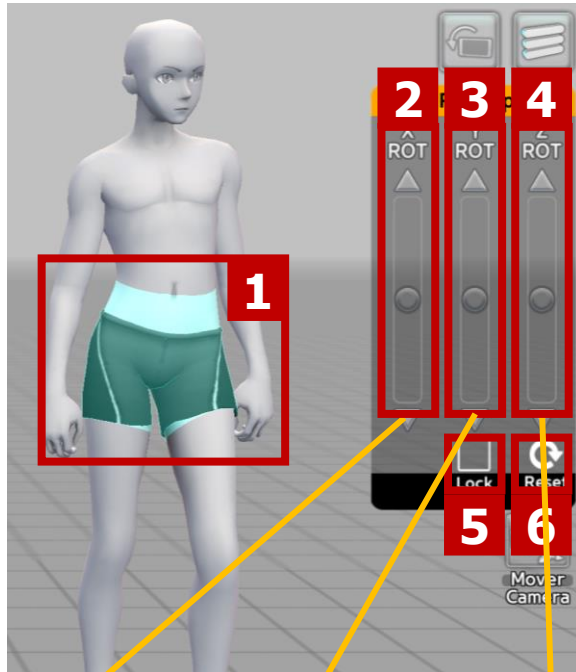
NO	Image	Commentary
1		Original pose of the hand being edited.
2		Select the finger you want to edit.
3		By scrolling the pointer, you can move the selected finger.
4		By scrolling the pointer, you can rotate the selected finger.
5		By scrolling the pointer, you can bend or straighten the innermost node of the selected finger.
6		By scrolling the pointer, you can bend or straighten the middle node of the selected finger.
7		By scrolling the pointer, you can bend or straighten the edge node of the selected finger.
8		This menu let you reset the model's state.

Waist



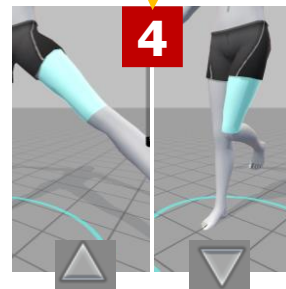
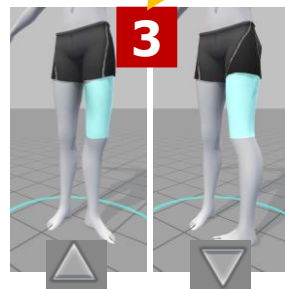
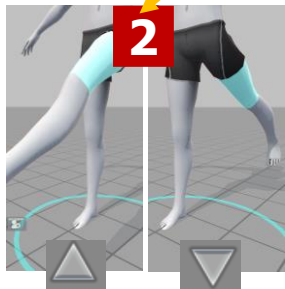
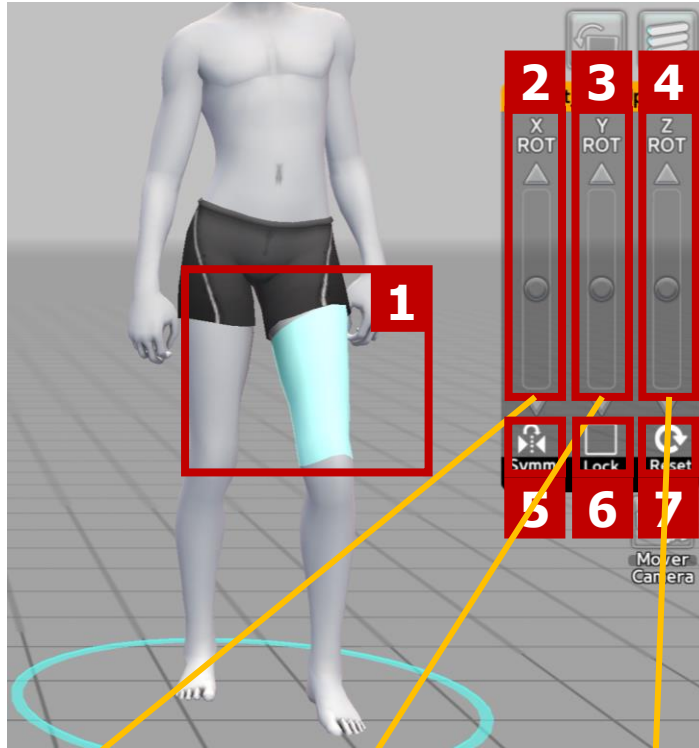
NO	Image	Commentary
1		Select the model's waist. The control panel will appear on the screen.
2		By scrolling up the pointer, you can lower the model's waist to the forward. By scrolling down the pointer, you can lower the model's waist to the back.
3		By scrolling up the pointer, you can turn the model's waist to the right. By scrolling down the pointer, you can turn the model's waist to the left.
4		By scrolling up the pointer, you can lower the model's waist to the left. By scrolling down the pointer, you can lower the model's waist to the right.
5		This menu prevents the body parts from changing.
6		This menu let you reset the model's state.





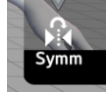


Hip



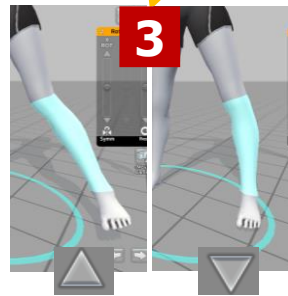
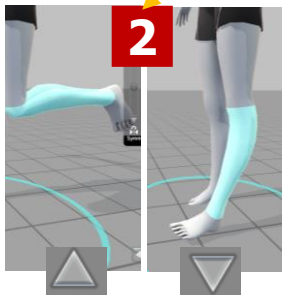
NO	Image	Commentary
1		Select the model's hip. The control panel will appear on the screen.
2		By scrolling up the pointer, you can lower the model's body to the forward. By scrolling down the pointer, you can lower the model's body to the back.
3		By scrolling up the pointer, you can turn the model's body to the right. By scrolling down the pointer, you can turn the model's body to the left.
4		By scrolling up the pointer, you can lower the model's body to the left. By scrolling down the pointer, you can lower the model's body to the right.
5		This menu prevents the body parts from changing.
6		This menu let you reset the model's state.

Thigh



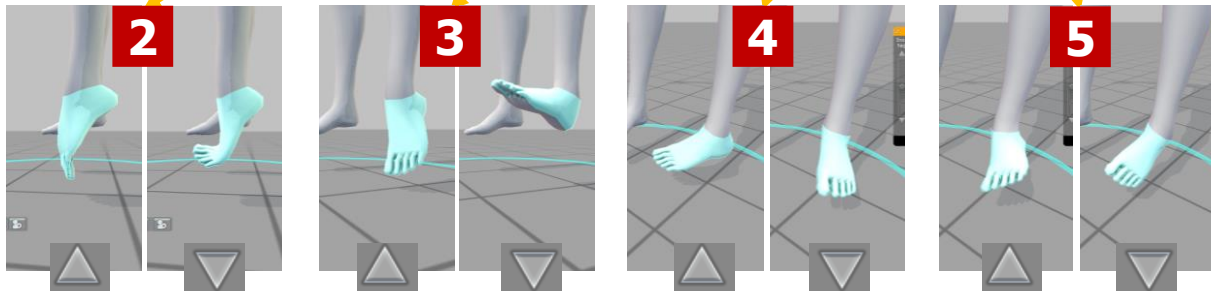
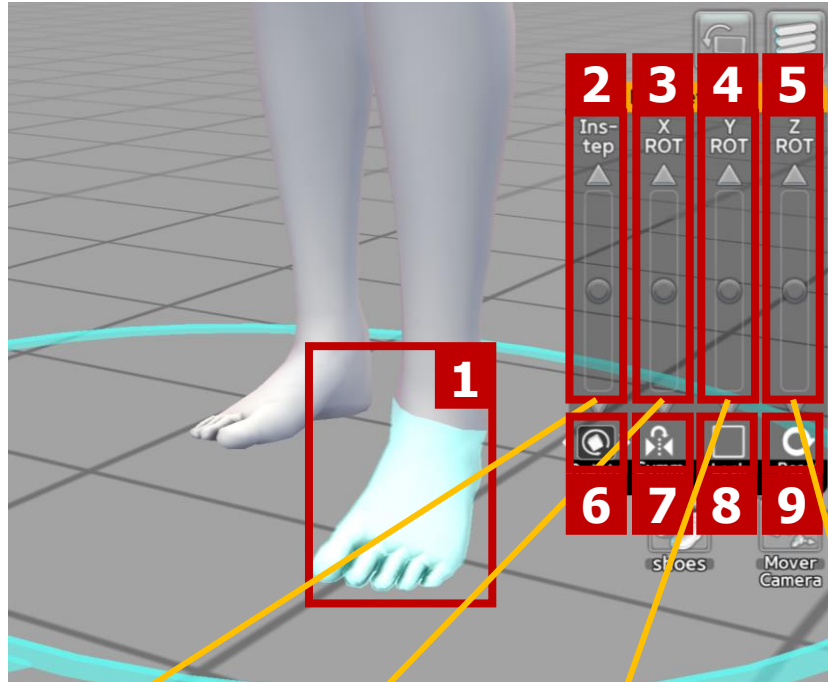
NO	Image	Commentary
1		Select the model's thigh. The control panel will appear on the screen.
2		By scrolling up the pointer, you can pull the model's thigh to the forward. By scrolling down the pointer, you can pull the model's thigh to the back.
3		By scrolling up the pointer, you can turn the model's thigh to the right. By scrolling down the pointer, you can turn the model's thigh to the left.
4		By scrolling up the pointer, you can pull the model's thigh to the outwards. By scrolling down the pointer, you can pull the model's thigh to the in.
5		Edit the pose of the other thigh the same.
6		This menu prevents the body parts from changing.
7		This menu let you reset the model's state.

Calf



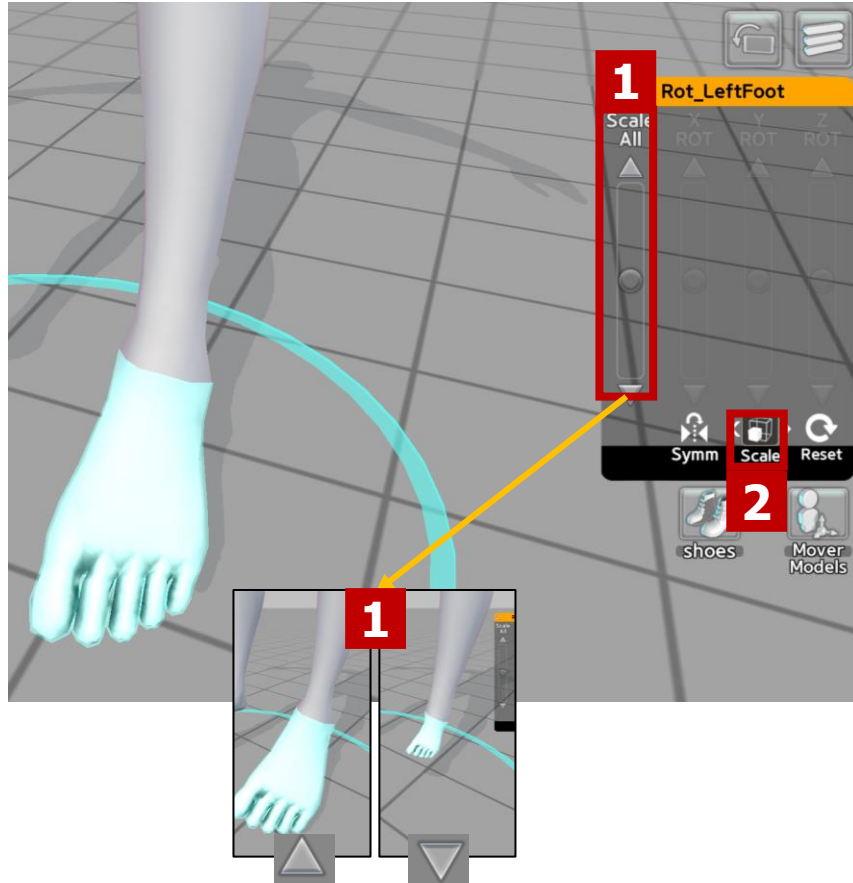
NO	Image	Commentary
1		Select the model's calf. The control panel will appear on the screen.
2		By scrolling up the pointer, you can pull the model's calf to the forward. By scrolling down the pointer, you can pull the model's calf to the back.
3		By scrolling up the pointer, you can pull the model's calf to the outwards. By scrolling down the pointer, you can pull the model's calf to the in.
4		Edit the pose of the other calf the same.
6		This menu prevents the body parts from changing.
5		This menu let you reset the model's state.



Foot



NO	Image	Commentary
1		Select the model's foot. The control panel will appear on the screen.
2		By scrolling up the pointer, you can up the model's toes. By scrolling down the pointer, you can down the model's toes.
3		By scrolling up the pointer, you can down the model's foot. By scrolling down the pointer, you can up the model's foot.
4		By scrolling up the pointer, you can pull the model's foot to the outwards. By scrolling down the pointer, you can pull the model's foot to the in.
5		By scrolling up the pointer, you can pull the model's ankle to the outwards. By scrolling down the pointer, you can pull the model's ankle to the in.
6		Edit the pose of the other foot the same.
7		This menu shows the foot scale control panel.
8		This menu prevents the body parts from changing.
9		This menu let you reset the model's state.



Foot



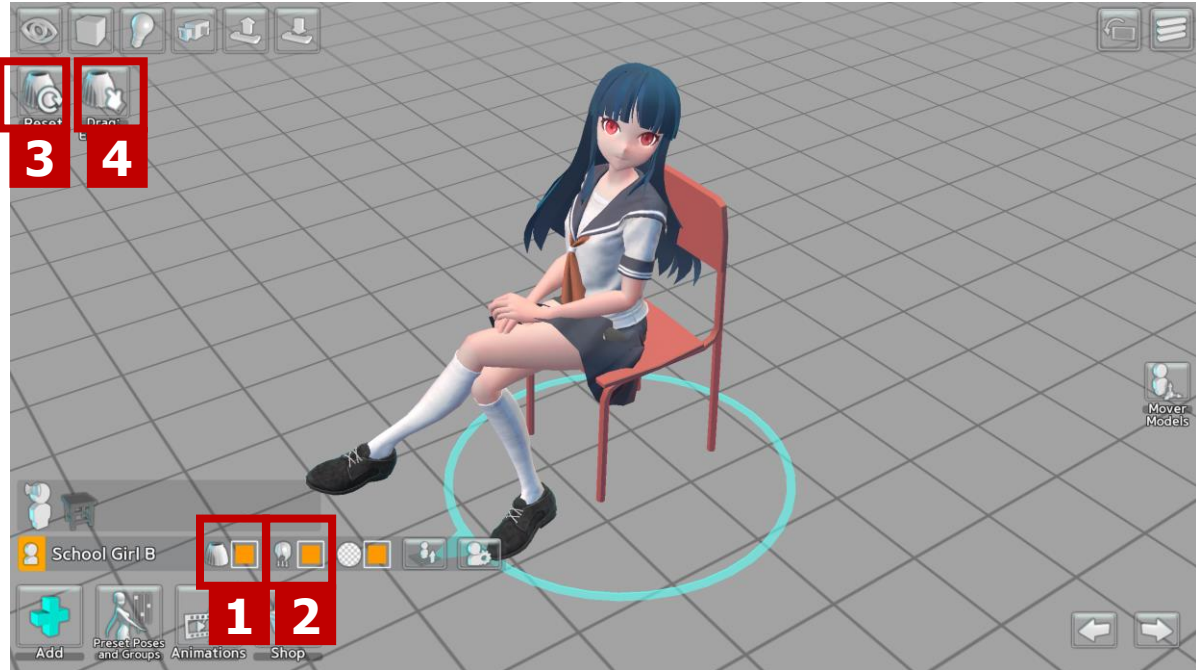
NO	Image	Commentary
1		By scrolling up the pointer, you can scale up the model's foot. By scrolling down the pointer, you can scale down the model's foot.
2		This menu shows the foot pose control panel.





Shoes



NO	Image	Commentary
1		Select the menu. The shoes list will appears on the screen.
2		Please select a shoes icon. The model wears the same shoes.


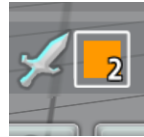
Skirt School Uniform Edit Menu



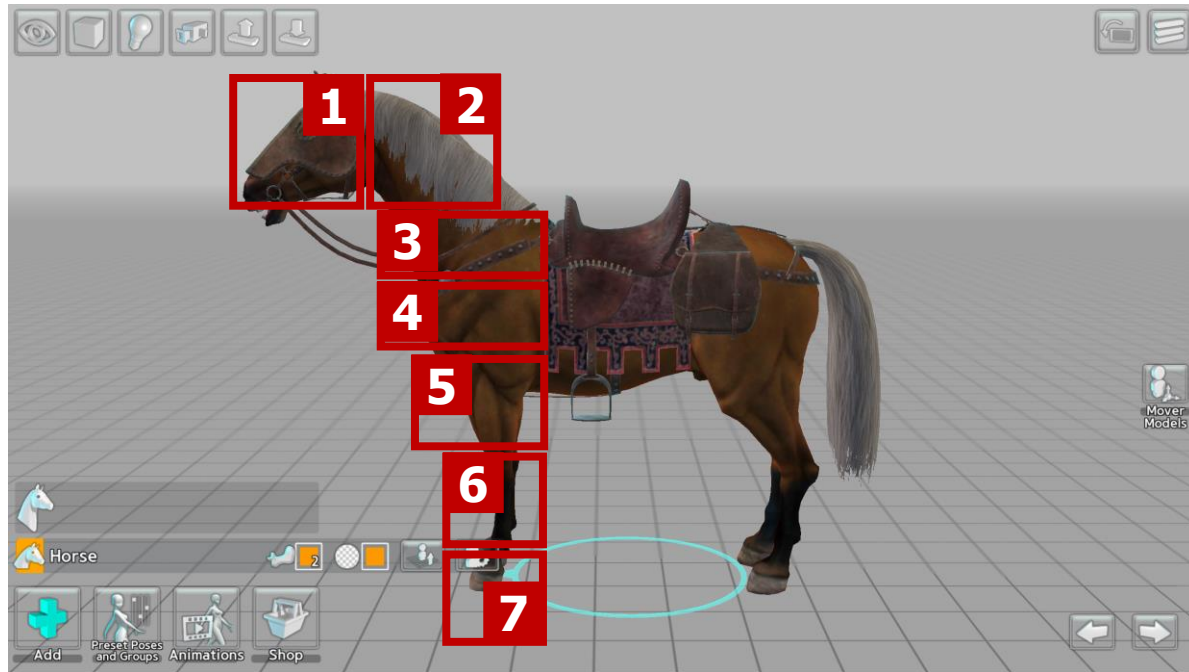
NO	Image	Commentary
1		This menu show that physics is applied to the skirt.
2		This menu shows that physics is applied to the hair.
3		This menu let you reset the skirt.
4		This menu show lift the skirt in the desired direction.




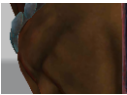
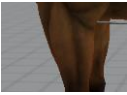


Medieval Armor Edit Menu



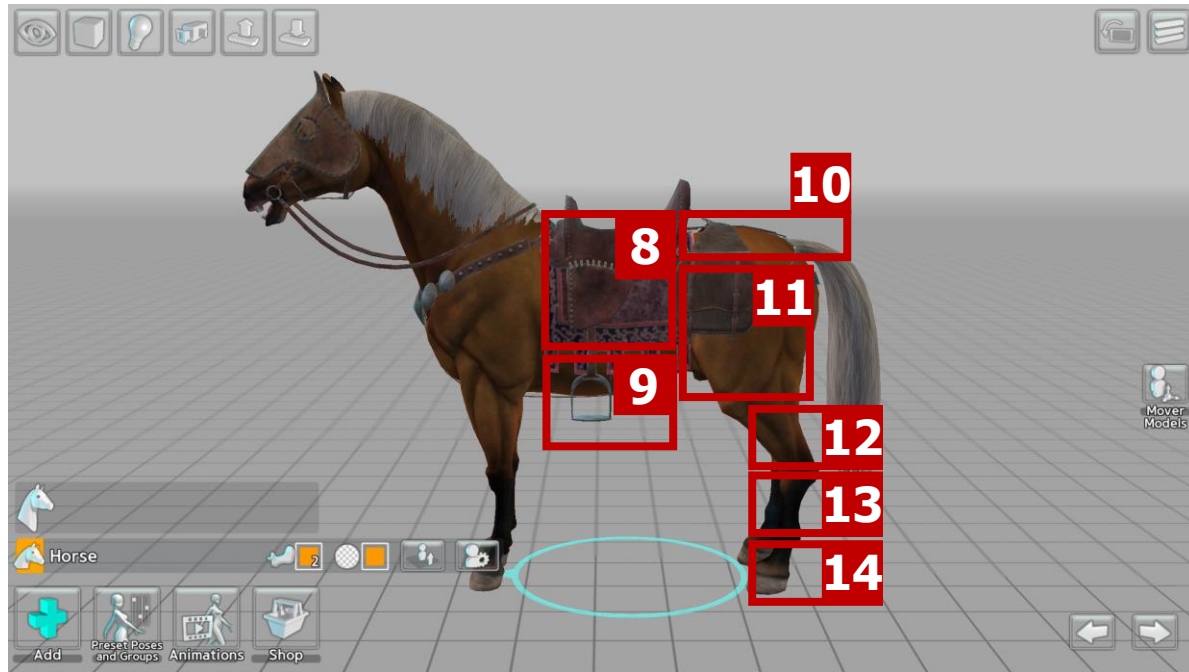
NO	Image	Commentary
1		<p>This menu allows you to show or hide the shields and swords on your back.</p> <p>If you select the orange box once, the sword disappears, and if you select the box one more time, the shield disappears.</p>
2		<p>This menu allows you to show or not show the sword worn on your waist.</p> <p>If you select the orange box, the sword disappears, and if you select the box again, the sheath disappears.</p>





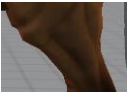
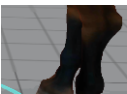

Horse body parts



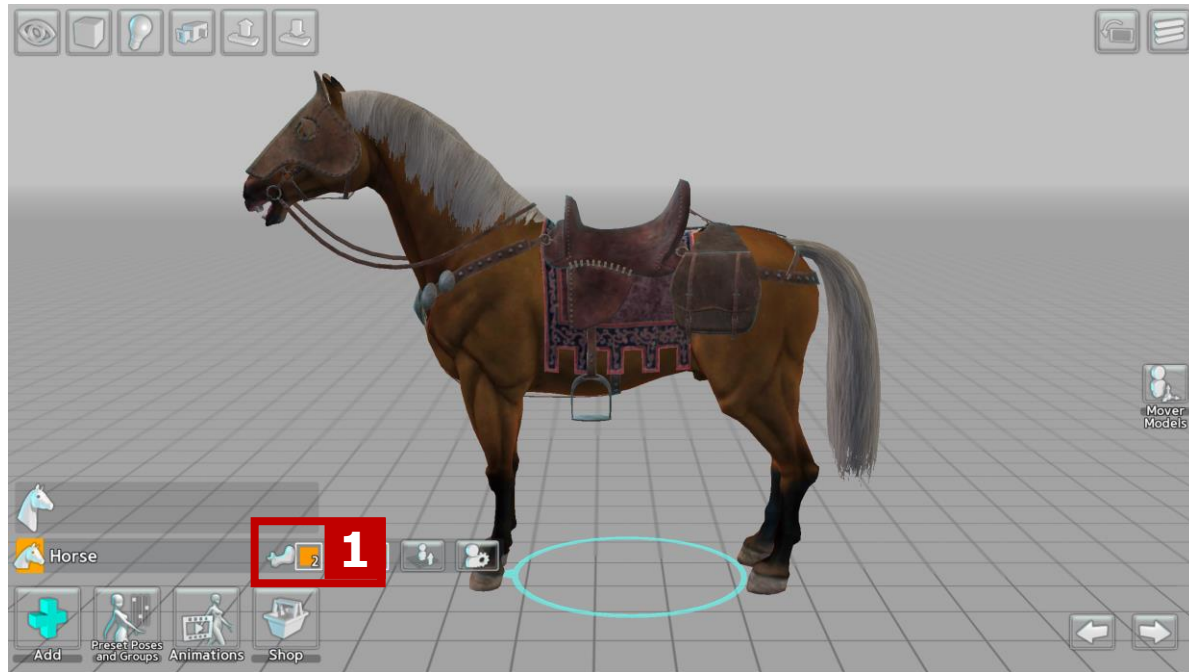
NO	Image	Commentary
1		Head
2		Neck
3		Breast
4		shoulder
5		Forearm
6		Shin
7		Hoof


Horse body parts



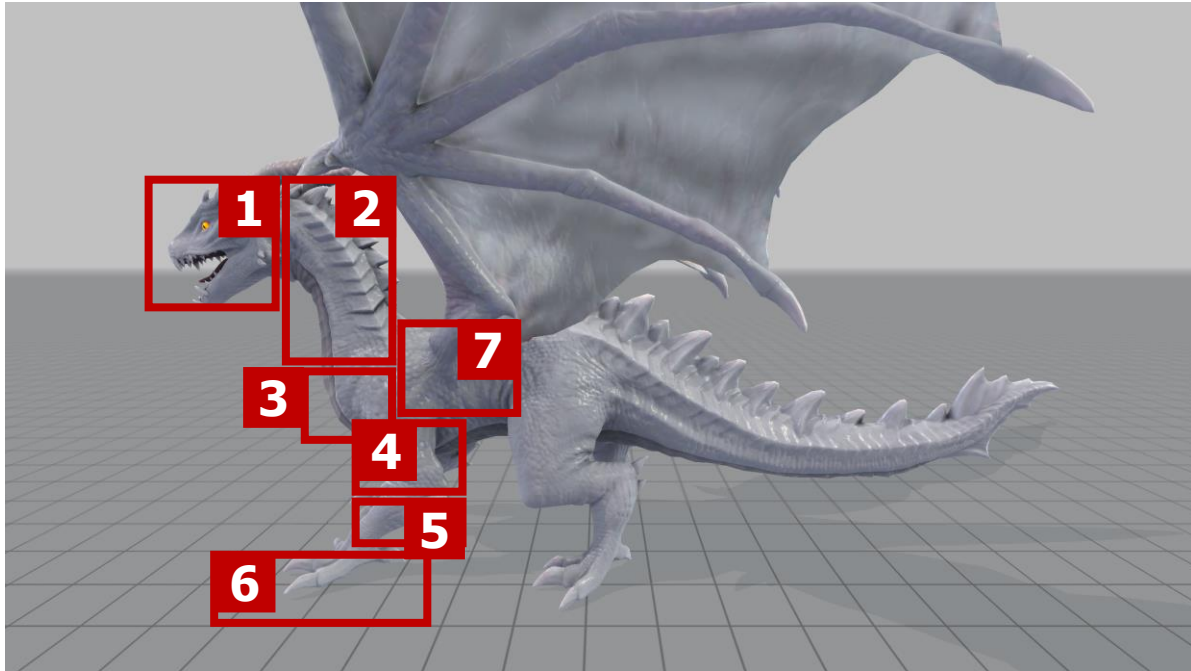
NO	Image	Commentary
8		Torso and Saddle
9		Stirrup
10		Hip
11		Thigh
12		Calf
13		Shin
14		Hoof



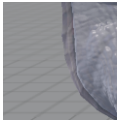




Horse Edit Menu



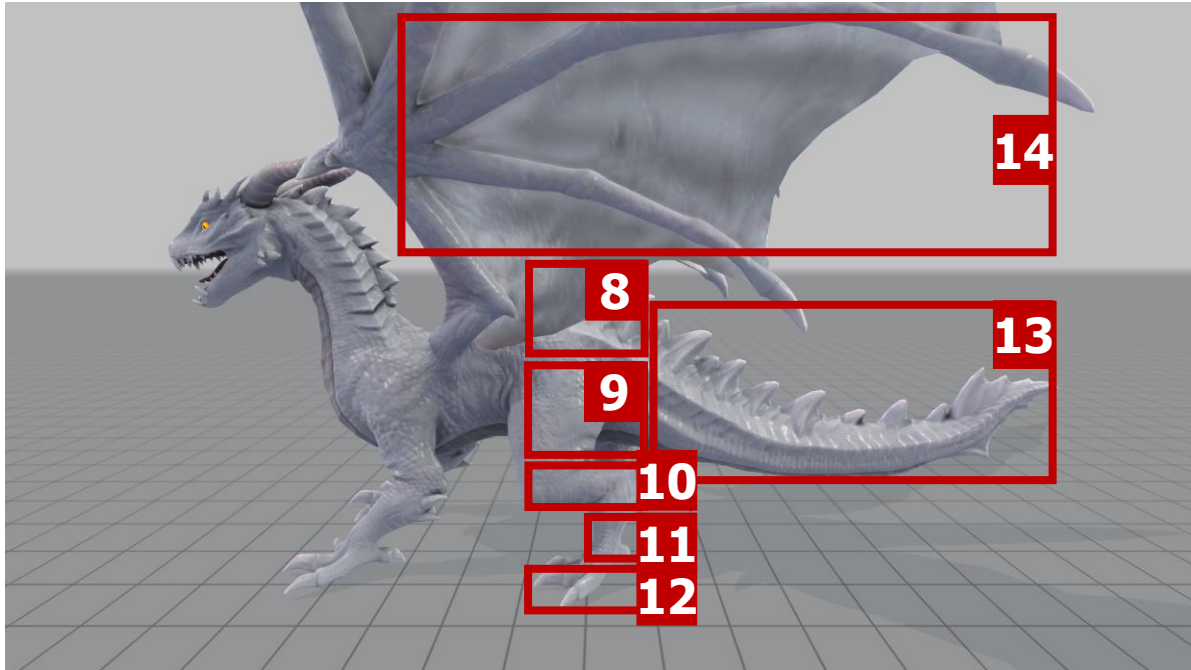
NO	Image	Commentary
1		This menu allows be shown with or without saddles, stirrups and reins.


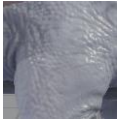
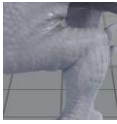



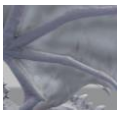
Dragon body parts



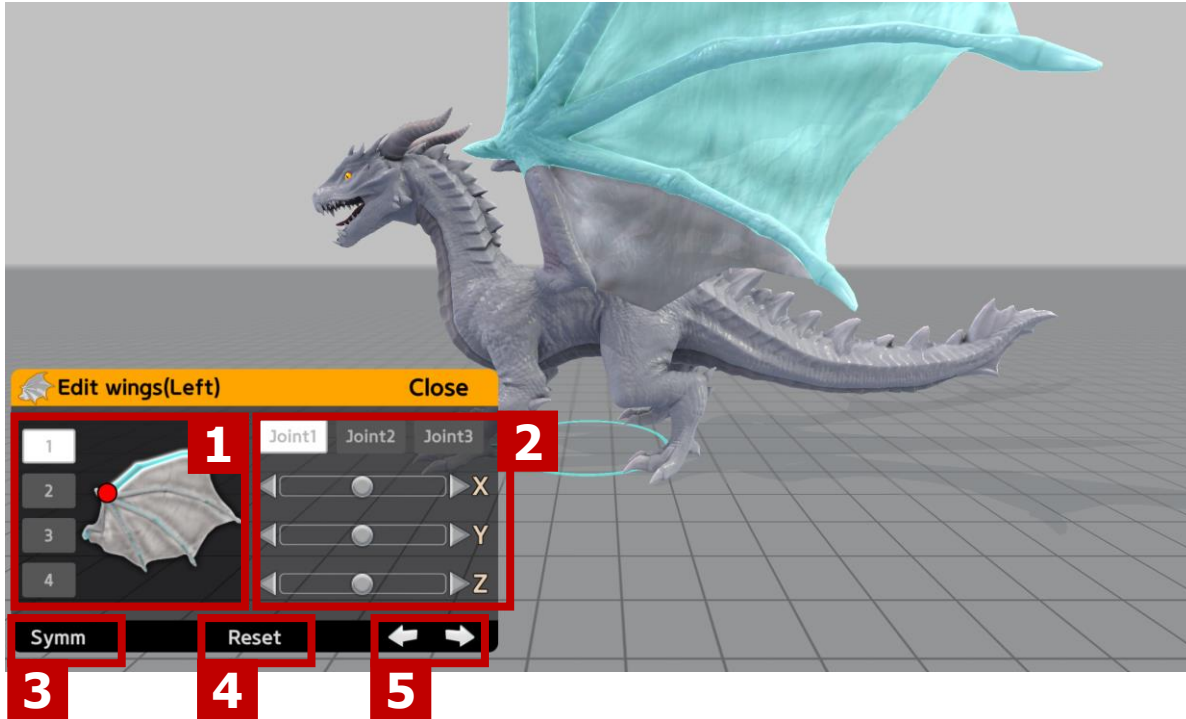
NO	Image	Commentary
1		Head (you can open the dragon's chin.)
2		Neck (It consists of 5 joints.)
3		Breast
4		Forearm
5		Shin
6		Forefoot
7		Upper body (It consists of 2 joints.)



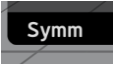


Dragon body parts



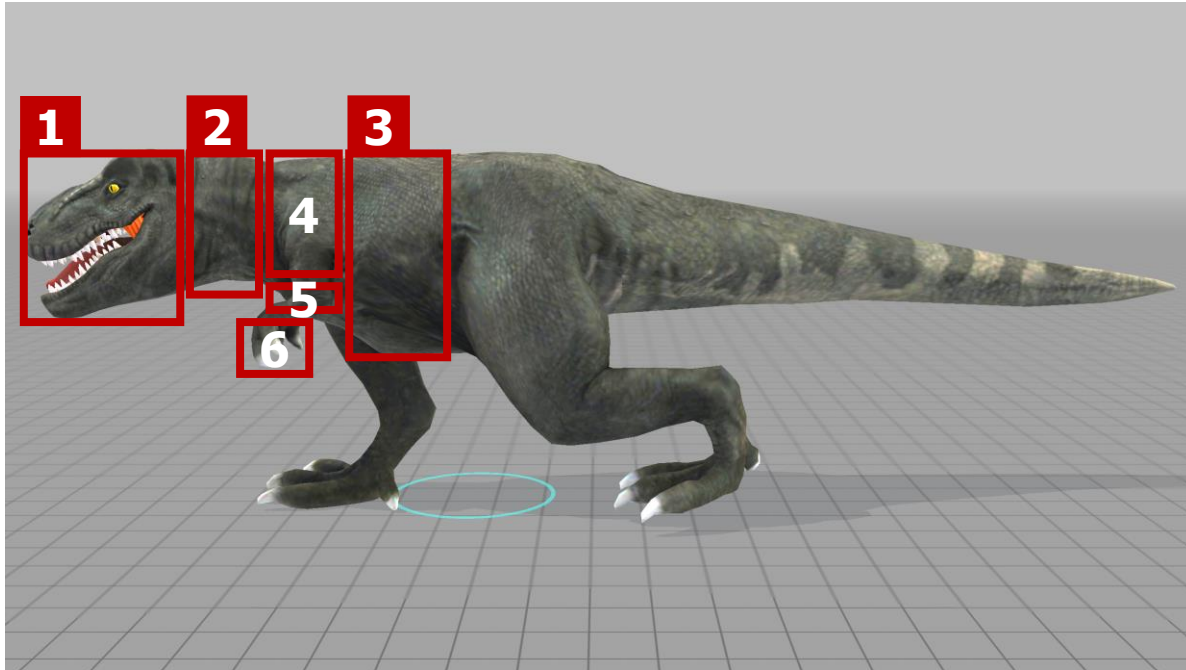
NO	Image	Commentary
8		Hip
9		Thigh
10		Calf
11		Shin
12		Hind foot
13		Tail (It consists of 10 joints.)
14		Wing (It consists of 3 joints.)







Dragon Wings Editor



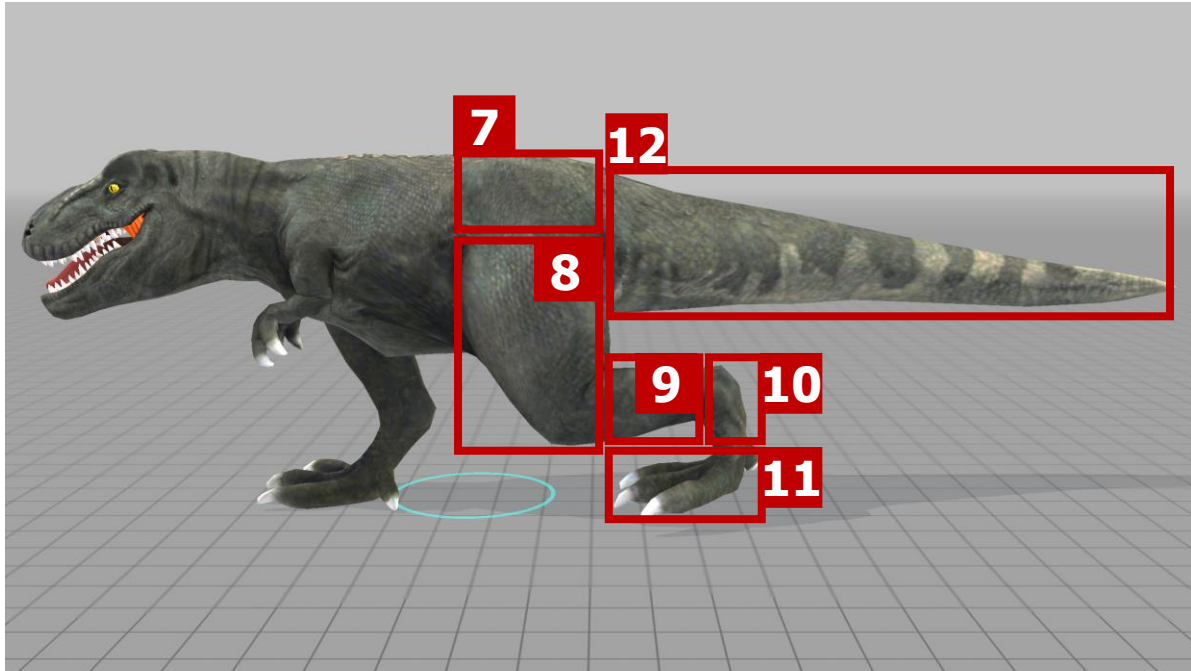
NO	Image	Commentary
1		Select the wing you want to edit.
2		By scrolling the pointer, you can edit the selected wing.
3		Edit the pose of the other wing the same.
4		This menu let you reset the model's state.
5		Cancel or restore a job in progress.






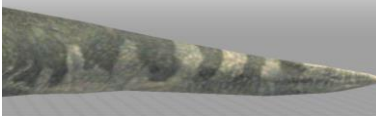
Dinosaur body parts (Two-legged walk)



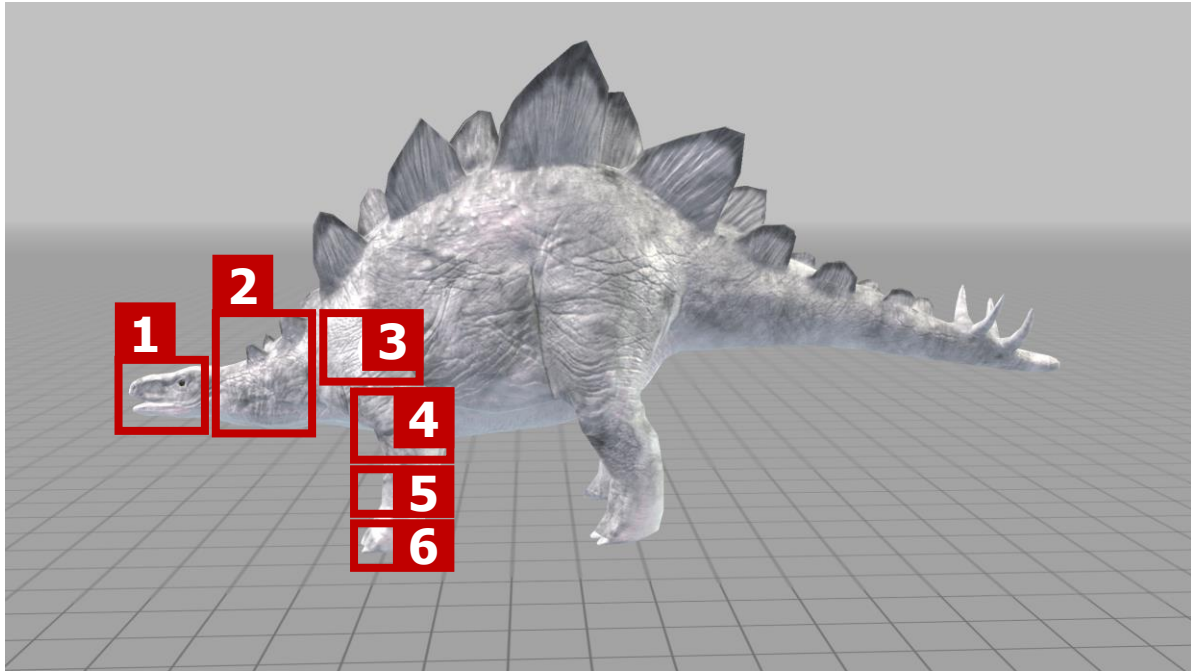
NO	Image	Commentary
1		Head (you can open the dinosaur's chin.)
2		Neck (This part of the body can consist of several joints depending on the type of dinosaur.)
3		Upper body (This part of the body can consist of several joints depending on the type of dinosaur.)
4		Forearm
5		Shin
6		Forefoot







Dinosaur body parts (Two-legged walk)



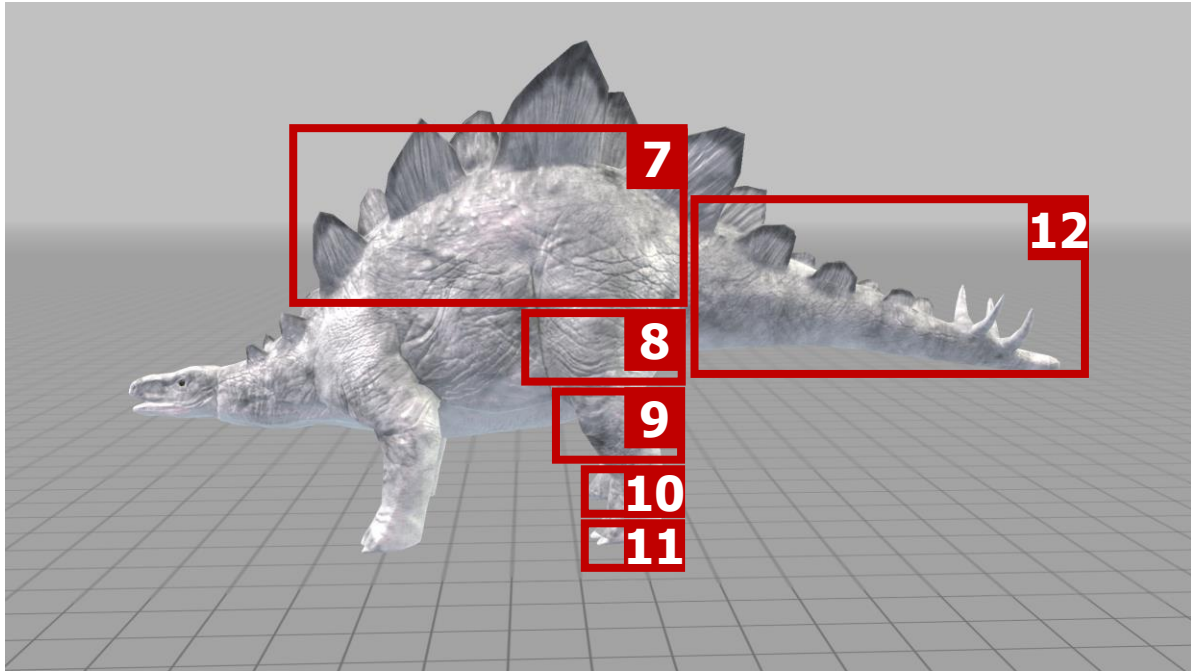
NO	Image	Commentary
7		Hip (This part of the body can consist of several joints depending on the type of dinosaur.)
8		Thigh
9		Calf
10		Shin
11		Hind foot
12		Tail (This part of the body can consist of several joints depending on the type of dinosaur.)

Dinosaur body parts (Four-legged walk)



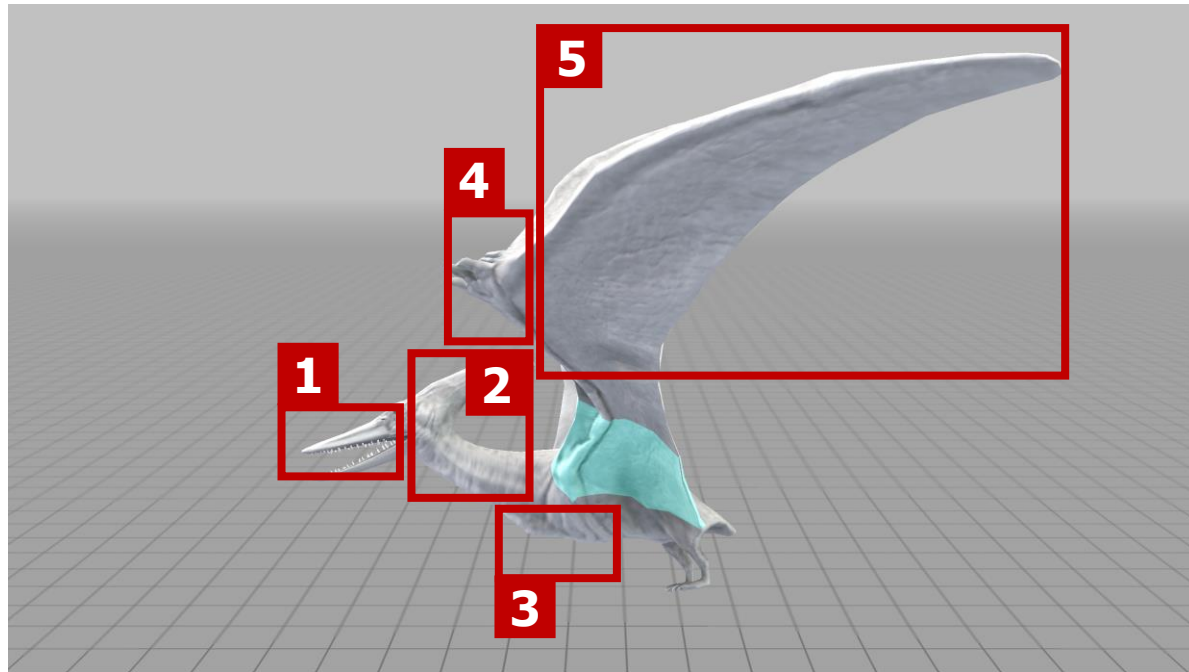
NO	Image	Commentary
1		Head (you can open the dinosaur's chin.)
2		Neck (This part of the body can consist of several joints depending on the type of dinosaur.)
3		shoulder
4		Forearm
5		Shin
6		Forefoot



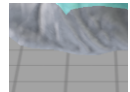

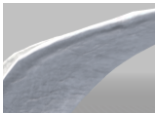
Dinosaur body parts (Four-legged walk)



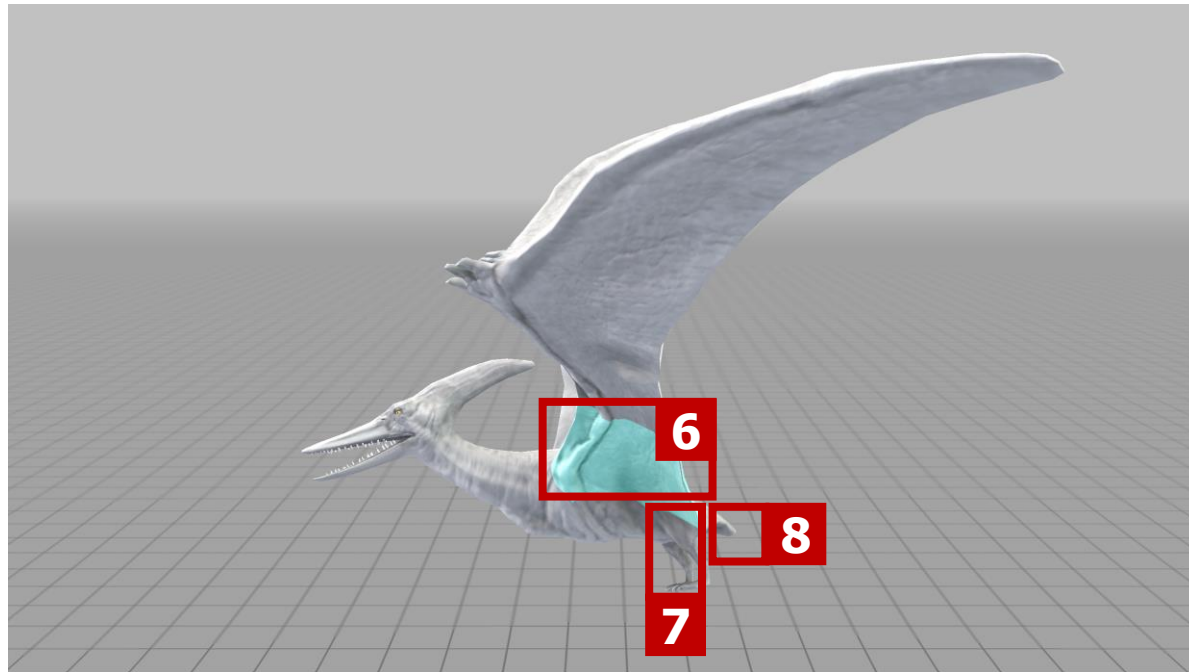
NO	Image	Commentary
7		Upper body, Hip (This part of the body can consist of several joints depending on the type of dinosaur.)
8		Thigh
9		Calf
10		Shin
11		Hind foot
12		Tail (This part of the body can consist of several joints depending on the type of dinosaur.)

Pterosaurs body parts



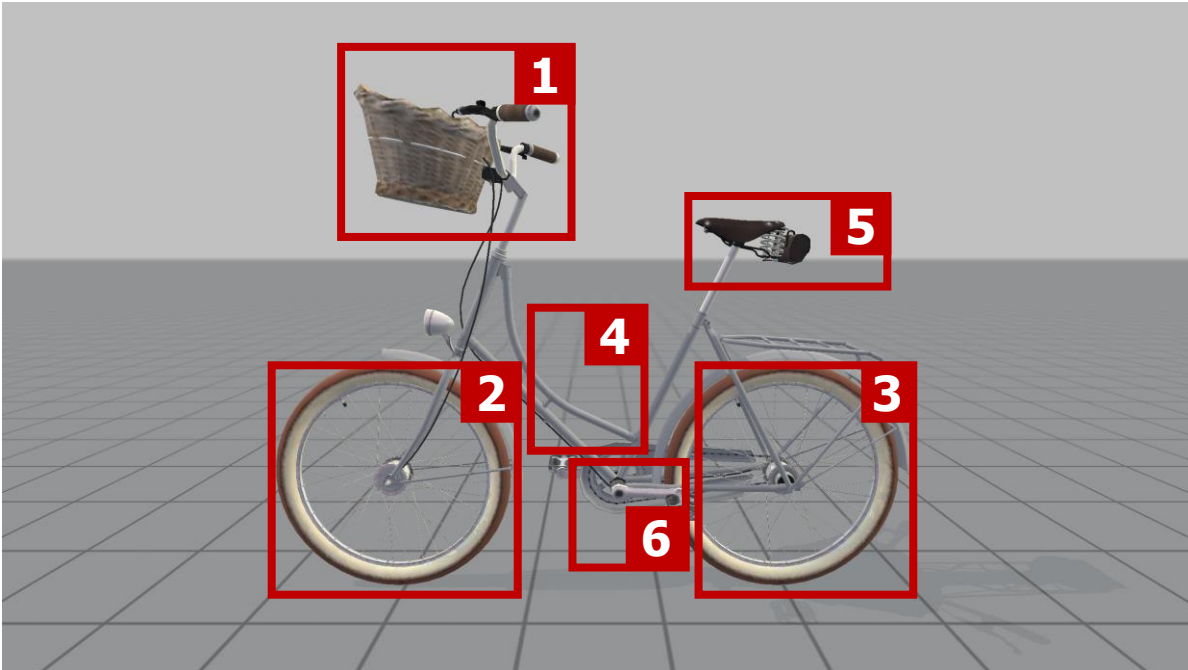
NO	Image	Commentary
1		Head (you can open the pterosaurs' chin.)
2		Neck (It consists of 4 joints.)
3		Upper Body (It consists of 3 joints.)
4		Alula
5		Wing (It consists of 3 joints.)





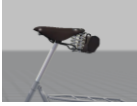

Pterosaurs body parts



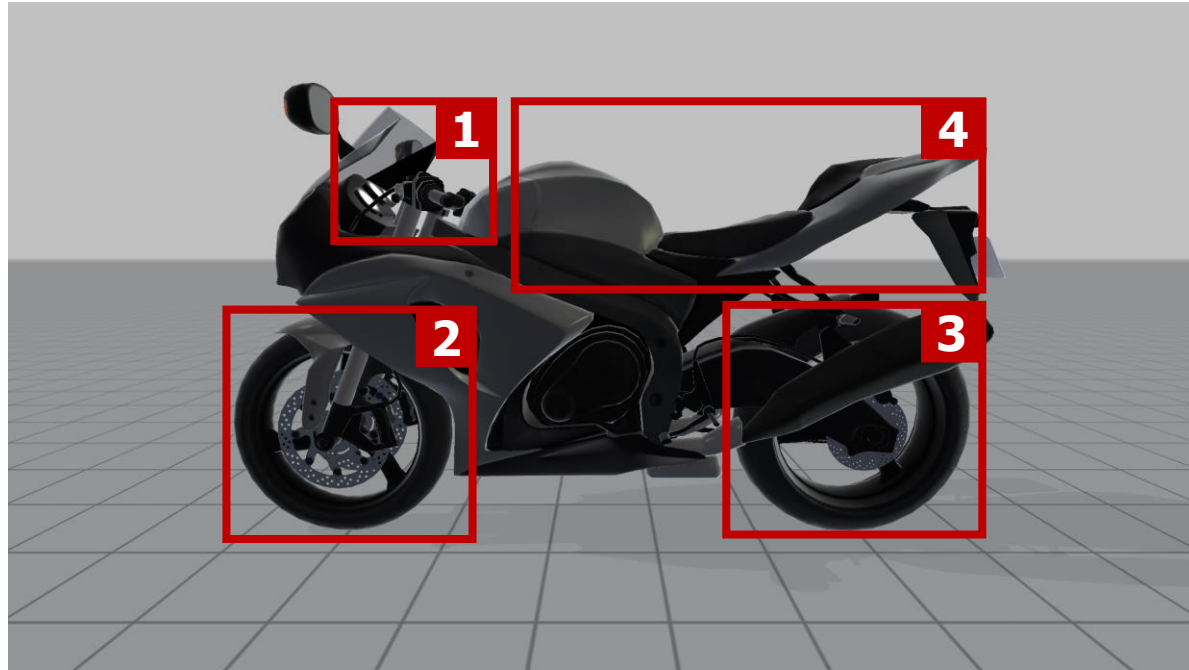
NO	Image	Commentary
6		Shoulder
7		Hip
		Thigh
		Shin
		Hind foot
8		Tail (It consists of 3 joints.)




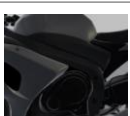
Bicycle body parts



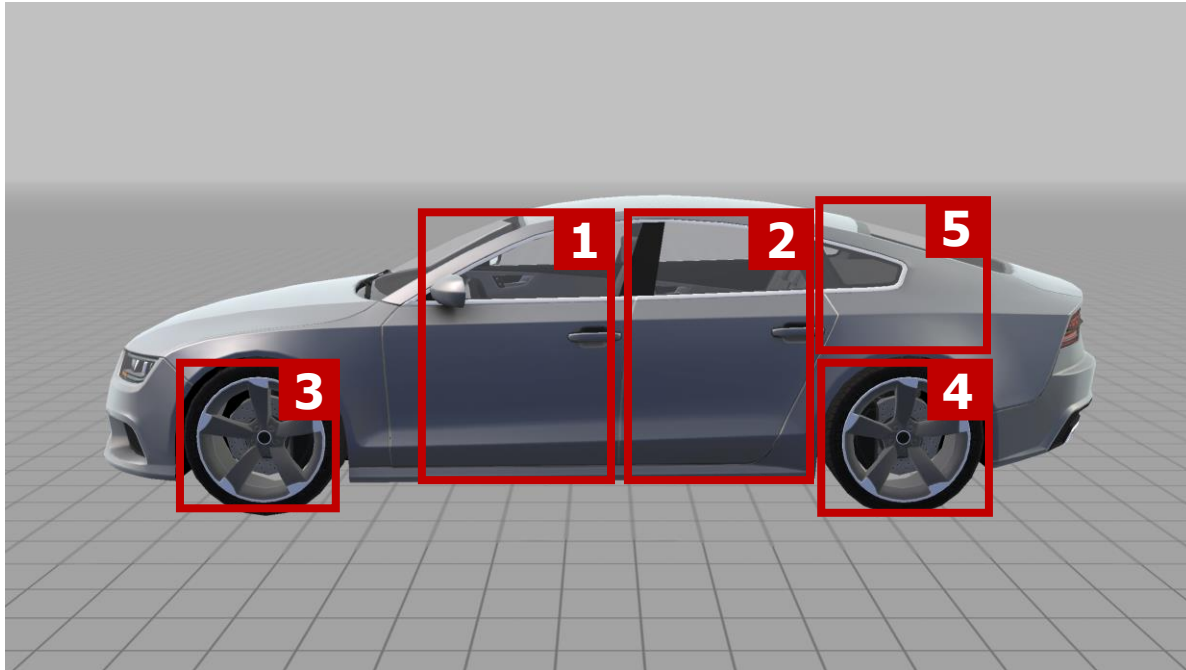
NO`	Image	Commentary
1		Handlebar and brake. (You can turn the handlebar from side to side and pull the brakes.)
2		Front wheel. (You can rotate the front wheel.)
3		Rear wheel. (You can rotate the rear wheel.)
4		Body
5		Seat. (You can change the position of the seat.)
6		Pedal. (You can change the position of the pedal.)






Motorcycle body parts



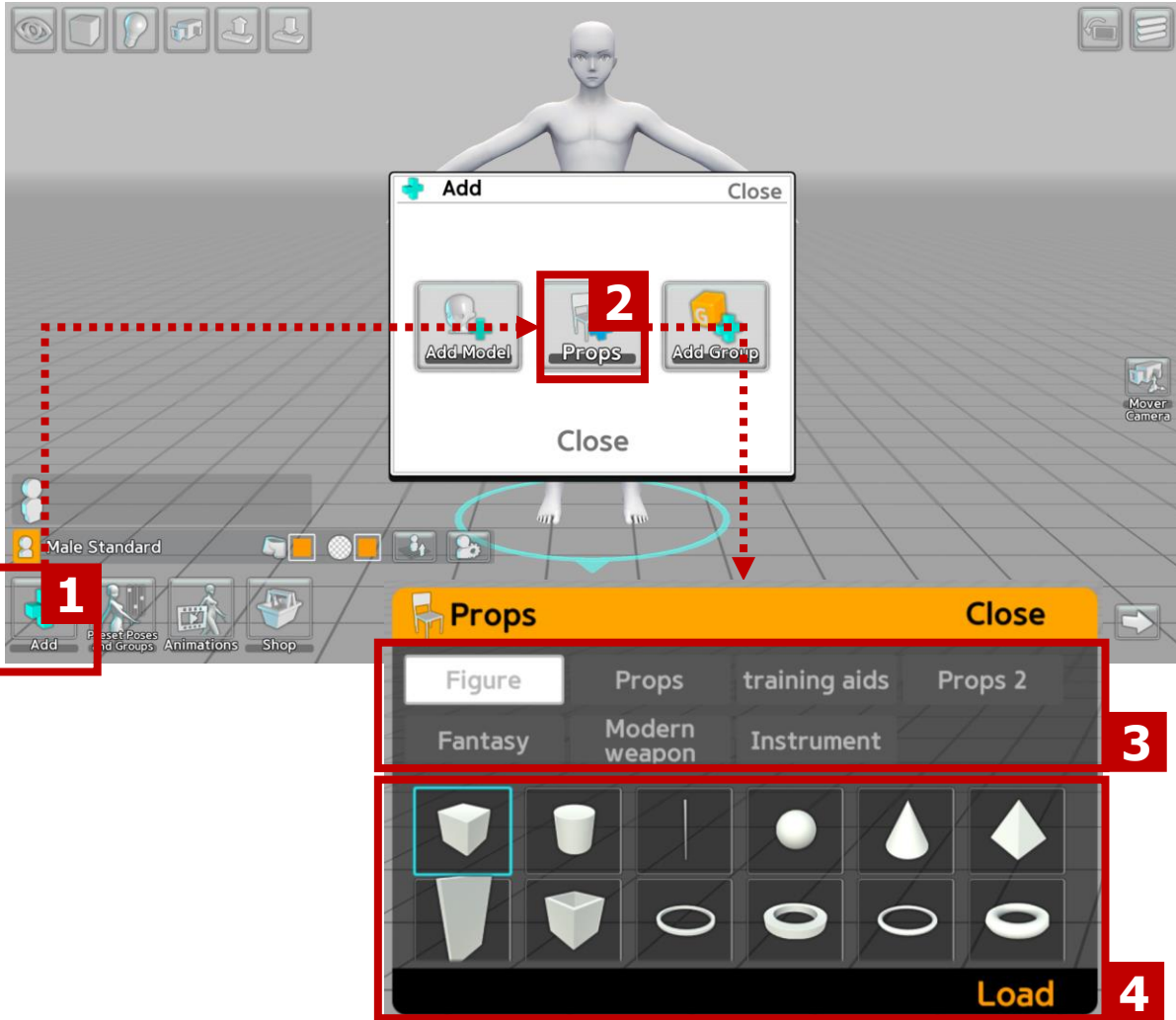
NO	Image	Commentary
1		Handlebar and brake. (You can turn the handlebar from side to side and pull the brakes.)
2		Front wheel. (You can rotate the front wheel.)
3		Rear wheel. (You can rotate the rear wheel.)
4		Body



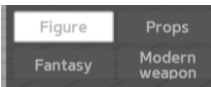
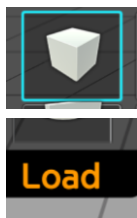
Cars body parts



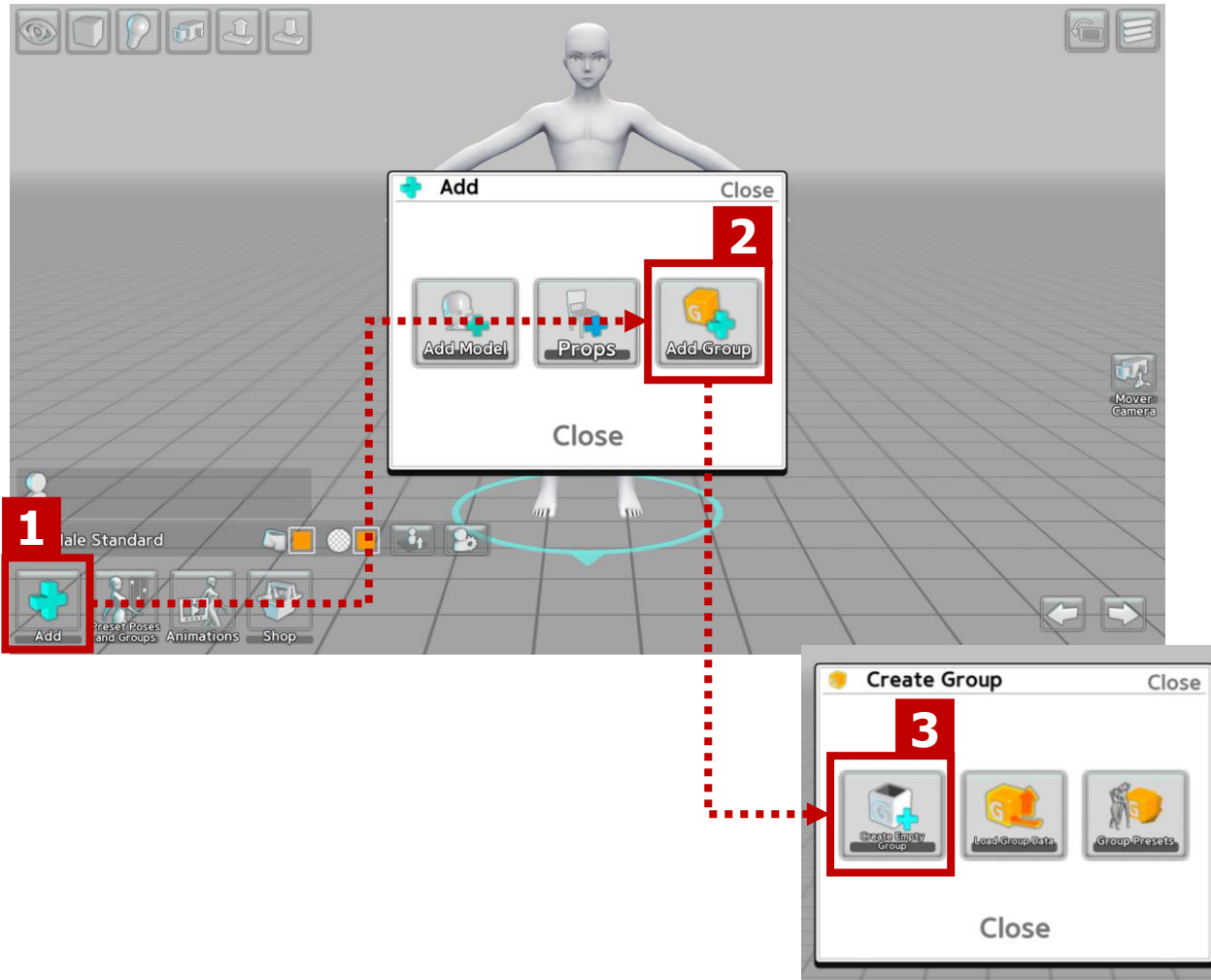
NO	Image	Commentary
1		Front door and front seat. (You can open and close the front door and pull or push the front seat.)
2		You can open and close the back door.
3		Front wheel. (You can rotate the front wheel.)
4		Rear wheel. (You can rotate the rear wheel.)
5		Body




Props



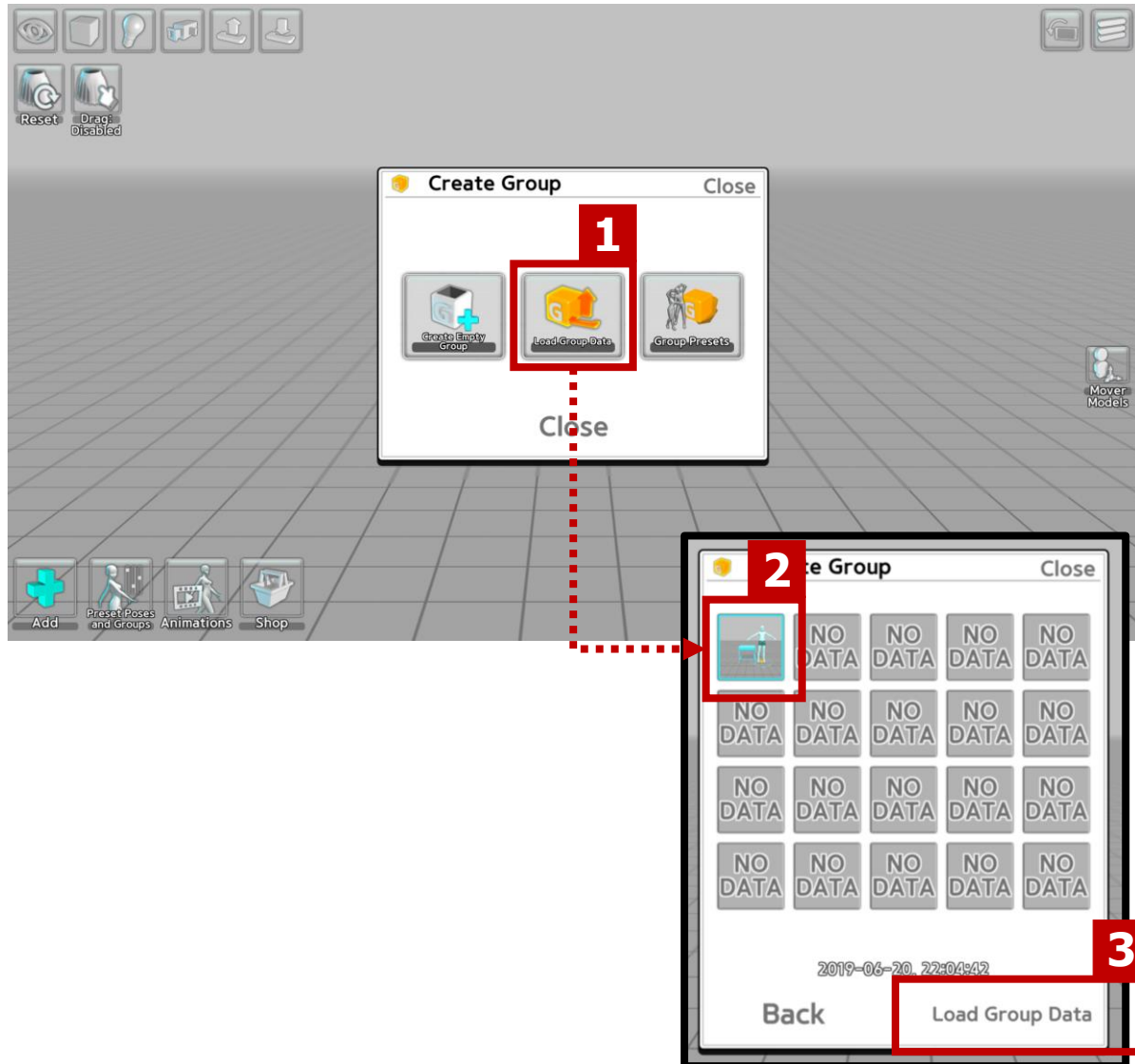
NO	Image	Commentary
1		Select the Add menu.
2		Select the props menu.
3		Select the category.
4		Select the load menu after select a prop icon. The prop appears on the screen.



Create Group



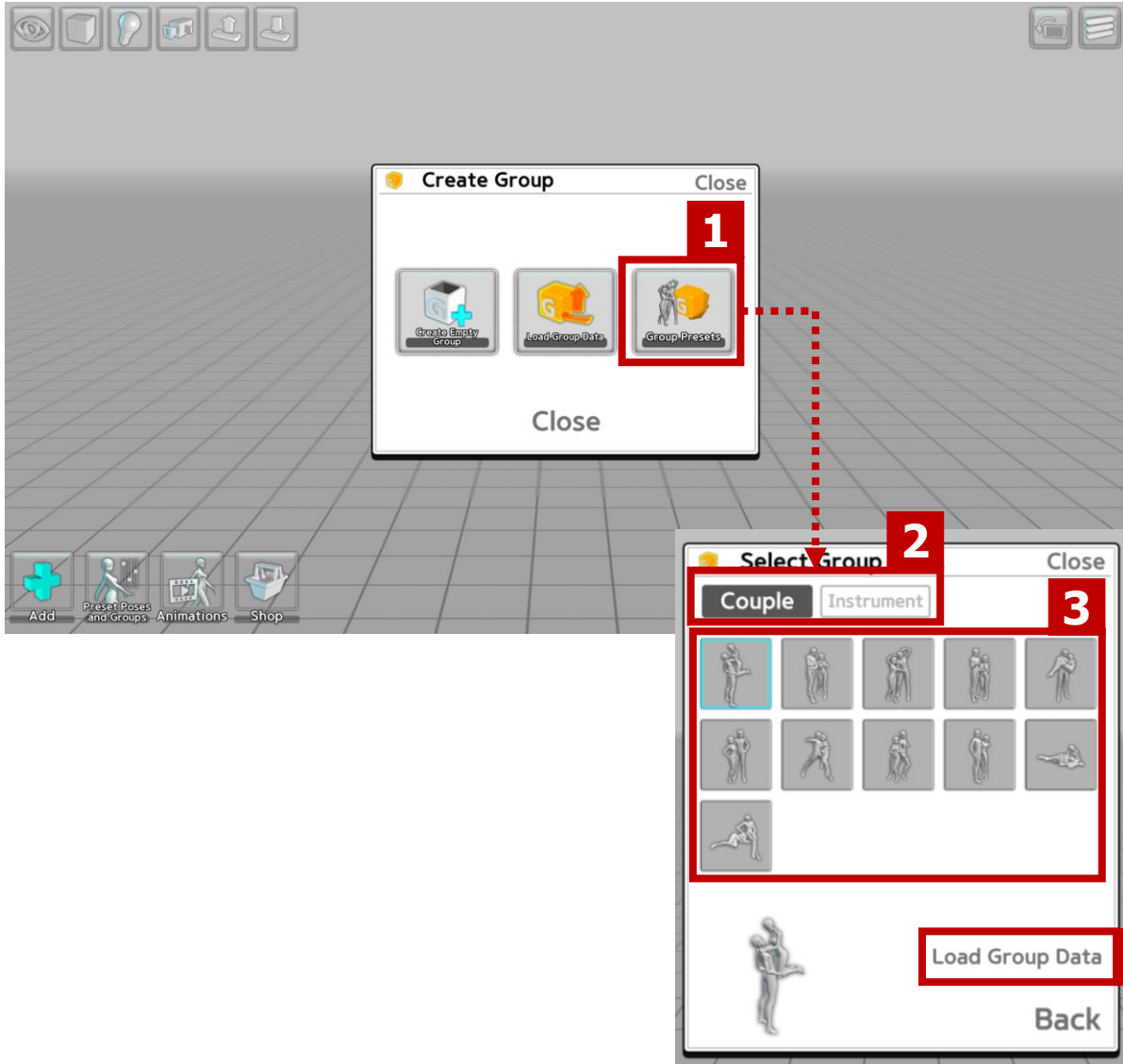
NO	Image	Commentary
1		Select the Add menu.
2		Select the add Group menu.
3		Select the Create Empty Group menu. An empty group icon is created next to the Create Group menu.



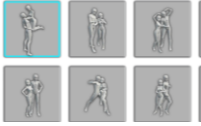

Load group data



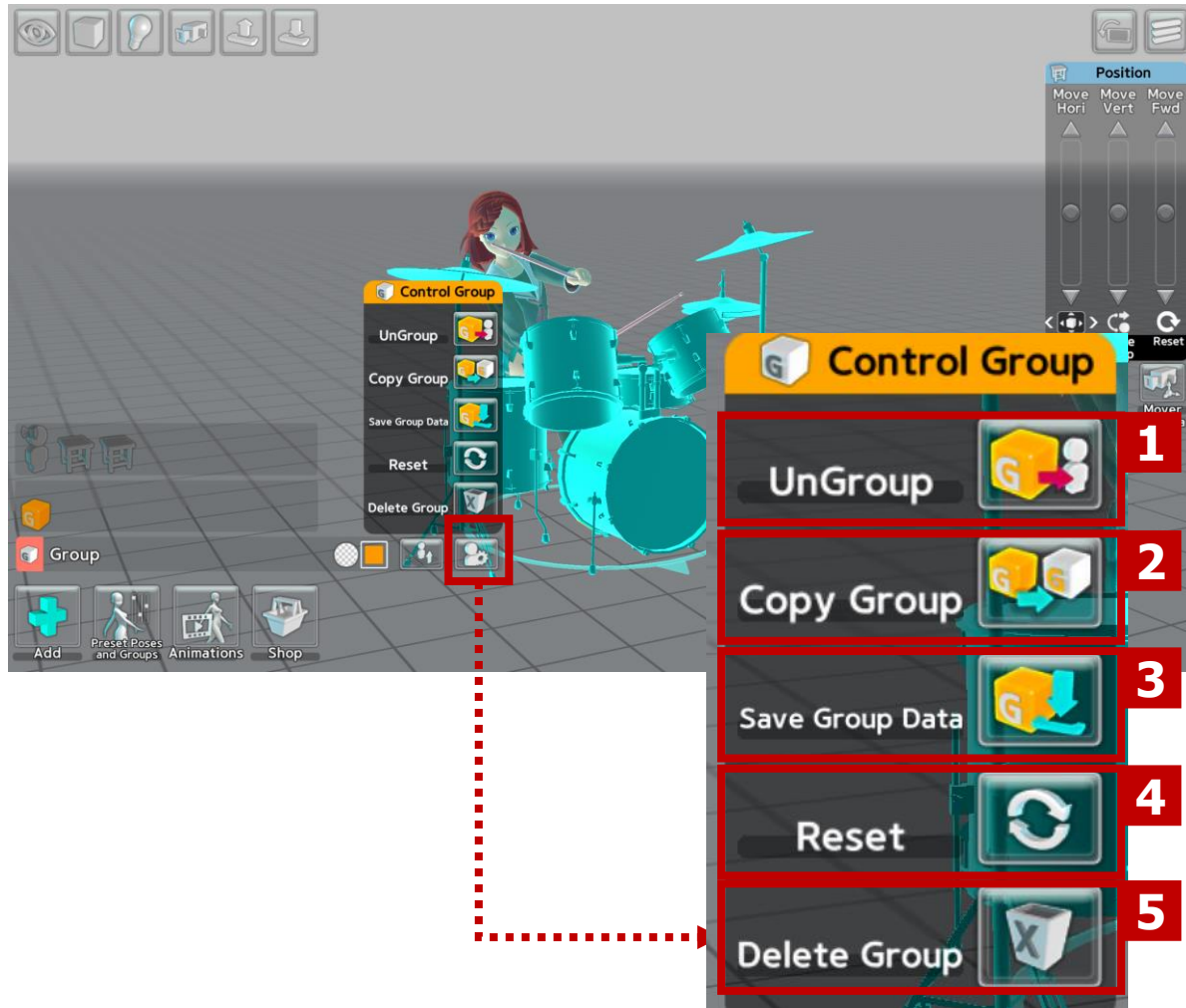
NO	Image	Commentary
1		Select the load group data menu.
2		When you select the menu, a window appears to load the group data. Select save slot.
3	Load Group Data	Select the load group data menu.



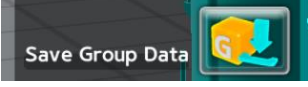


Group Presets



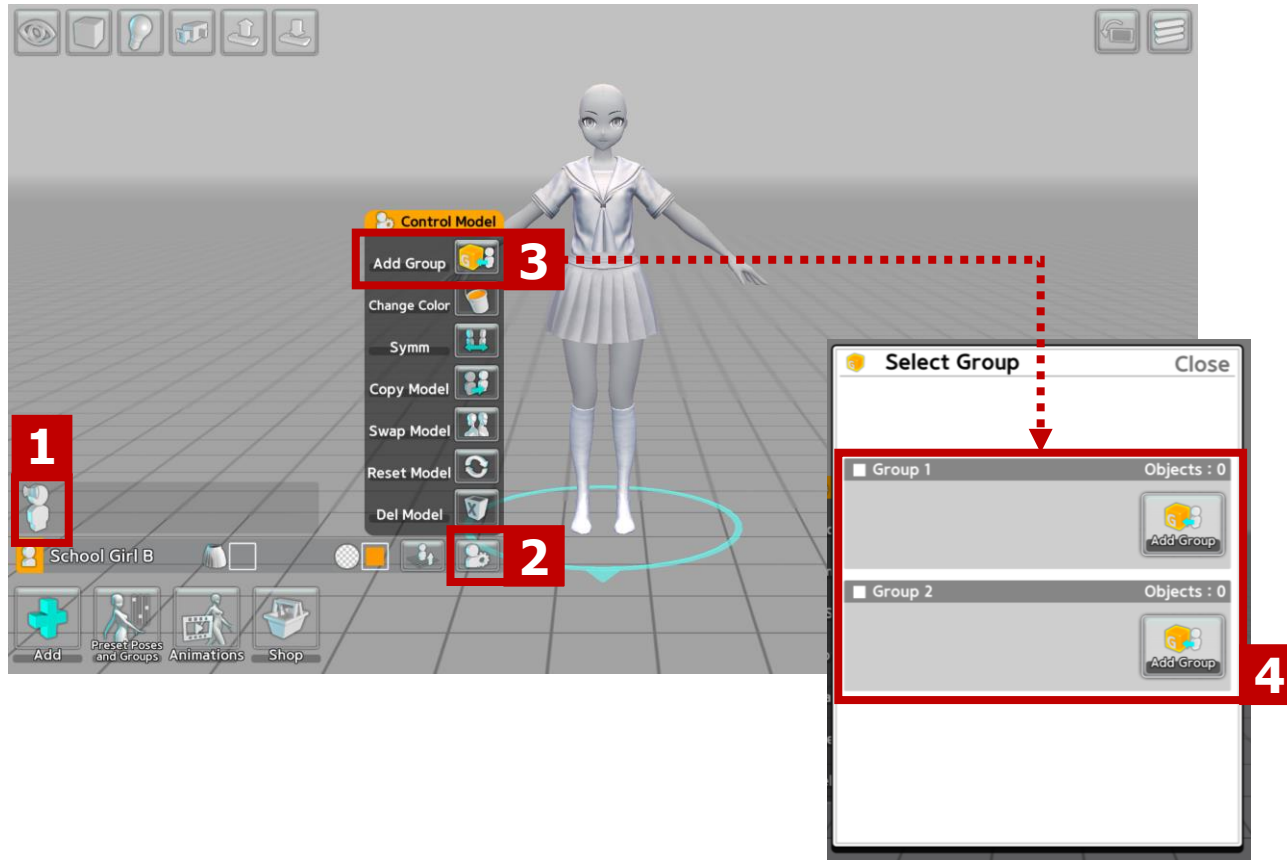
NO	Image	Commentary
1		Select the group preset menu.
2		Select a category.
3		The poses associated with the category appear. Please select a sample image.
4		Select the load group data menu. The same models will appear on the play screen.

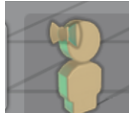

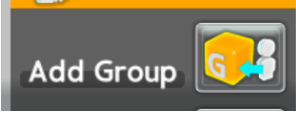
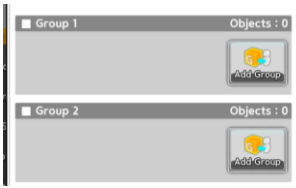
Control Group Menu



NO	Image	Commentary
1		Export objects outside the group. The group is not deleted.
2		Copy the group and the objects it contains.
3		Save the group's data to the app.
4		Initialize the position, size and rotation of the group.
5		Delete groups and contained objects.

Add object to group



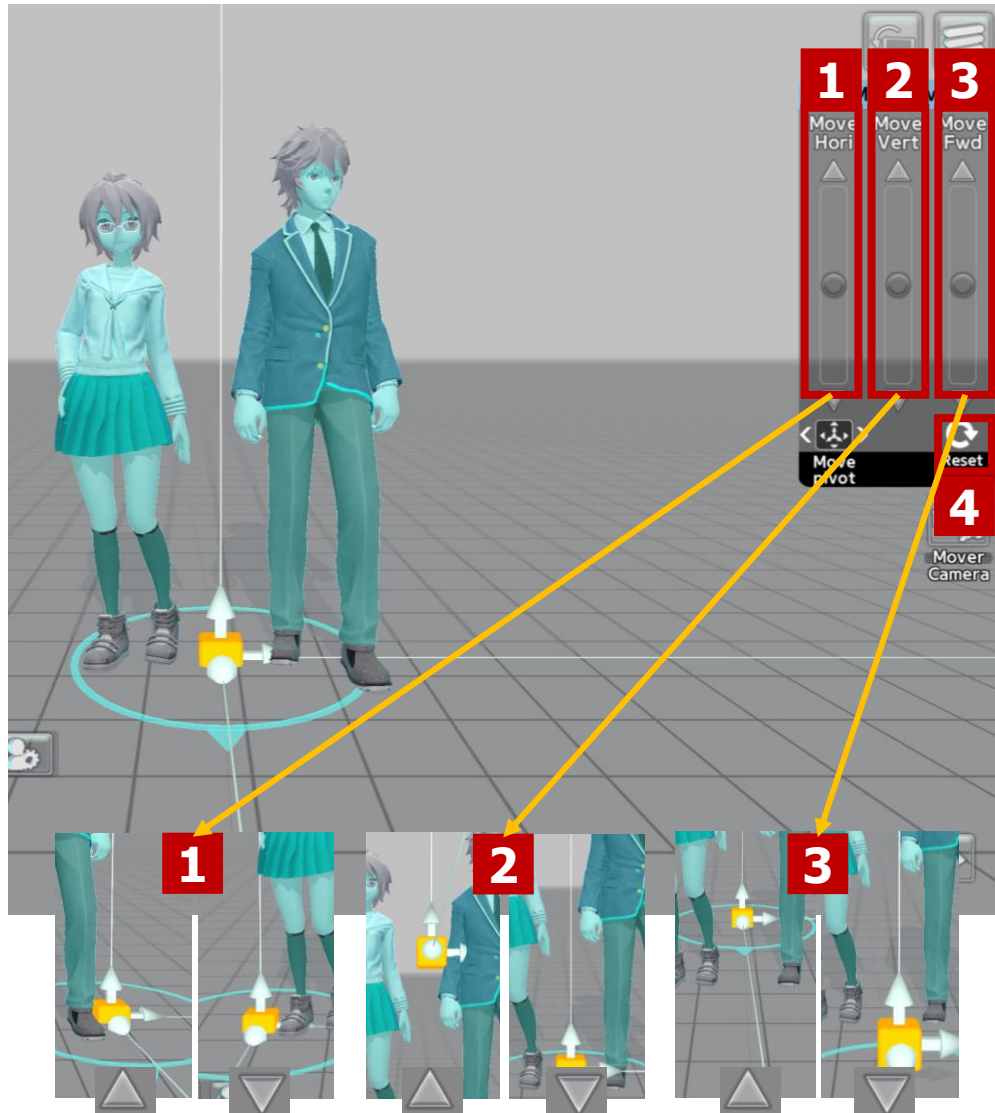
NO	Image	Commentary
1		Select the icon of the object you want to add to the group.
2		Select the Control Model Menu.
3		Select the Add Group menu.
4		If there are two or more groups, the group selection popup window will appear. Select the group you want.

Edit group



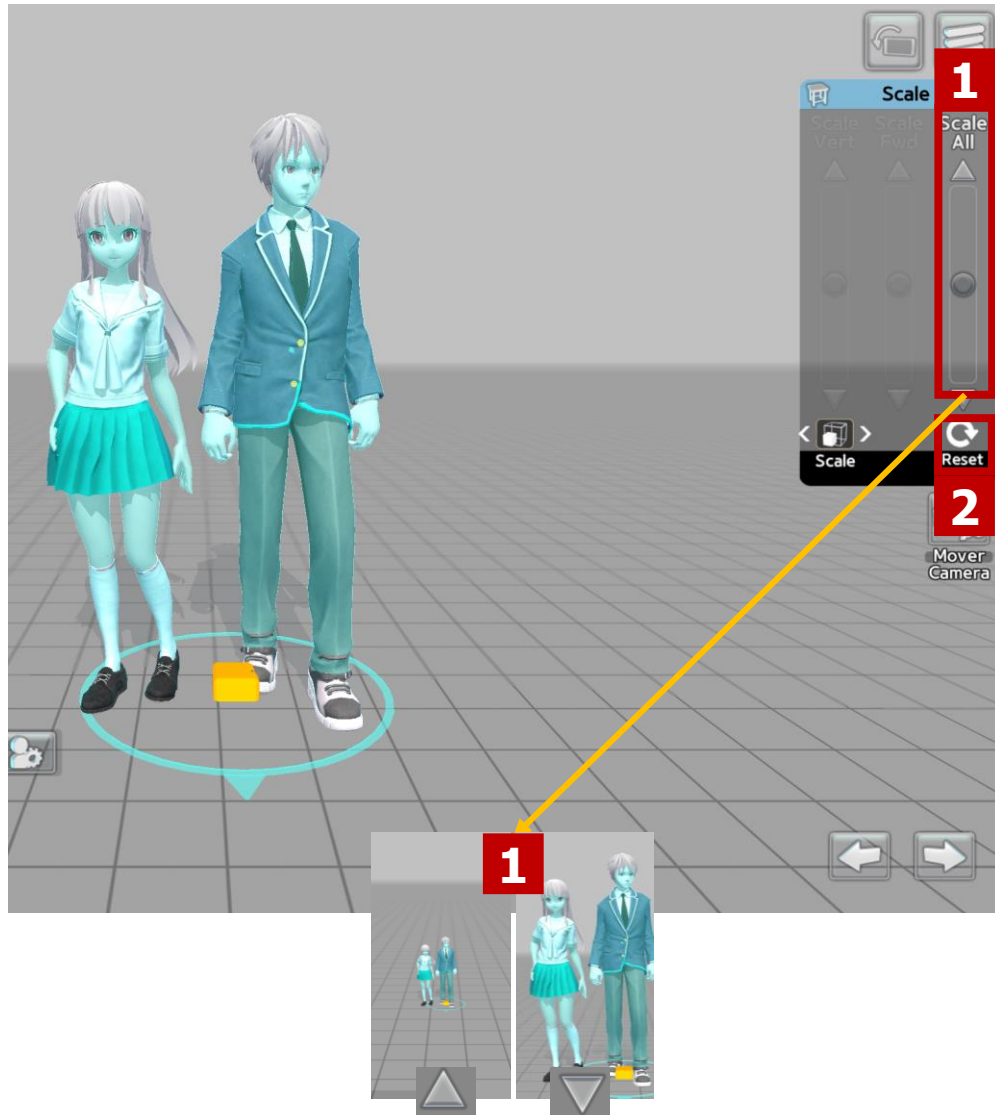
NO	Image	Commentary
1		Select the group icon.
2		When you select an icon or object, the edit panel appears on the screen. You can edit the group by manipulating the slides and menus in the control panel.
3		Select a different edit menu (position, scale, pivot, rotation).
4		When you select the Move pivot menu, the center icon appears among the objects in the group.



Edit group (Move pivot)



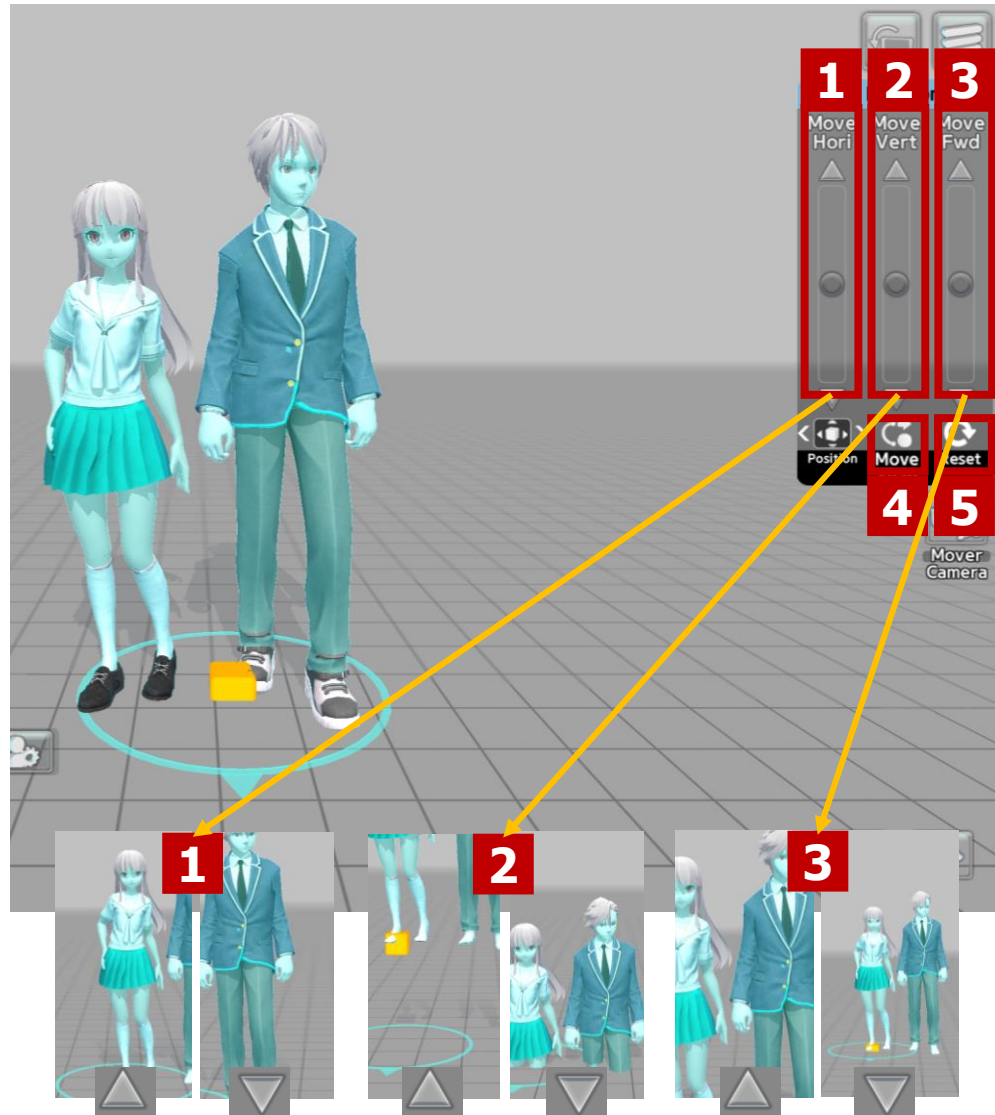
NO	Image	Commentary
1		By scrolling up the pointer, you can move the group's pivot to the right. By scrolling down the pointer, you can move the group's pivot to the left.
2		By scrolling up the pointer, you can move the group's pivot to the up. By scrolling down the pointer, you can move the group's pivot to the down.
3		By scrolling up the pointer, you can move the group's pivot to the back. By scrolling down the pointer, you can move the group's pivot to the forward.
4		This menu let you reset the model's state.

Edit group (Scale)



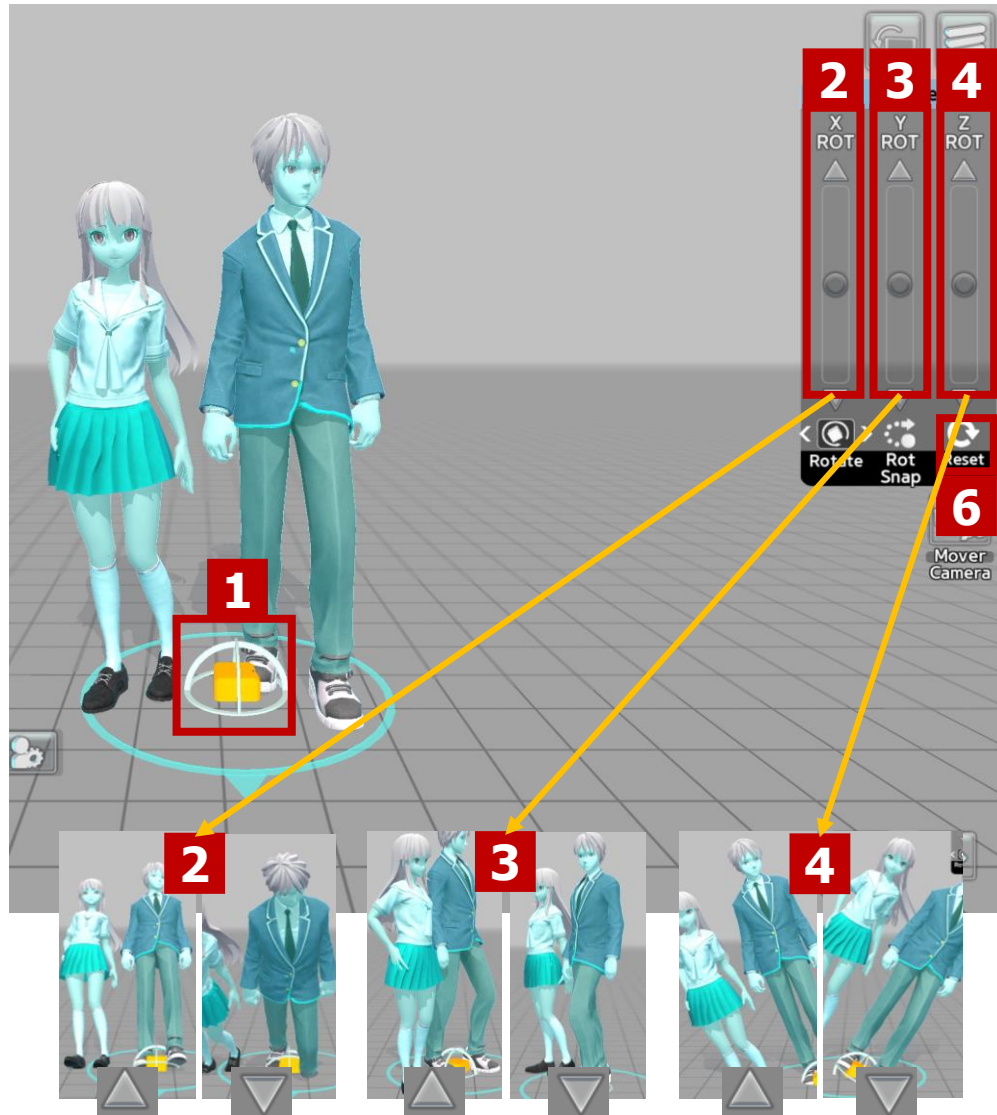
NO	Image	Commentary
1		By scrolling up the pointer, you can scale up the group. By scrolling down the pointer, you can scale down the group.
2		This menu let you reset the model's state.

Edit group (Position)



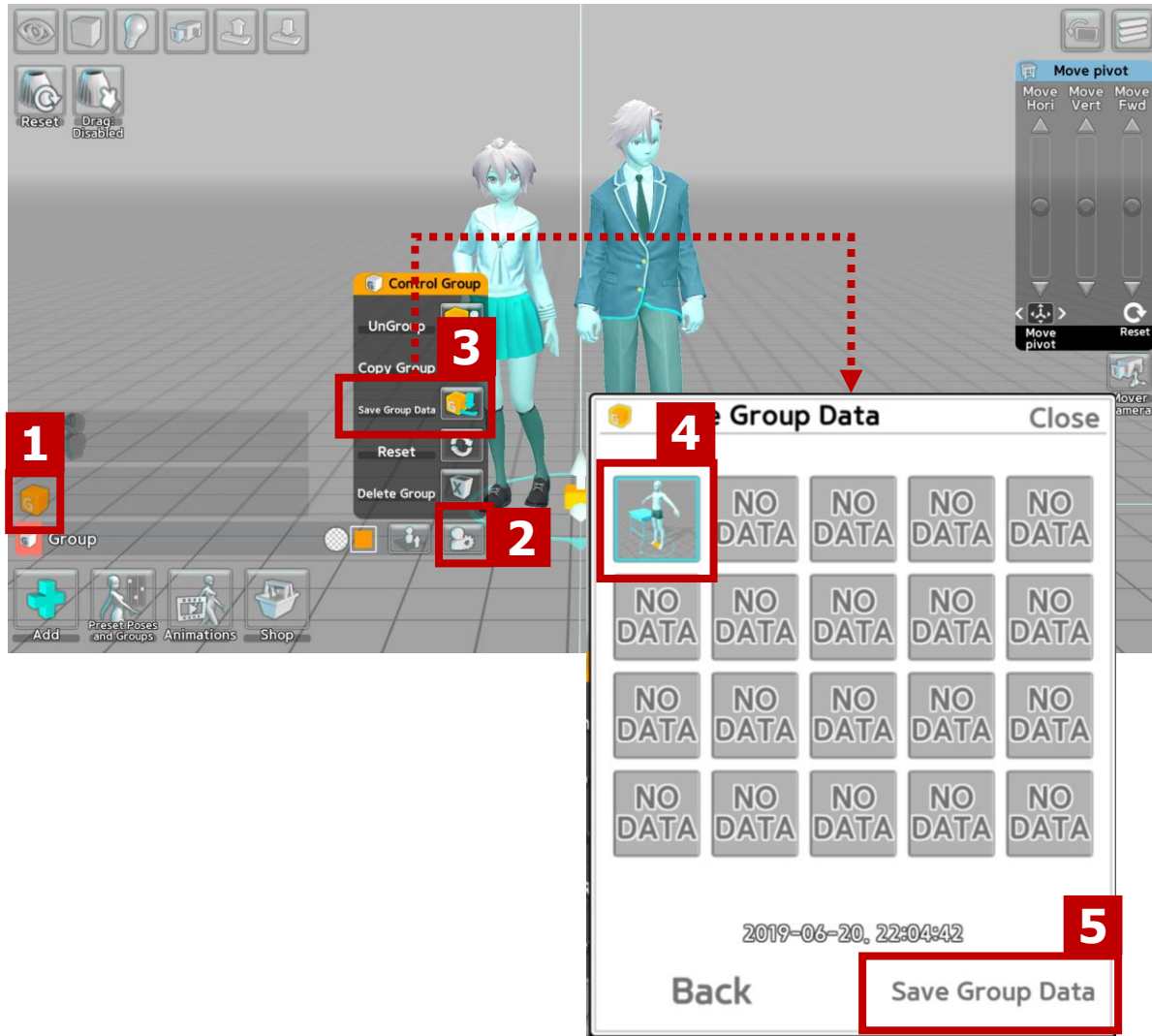
NO	Image	Commentary
1		By scrolling up the pointer, you can move the group to the right. By scrolling down the pointer, you can move the group to the left.
2		By scrolling up the pointer, you can move the group to the up. By scrolling down the pointer, you can move the group to the down.
3		By scrolling up the pointer, you can move the group to the forward. By scrolling down the pointer, you can move the group to the back.
4		It moves once in every 15 degrees.
5		This menu let you reset the model's state.

Edit group (Rotation)



NO	Image	Commentary
1		This is the group's pivot.
2		By scrolling up the pointer, you can pull the group to the back. By scrolling down the pointer, you can pull the group to the forward.
3		By scrolling up the pointer, you can turn the group to the right. By scrolling down the pointer, you can turn the group to the left.
4		By scrolling up the pointer, you can lower the group to the to the left. By scrolling down the pointer, you can lower the group to to the right.
5		It moves once in every 15 degrees.
6		This menu let you reset the model's state.

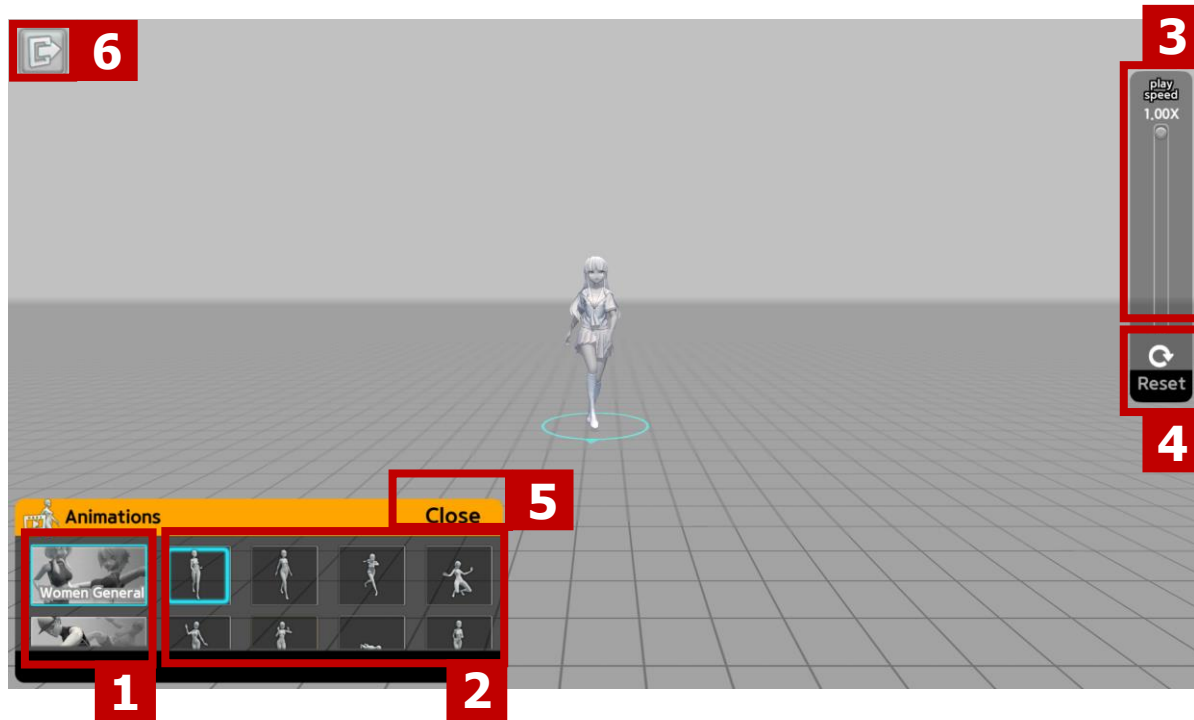
Save group data



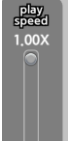

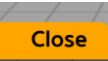



NO	Image	Commentary
1		Select the group icon.
2		Select the model control menu.
3		Select the save group data menu.
4		When you select the menu, a window appears to save the group data. Select save slot.
5		Select the save group data menu.

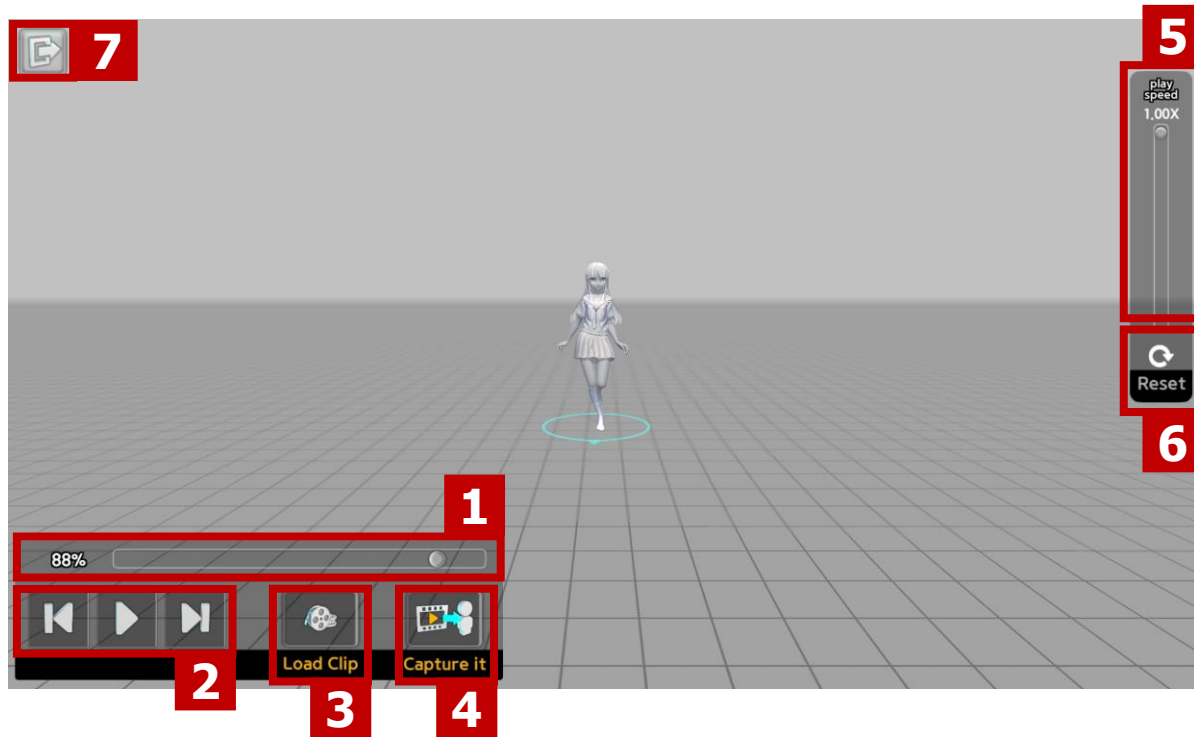
Animation

You can select a specific frame in the animation and then edit the pose.



NO	Image	Commentary
1		Select the category.
2		Select the animation icon. The model starts the same animation as the icon.
3		By scrolling up the pointer, you can slow down the model's animation. By scrolling down the pointer, you can speed up the model's animation.
4		This menu let you reset the model's animation speed.
5		Select an icon and select the close menu to go to the capture screen.
6		Close the animation menu.

Animation Edit Menu



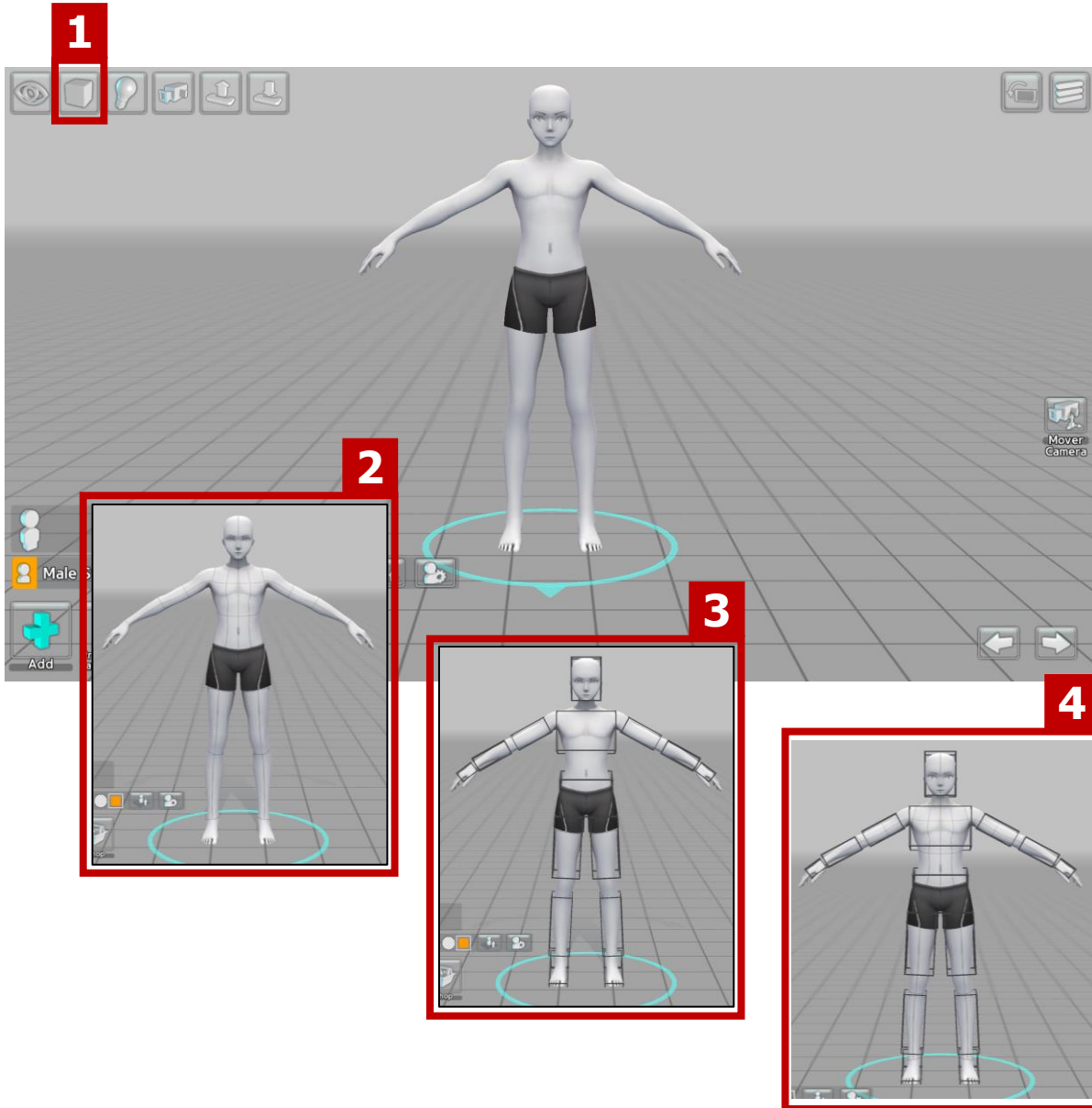
NO	Image	Commentary
1		Animation time line bar. The animation's frame is aligned with the slide's pointer position.
2		Previous frame menu, Play (pause) menu, Next frame menu.
3		The returned to the page to select an animation.
4		Move the pose of the model to the play screen.
5		By scrolling up the pointer, you can slow down the model's animation. By scrolling down the pointer, you can speed up the model's animation.
6		This menu let you reset the model's animation speed.
7		Close the animation menu.



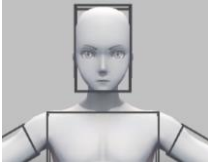
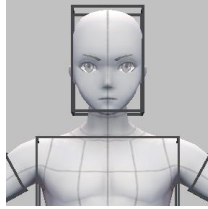
Preview page UI



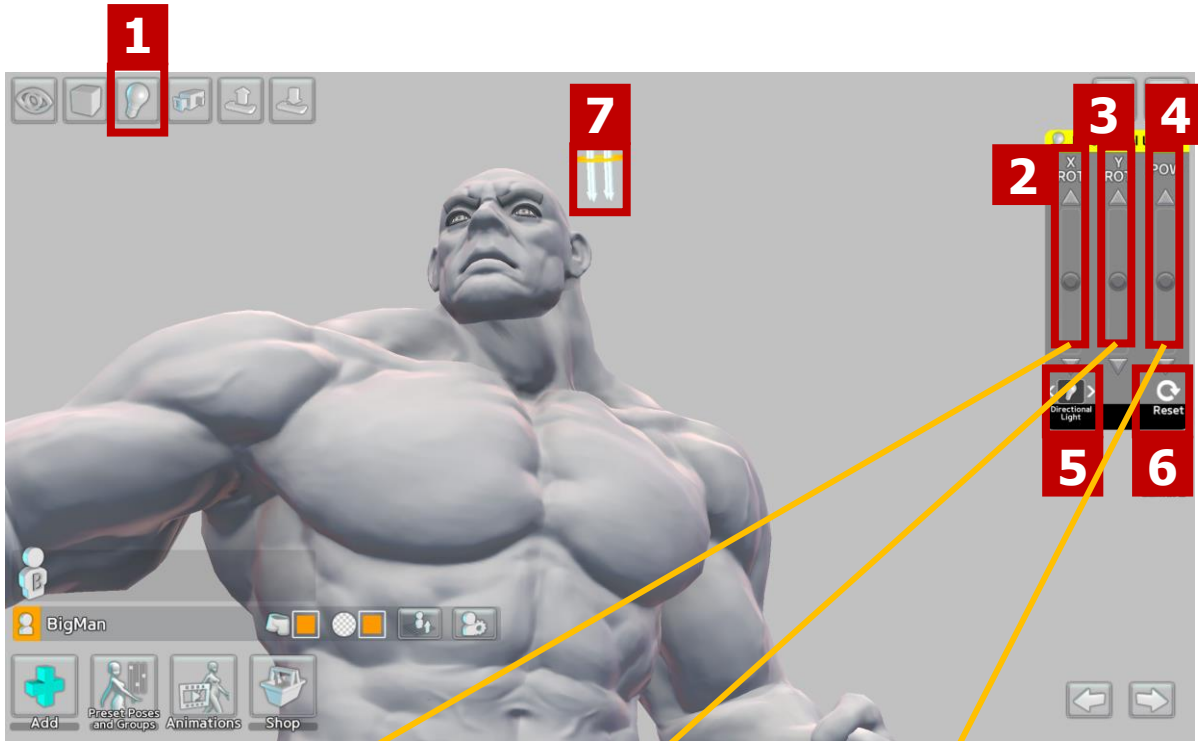
NO	Image	Commentary
1		Select the preview menu on the main screen to go to the preview mode.
2		Save screenshots with background to gallery.
3		Save screenshots to the gallery except background.
4		Save camera viewpoint.
5		Load camera viewpoint.
6		This menu makes all interfaces invisible. If you click anywhere on the screen while the interface is gone, the interface reappears.
7		By scrolling the pointer, you can edit the distance the camera and the model.
8		By scrolling the pointer, you can edit the distortion of the fisheye lens.
9		By scrolling the pointer, you can edit the distance of the shadow.
10		By scrolling the pointer, you can adjust the sharpness of distant backgrounds.

Line and box mode



NO	Image	Commentary
1		Select the box menu.
2		If you select the menu, the line mode appears on the model's body.
3		If you select the menu once more, a box mode appears on the model's body.
4		If you select the menu once more, the box mode and the line mode overlap on the model's body.

Light



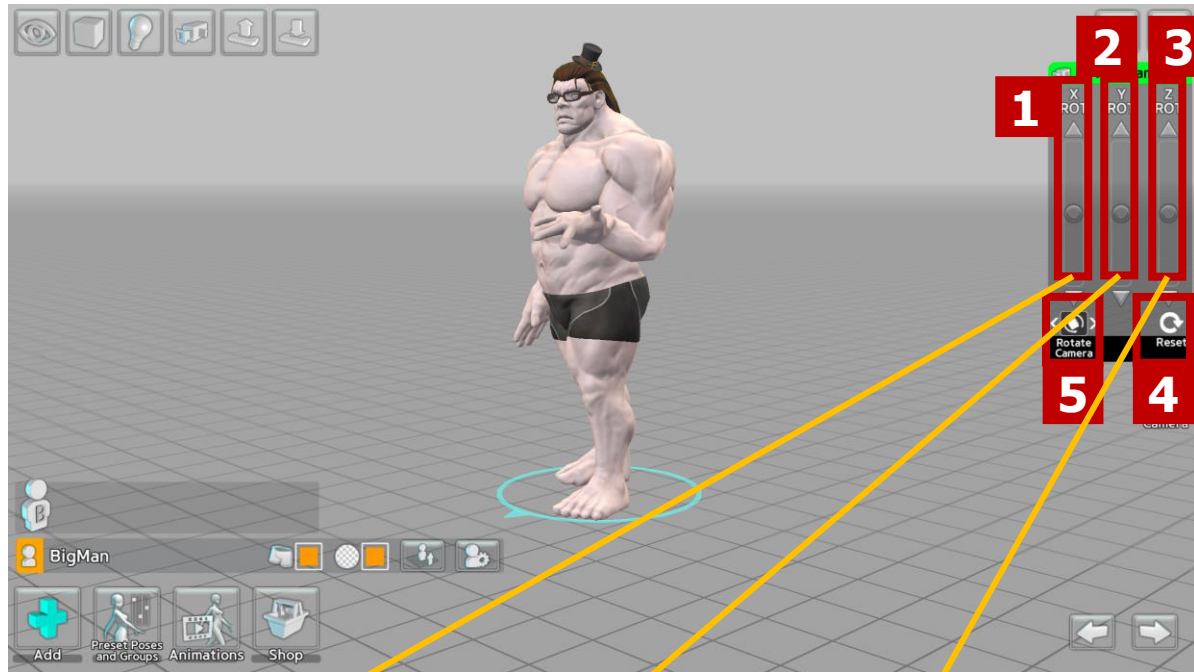
NO	Image	Commentary
1		Select the light menu. The control panel appears on the screen.
2		By scrolling up the pointer, you can turn the direction of the light to the up. By scrolling down the pointer, you can turn the direction of the light to the down.
3		By scrolling up the pointer, you can turn the direction of the light to the left. By scrolling down the pointer, you can turn the direction of the light to the right.
4		By scrolling up the pointer, you can increase the intensity of the light. By scrolling down the pointer, you can lower the intensity of the light.
5		This menu let you reset the light's state.
6		This menu allow you to control the backlight.
7		This icon shows the direction of the light.

Camera View (Move)



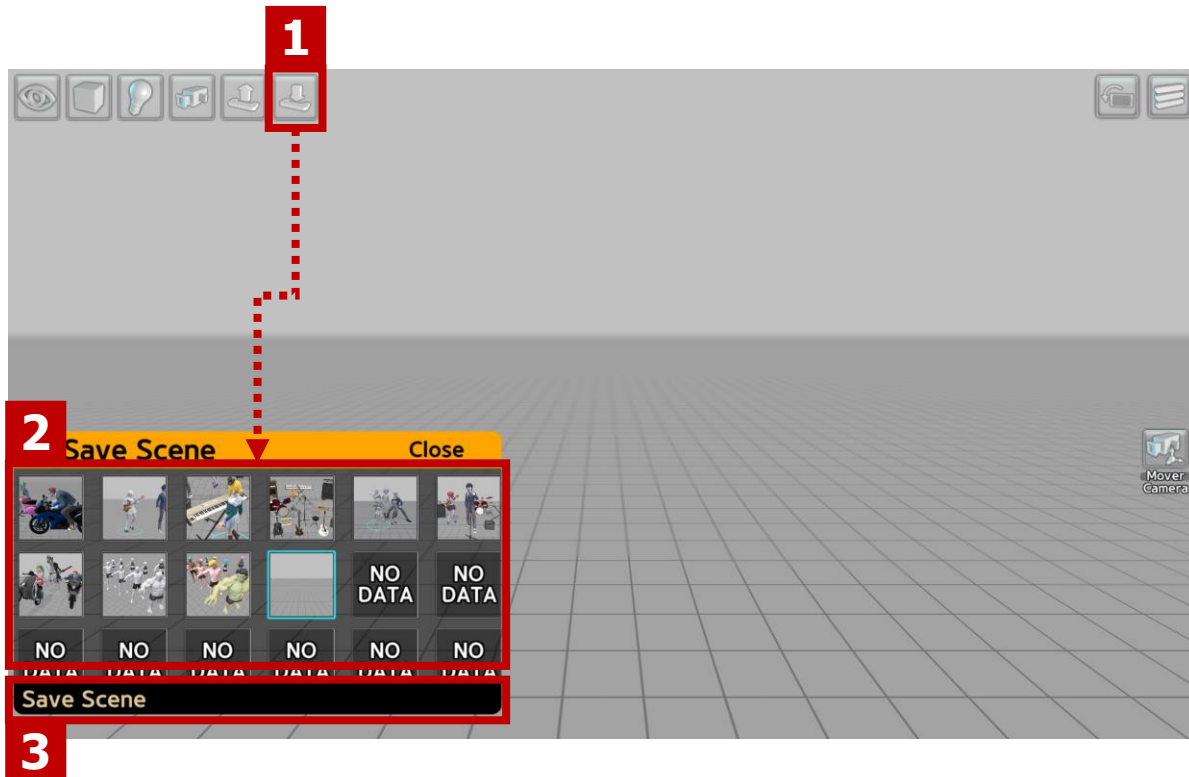
NO	Image	Commentary
1		Select the camera menu. The control panel appears on the screen. The camera view changes based on the selected model.
2		By scrolling up the pointer, you can move the camera view to the left. By scrolling down the pointer, you can move the camera view to the right.
3		By scrolling up the pointer, you can move the camera view to the up. By scrolling down the pointer, you can move the camera view to the down.
4		By scrolling up the pointer, you can move the camera view to the away. By scrolling down the pointer, you can move the camera view to the closer.
5		This icon shows the control panel to rotate the camera view.
6		This menu let the front and side views of the model.



Camera view (Rotation)



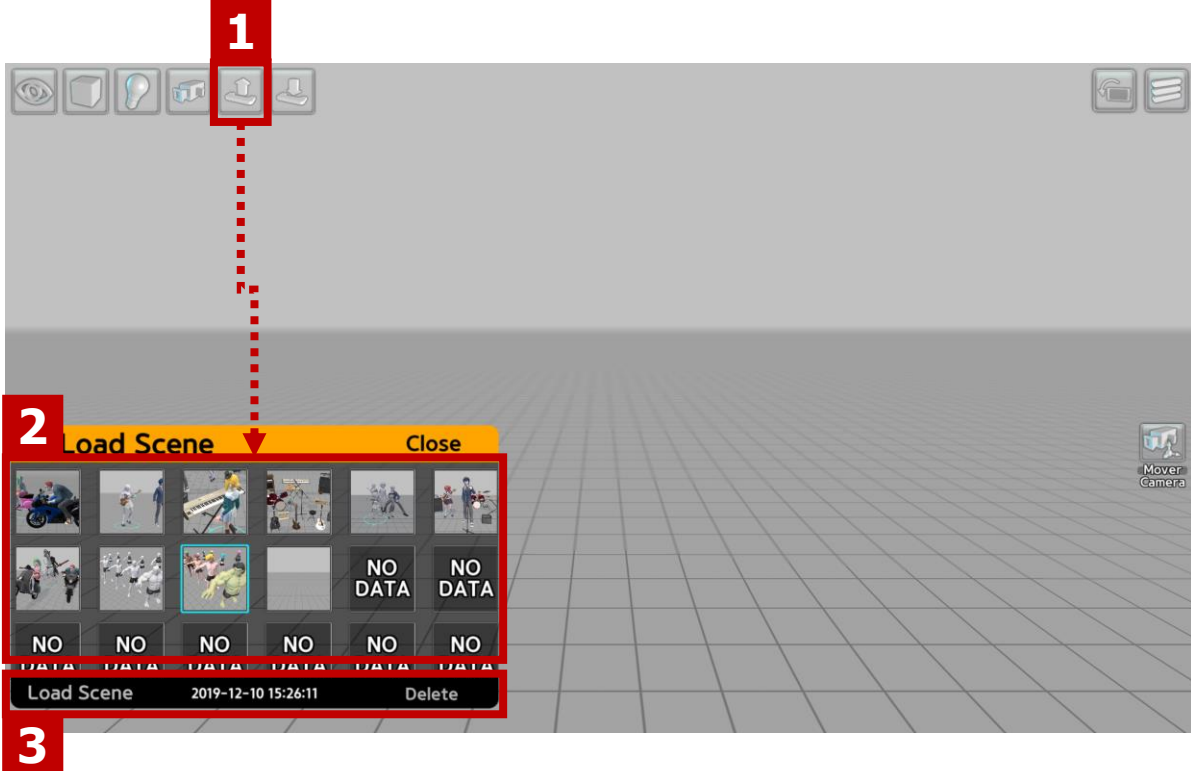
NO	Image	Commentary
1		By scrolling up the pointer, you can turn the camera view to the left. By scrolling down the pointer, you can turn the camera view to the right.
2		By scrolling up the pointer, you can turn the camera view to the up. By scrolling down the pointer, you can turn the camera view to the down.
3		By scrolling up the pointer, you can lower the camera view to the left. By scrolling down the pointer, you can lower the camera view to the right.
4		This menu let the front and side views of the model.
5		This icon shows the control panel to move the camera view.


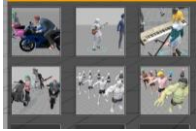

Save data



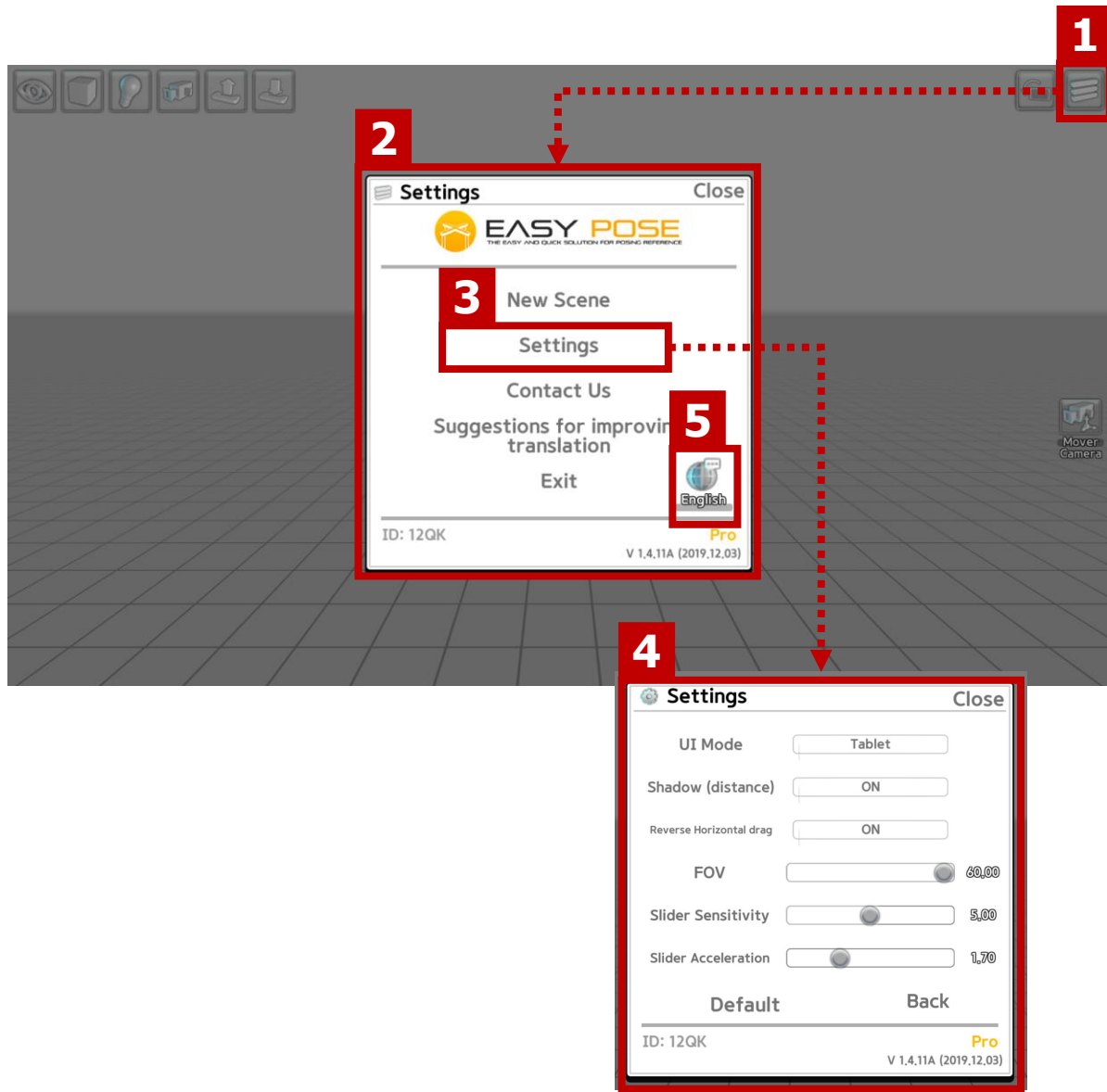
NO	Image	Commentary
1		Select the save scene menu.
2		Select the save slot.
3		Select the save scene menu.




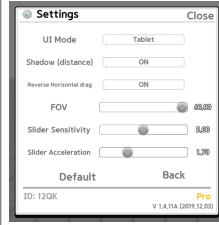

Load data



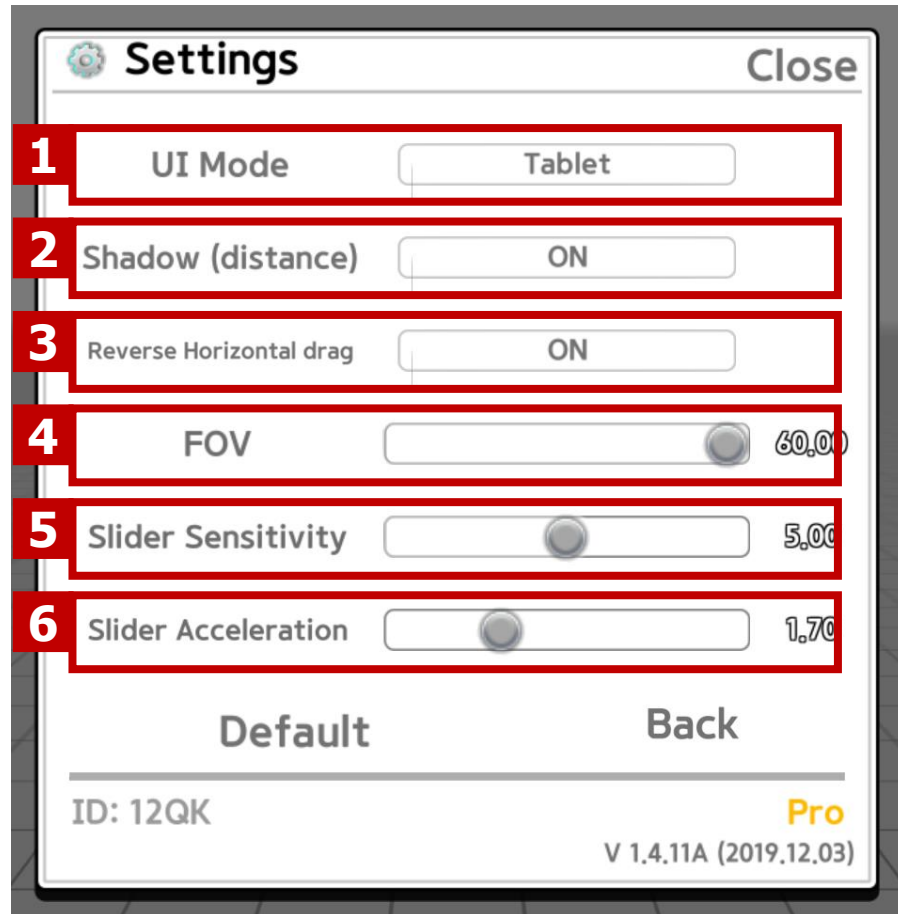
NO	Image	Commentary
1		Select the load scene menu.
2		Select the data slot.
3		Select the load scene menu.

Settings



NO	Image	Commentary
1		Select settings menu.
2		Setting menu list.
3		Function setting menu for user convenience.
4		Menu list.
5		This menu allow you to change the language. Easy Pose support 15 languages including English, Japanese, and Chinese.

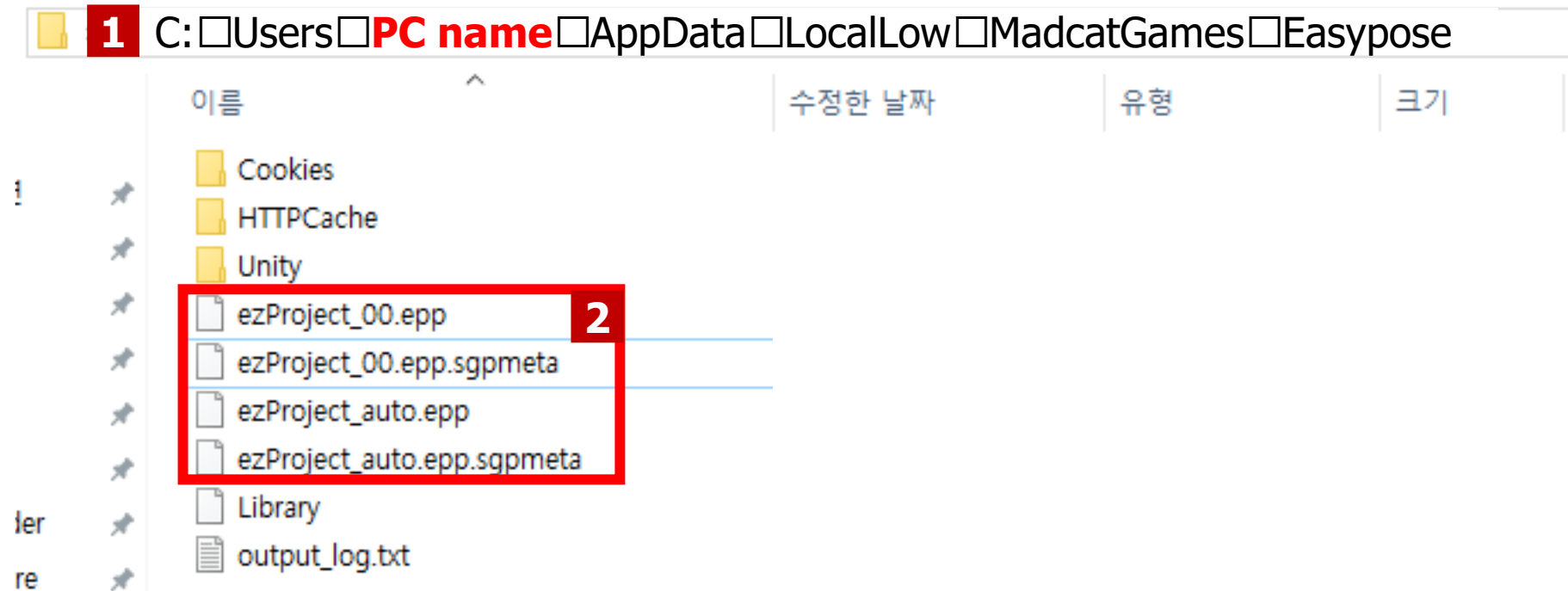
Settings



NO	Image	Commentary
1	UI Mode	It is divided into smartphone and tablet modes. In tablet mode, the size of the menus placed on the Easy Pose screen is shown in a small size.
2	Shadow (distance)	Shows the model's shadow on the screen. If you want to see the shadow, you need to activate this mode and tap the eye icon in the top left of the play screen. If you activate the mode on a low-end device, the app will play slower.
3	Reverse Horizontal drag	You can reverse the direction of movement when you drag the screen.
4	FOV	As the setting value increases, the distance between the model and camera increases.
5	Slider Sensitivity	As the setting value increases, the speed of deformation of the model and prop increases as you manipulate the slide.
6	Slider Acceleration	The longer you drag the slide pointer, the faster the model and props deform.

How to back up save files (PC version only)

1. Open the folder, enter the address and press enter.
2. Back up EPP and SGMETA files.
3. The Google Play version and Apple App Store version do not support save file backup.



Thank you

Support us with positive reviews!

