

# EASY POSE

THE EASY AND QUICK SOLUTION FOR POSING REFERENCE

# Manual

Mobile Version : 1.642

PC Version : 1.700

Release Date : 2018-01-15

Last Update Date : 2020-05-25




**Madcat Games**

Madcat.help@gmail.com

# Contents

When you select the table of contents you want, you can go to the associated page.


Term of use
About us
Title
Play Screen
How to use the mobile version
Mode Change (Mobile ver.)
How to use the PC version
Add Menu
Add Model
Model type
Presets
Model edit bar
Control Model Manu
Color change
Edit Panel
Body parts
Head
Eye
Head and props
Neck
Upper body
Shoulder
Shoulder Poses
Arm
Forearm
Hand
Hand poses and props
Finger
Waist
Hip
Thigh
Calf
Foot
Shoes
School uniform skirt
Middle armor
Horse body parts
Dragon body parts
Dinosaur (Two-legged walk) body parts
Dinosaur (Four-legged walk) body parts
Pterosaurs body parts
Bicycle body parts
Motorcycle body parts
Cars body parts
Props
Create group
Load group
Group presets
Control Group Manu
Add object to group
Edit group
Save group
Animation
Preview page UI
Line and box mode
Light
Camera view
Save data
Load data
Settings

# 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.

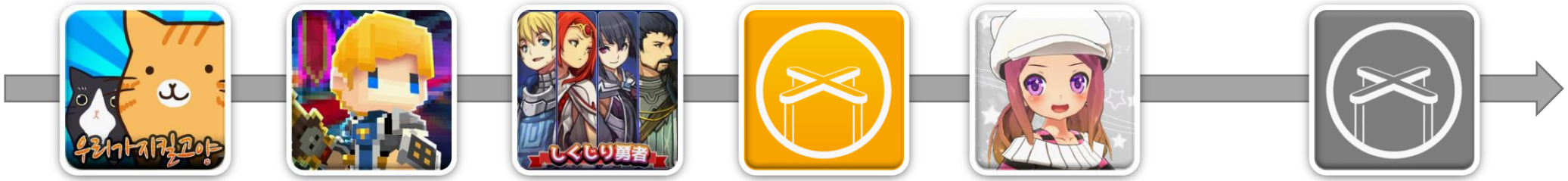
We create a variety of fun, from mobile to console, and from games to design apps.

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

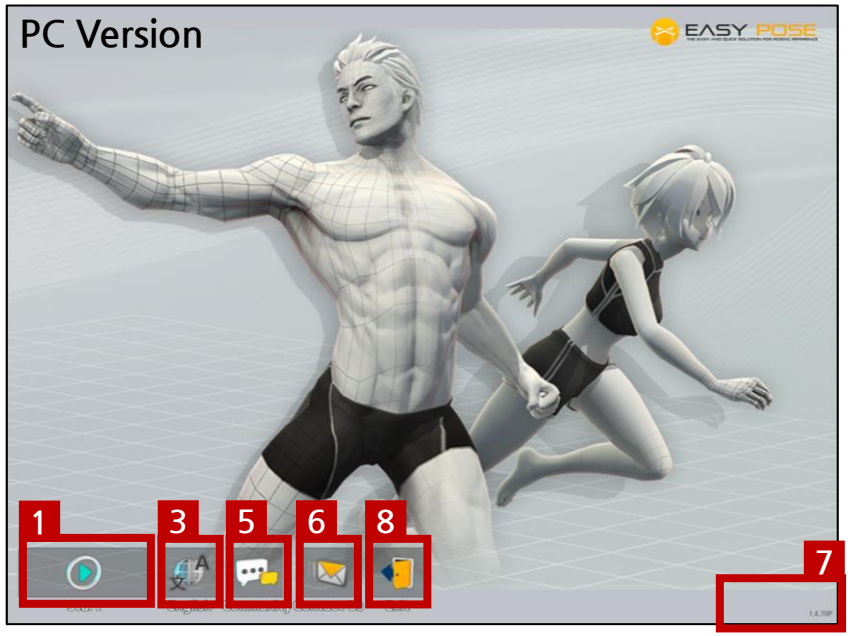
2018.01
Easy Pose Mobile version

2019.05
Easy Style

2020.06
Easy Pose PC version

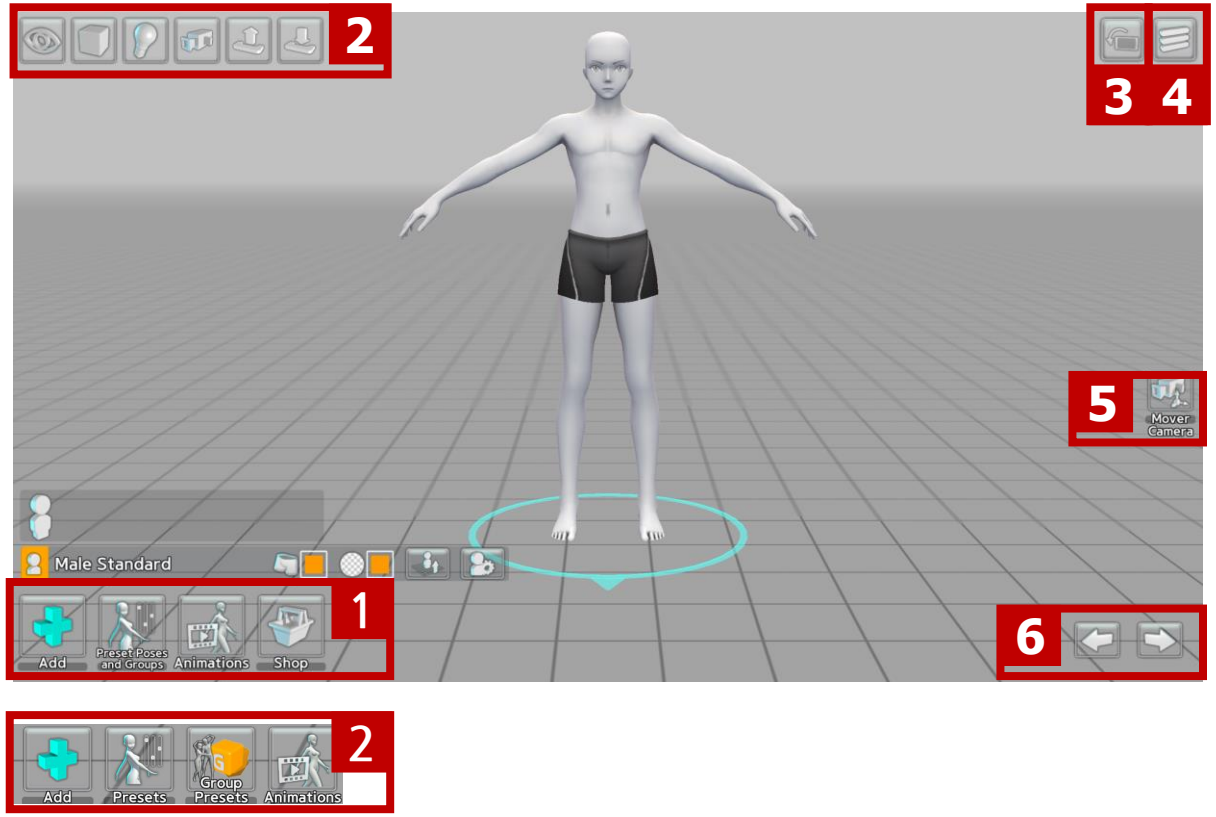
# Title




| 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

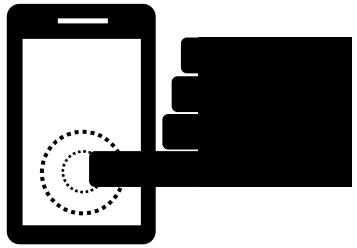
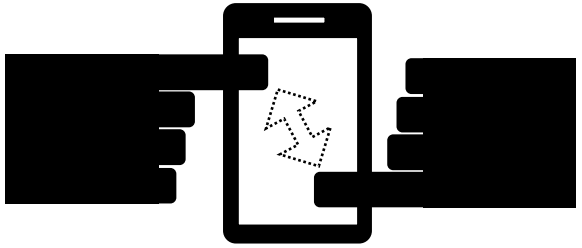
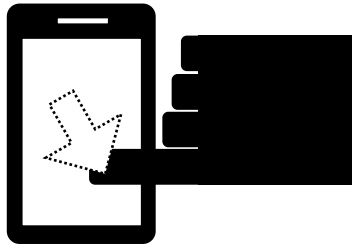




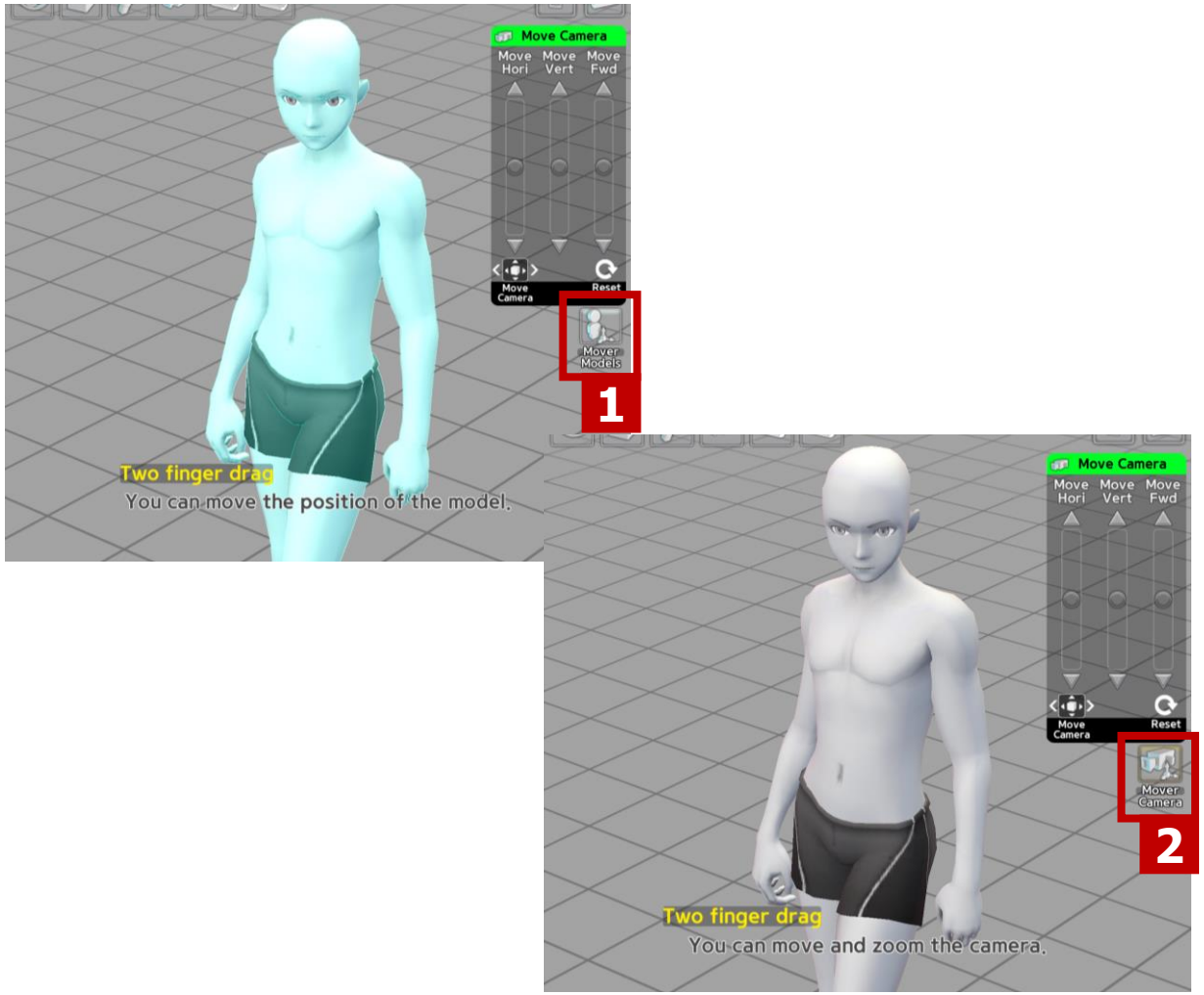


| NO | Image | Commentary |
|---|---|---|
| 1 |   | Main menu. It consists of Add model, preset, props, animations. |
| 2 |   | This is the main menu of the PC version. Remove the shop menu and divide the preset pose & group menu. |
| 3 |  | Sub menu. It consists of preview, box-line mode, light editing, 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

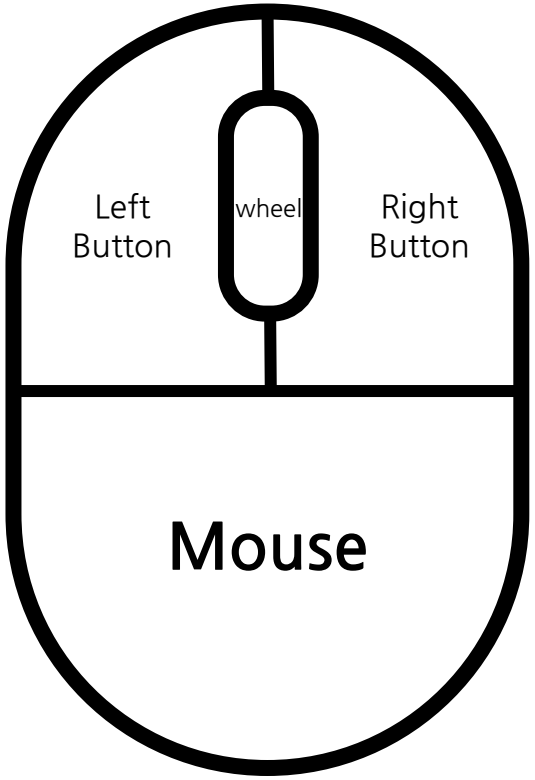
| | | |
|---|---|---|
| Tap the screen with one finger |  | Select menu / model / prop / icon. |
| Adjust the distance by placing two fingers on the screen |  | Zoom in / out. |
| Place one finger on the screen and drag |  | Move / Rotate. |

# Mode Change




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

# How to use the PC version



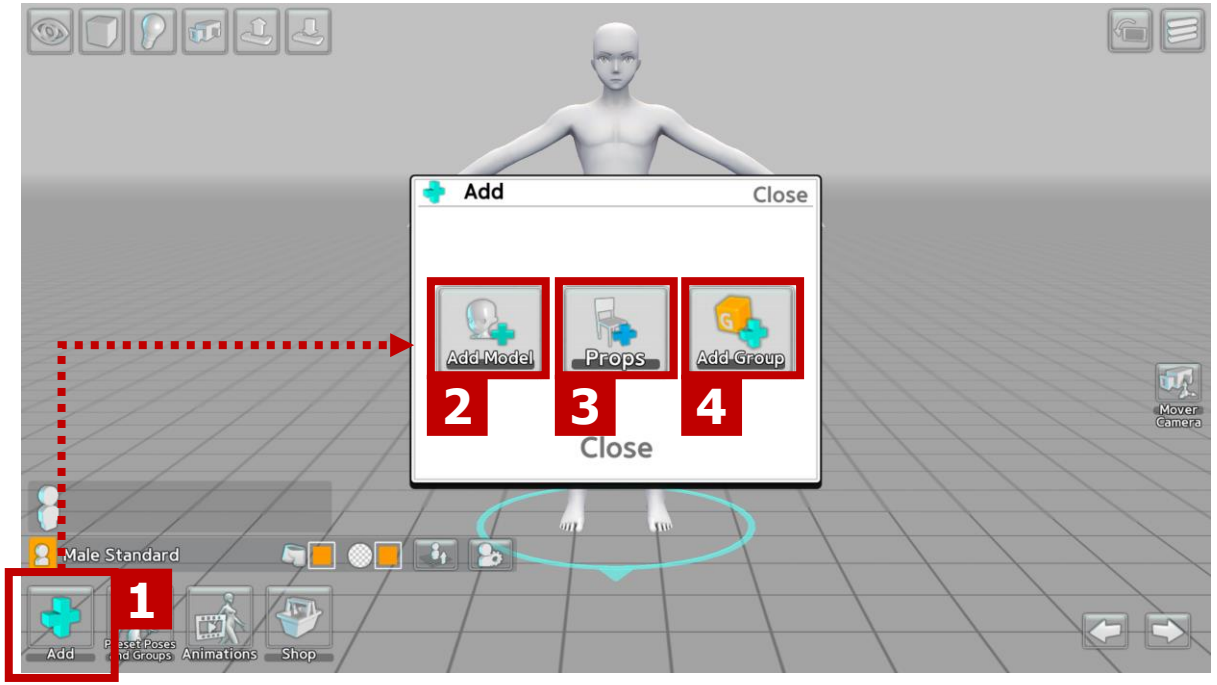

| | |
|---|---|
| Ctrl + Hold down the left mouse button and drag | Camera / model move. |
| Hold down the mouse wheel and move | |
| Wheel scroll | Camera zoom in / out. |
| Mouse right button | Popup window exit / cancel. |
| Mouse left button | Select menu / icon / model and props.<br>Camera rotation. |

# 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. |

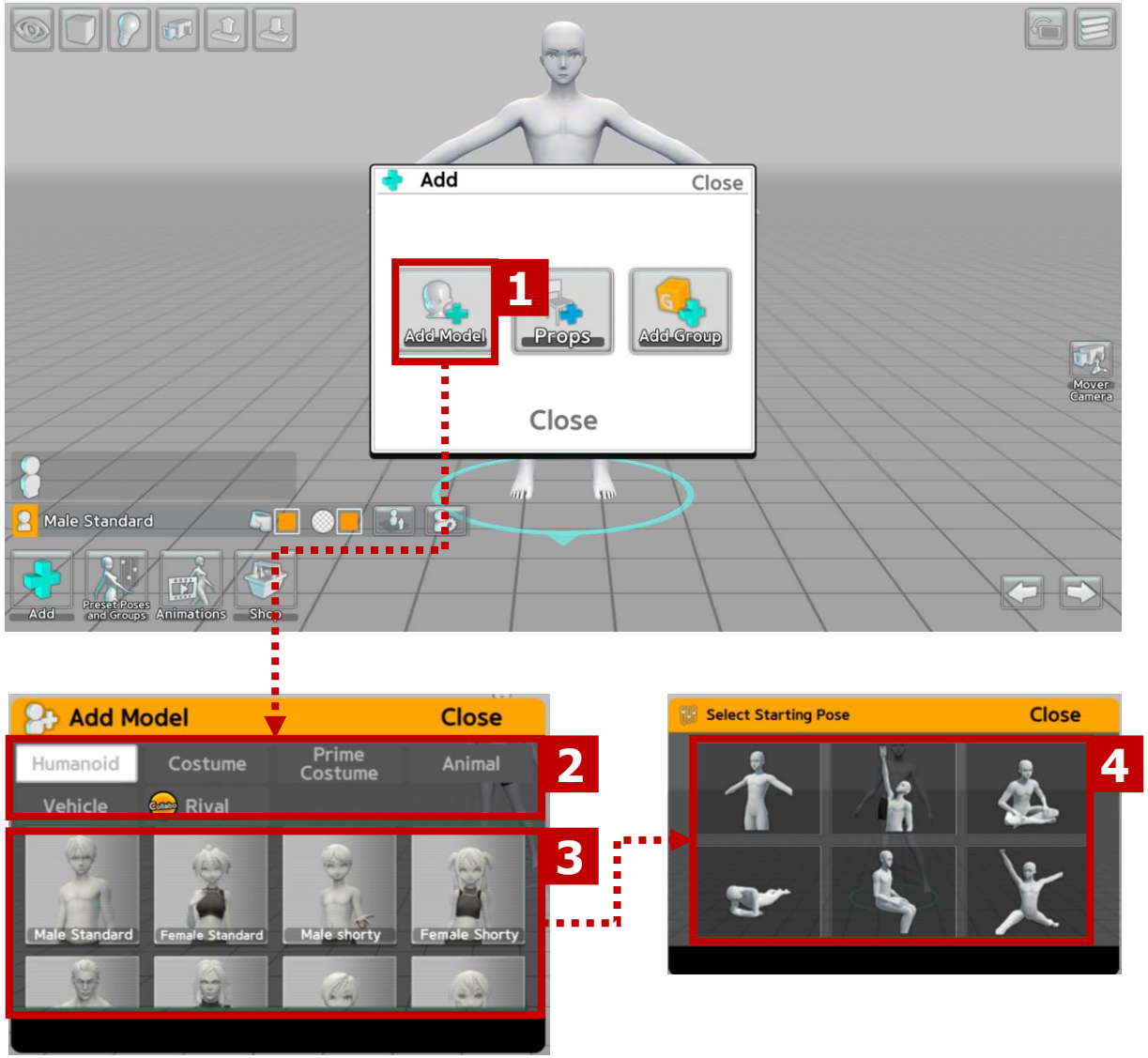
| | |
|---|---|
| Tab | Change camera / model mode. |
| V | Hide or show selected model / props. |
| R | Initialize the selected joint. |
| C | Open the model / prop color menu. |
| M | Reverse selected model left and right. |
| F1 | How to open the operation window. |
| F11 | Screen capture with background.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

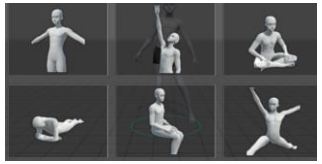
# Add Menu



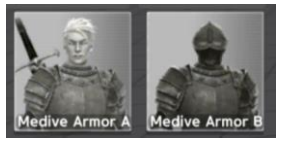

| NO | Image | Commentary |
|---|---|---|
| 1 |   | Select add menu. |
| 2 |   | If you want to add models, select this menu. |
| 3 |   | If you want to add props, select this menu. |
| 4 |   | If you want to add 2 or more model poses or groups, select this menu. |

# Add Model

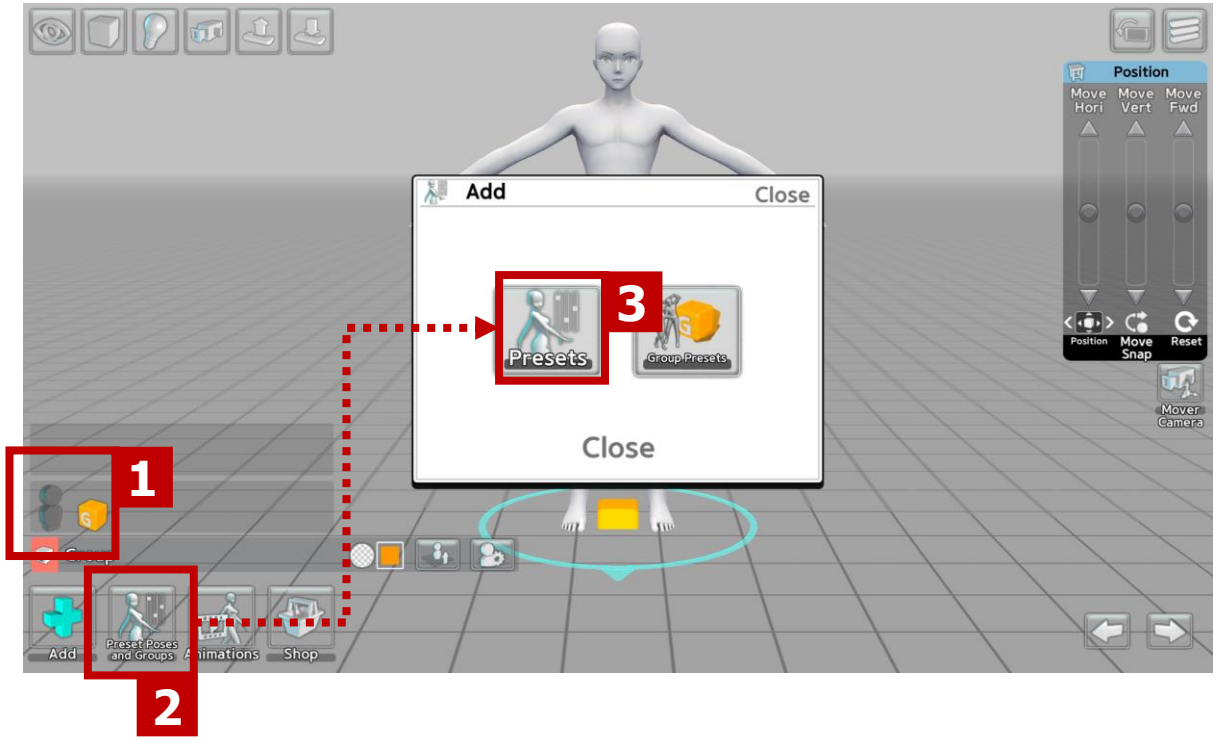



| NO | Image | Commentary |
|---|---|---|
| 1 |  | Select the Add Model menu. |
| 2 |  | Select the category. |
| 3 |  | Select the model. |
| 4 |  | Select the starting pose. |

# Model type

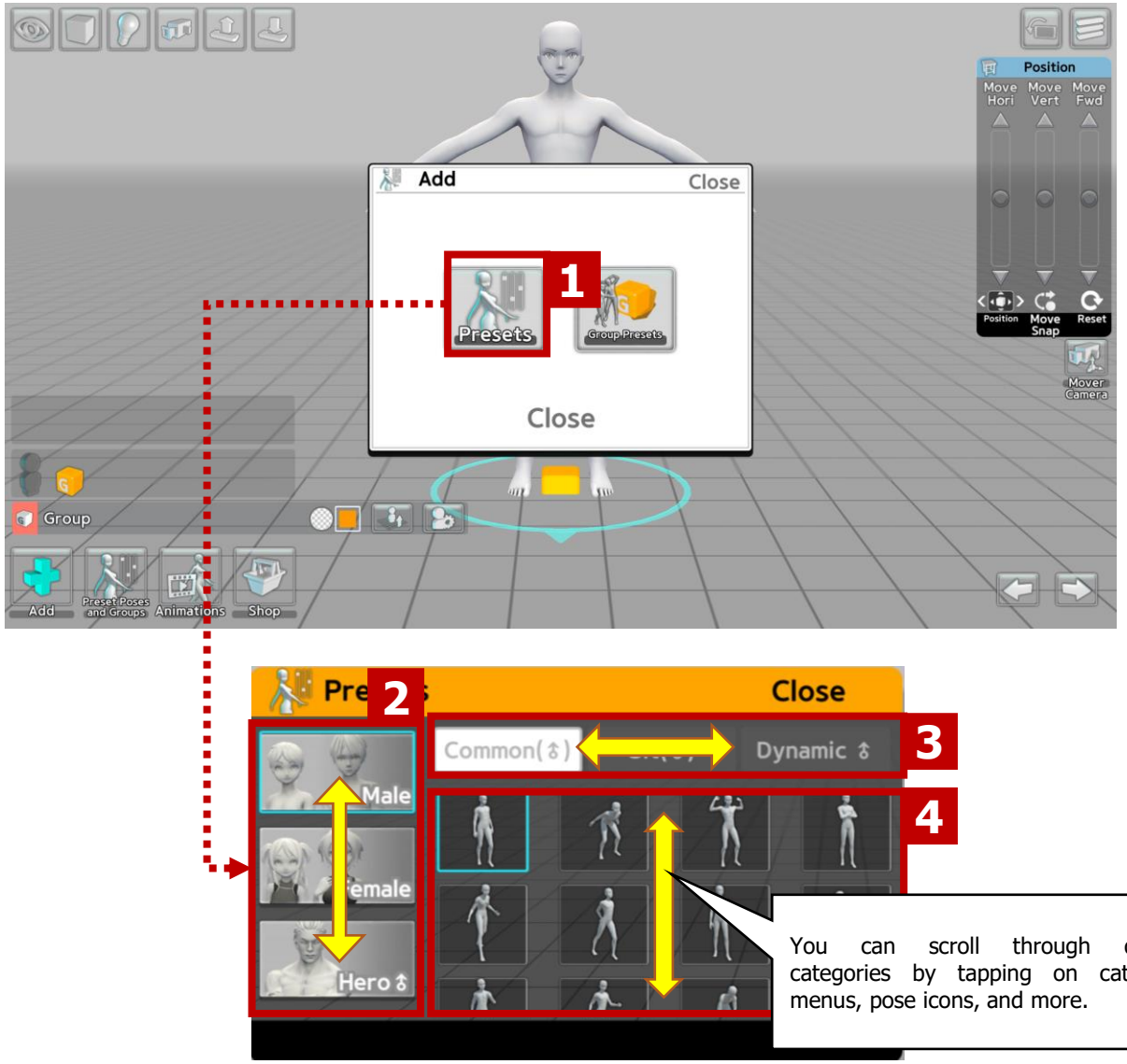
| Category | Image |
| --- | --- |
| Humanoid (13 types) |   |
| Costume model (13 types) |   |
| Medieval armor (2 types) |   |
| Animal (8 types) |   |
| Vehicle (10 types) |   |

# Presets



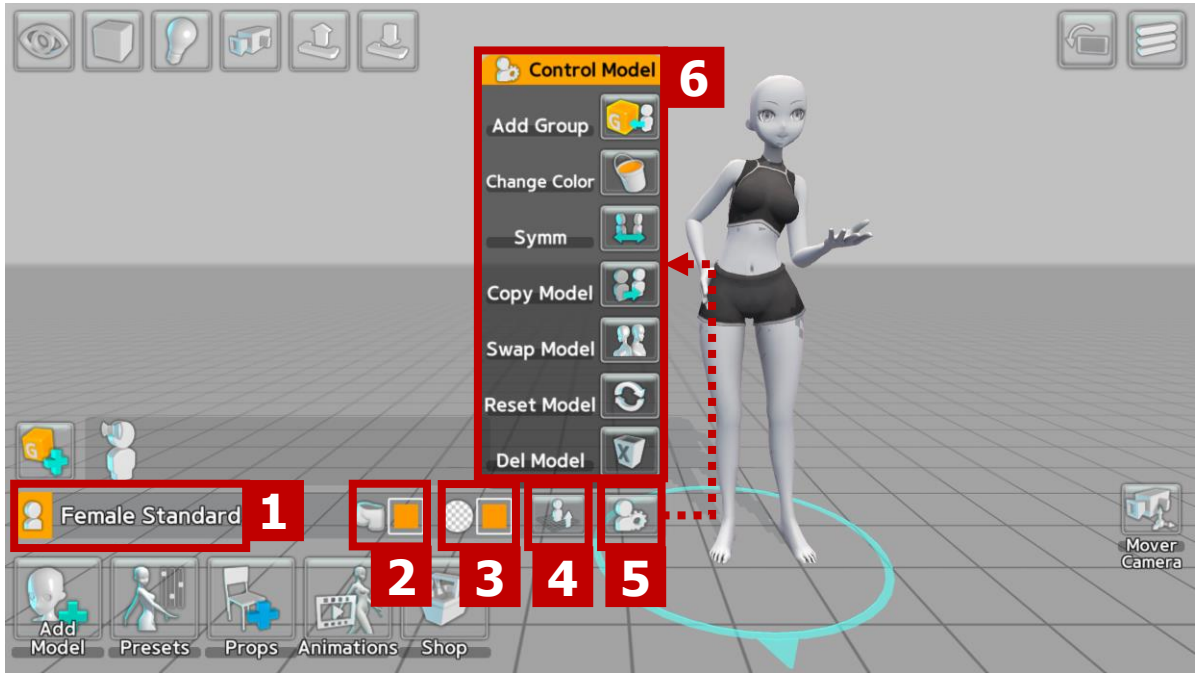

| NO | Image | Commentary |
|---|---|---|
| 1 |  | Select the model you want to change the pose. |
| 2 |  | Select the 'Preset pose and group' menu. |
| 3 |  | A menu appears in the center of the screen.<br>Select the 'Presets' menu. |

# Presets



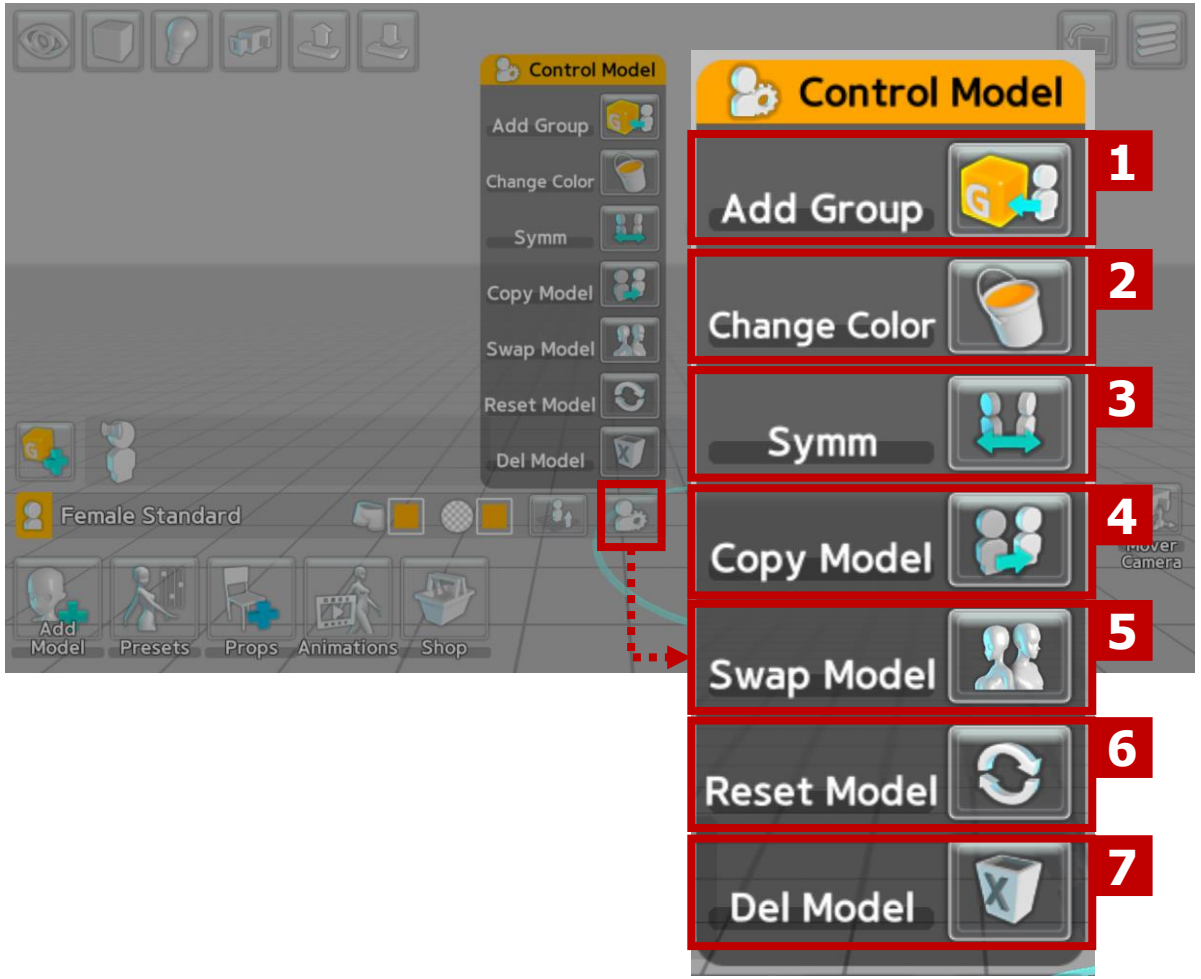

| NO | Image | Commentary |
|---|---|---|
| 1 |   | Select the Preset menu. |
| 2 |   | Select the category. The categories are divided according to the types of models and props. |
| 3 |   | Select a subcategory. Subcategories provide different poses depending on the concept. |
| 4 |  | Select a pose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

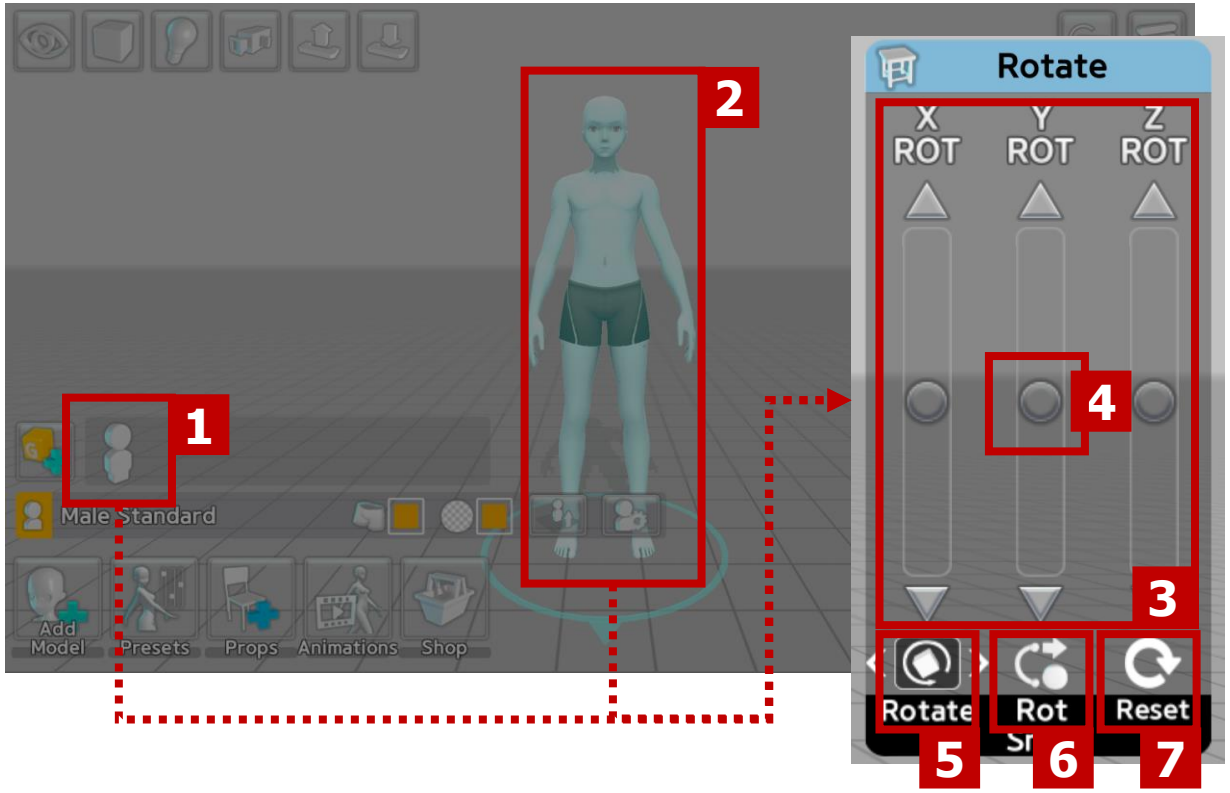
# Color Change

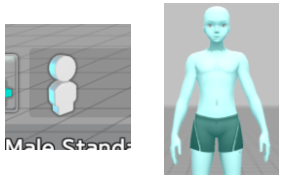
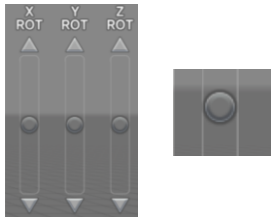



| NO | Image | Commentary |
|---|---|---|
| 1 |  | Select a category. |
| 2 |  | Select the color of the pallet. |

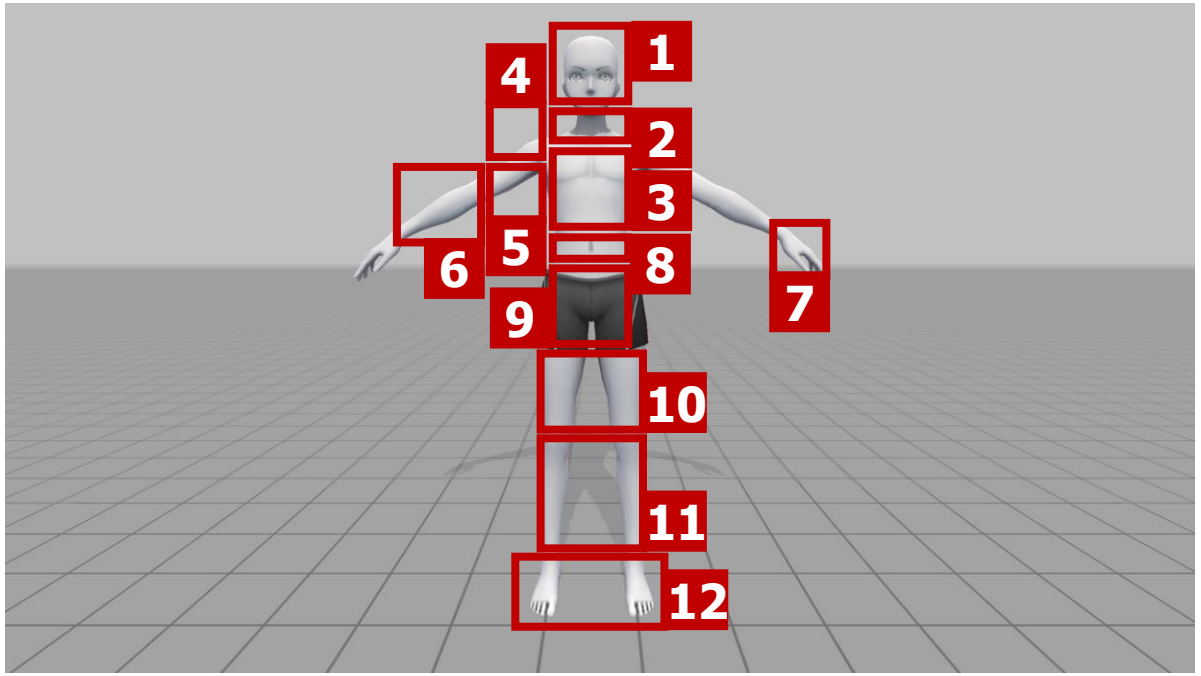
** The color change function applies to all models.
** For the mobile version of Easy Pose, color nudes are not available to humanoid models.
(Apple and Google have banned color nudity so that users do not understand Easy Pose as obscene content.)

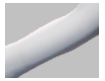
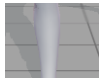
# Control Panel



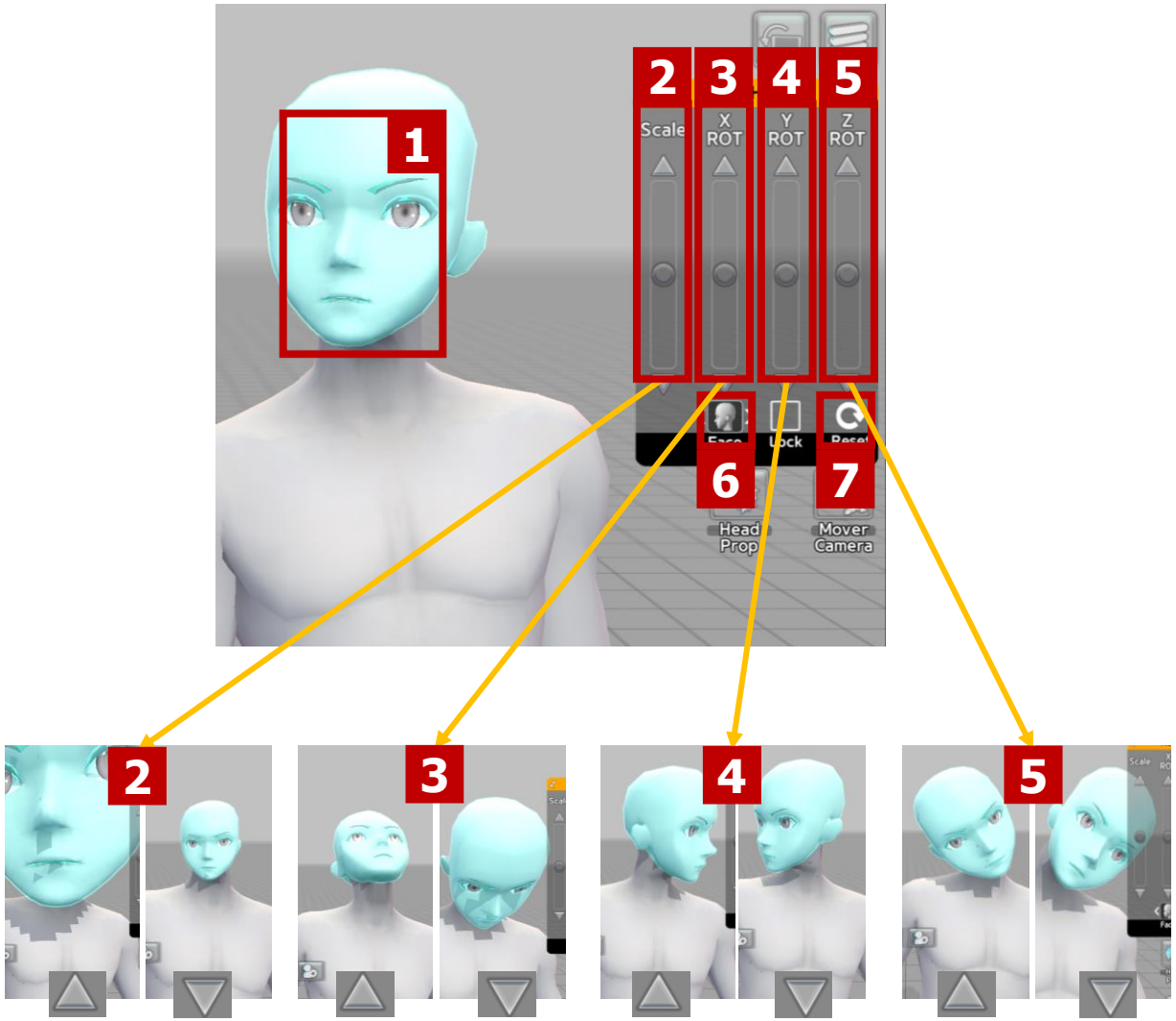

| NO | Image | Commentary |
|---|---|---|
| 1<br>2 |  | When you select an icon or object, the edit panel appears on the screen. |
| 3<br>4 |  | Edit the body by moving the pointer in the center of the slide up or down.<br><br>Editing speed increases as pointer moves away from center. |
| 5 |  | Select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

# Body parts



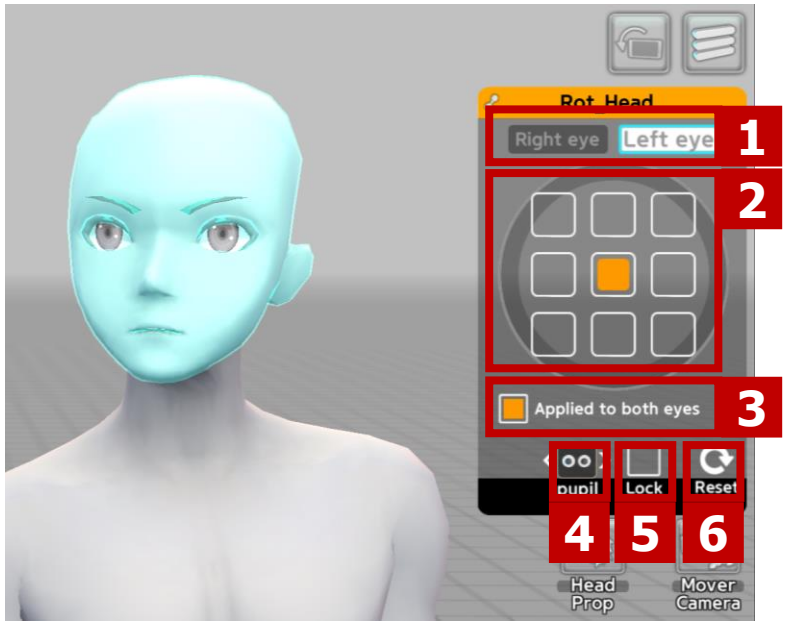

| NO | Image | Commentary |
|---|---|---|
| 1 |  | Head, eyes |
| 2 |  | Neck |
| 3 |  | Upper body |
| 4 |  | Shoulder |
| 5 |  | Arm |
| 6 |  | Forearm |
| 7 |  | Hand, Finger |
| 8 |  | waist |
| 9 |  | Hip |
| 10 |  | Thigh |
| 11 |  | Calf |
| 12 |  | Foot, instep of a foot, toes |

# Head



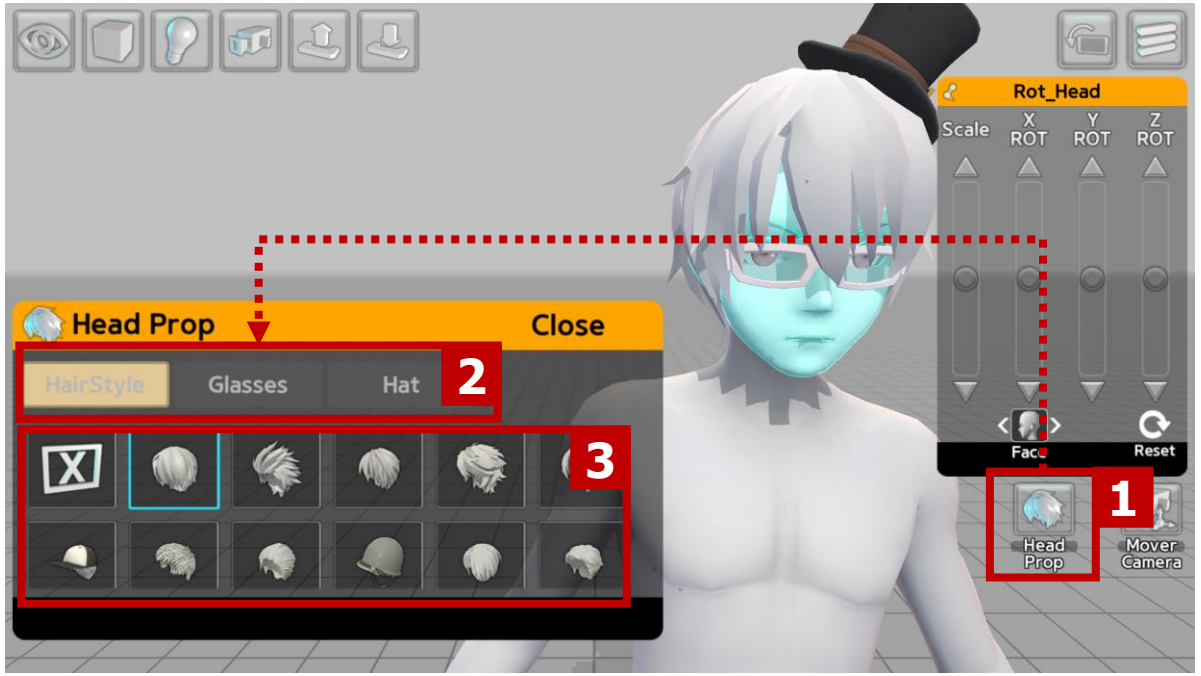

| NO | Image | Commentary |
|---|---|---|
| 1 |  | Select the model's head.<br>The control panel will appears on the right side of the screen. |
| 2 |  | By scrolling up the pointer, you can scale up the model's head.<br>By scrolling down the pointer, you can scale down the model's head. |
| 3 |  | By scrolling up the pointer, you can up the model's head.<br>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.<br>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.<br>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. |

# Eye



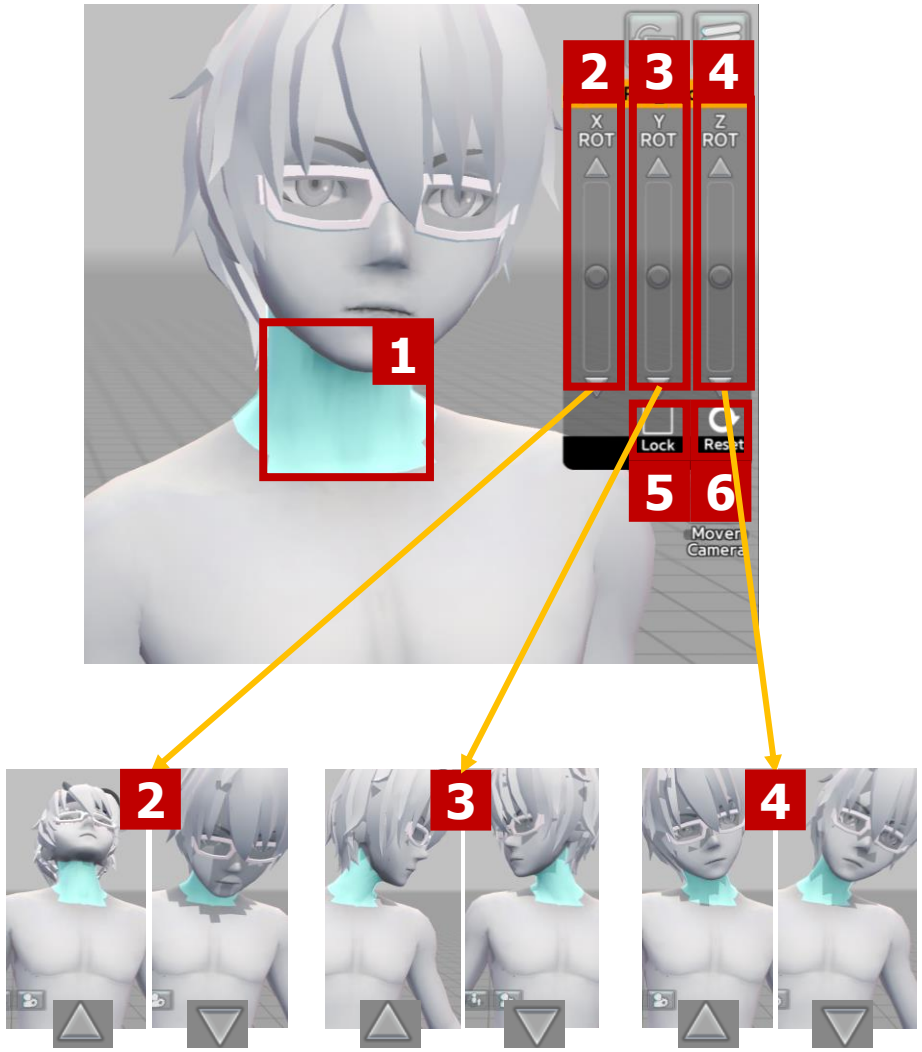

| NO | Image | Commentary |
|---|---|---|
| 1 |   | Select right eye or left eye. |
| 2 |  | Select the eye direction of the model. |
| 3 |   | Orient both eyes the same way. |
| 4 |   | This menu allows you to control the model's head. |
| 5 |   | This menu prevents the body parts from changing. |
|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

# Head Props



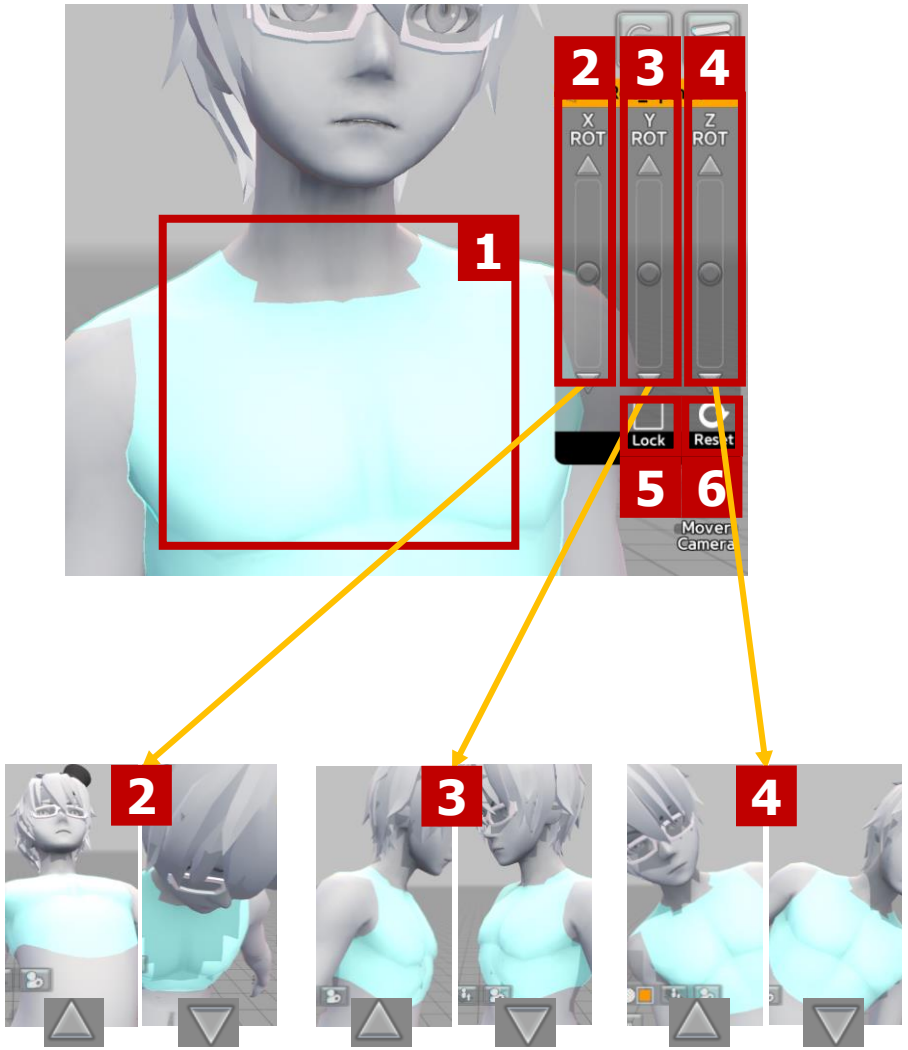

| NO | Image | Commentary |
|---|---|---|
| 1 |   | Select the menu.<br>The head prop list will appears on the screen. |
| 2 |   | Select the category. |
| 3 |  | Please select a prop icon.<br>The model wears the same props. |

# Neck



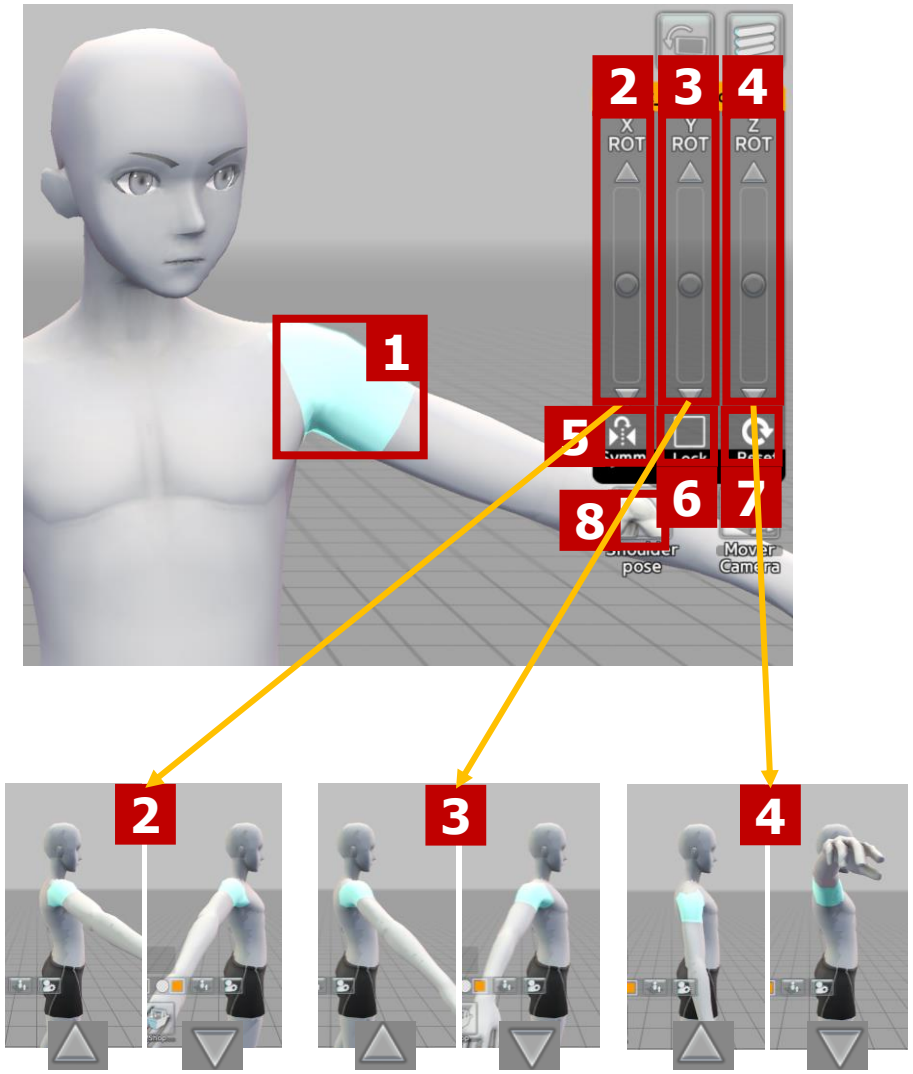

| NO | Image | Commentary |
|---|---|---|
| 1 |  | Select the model's neck.<br>The control panel will appears on the screen. |
| 2 |  | By scrolling up the pointer, you can up the model's neck.<br>By scrolling down the pointer, you can down the model's neck. |
| 3 |  | By scrolling up the pointer, you can turn the model's neck to the right.<br>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.<br>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. |

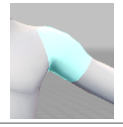
# Upper body



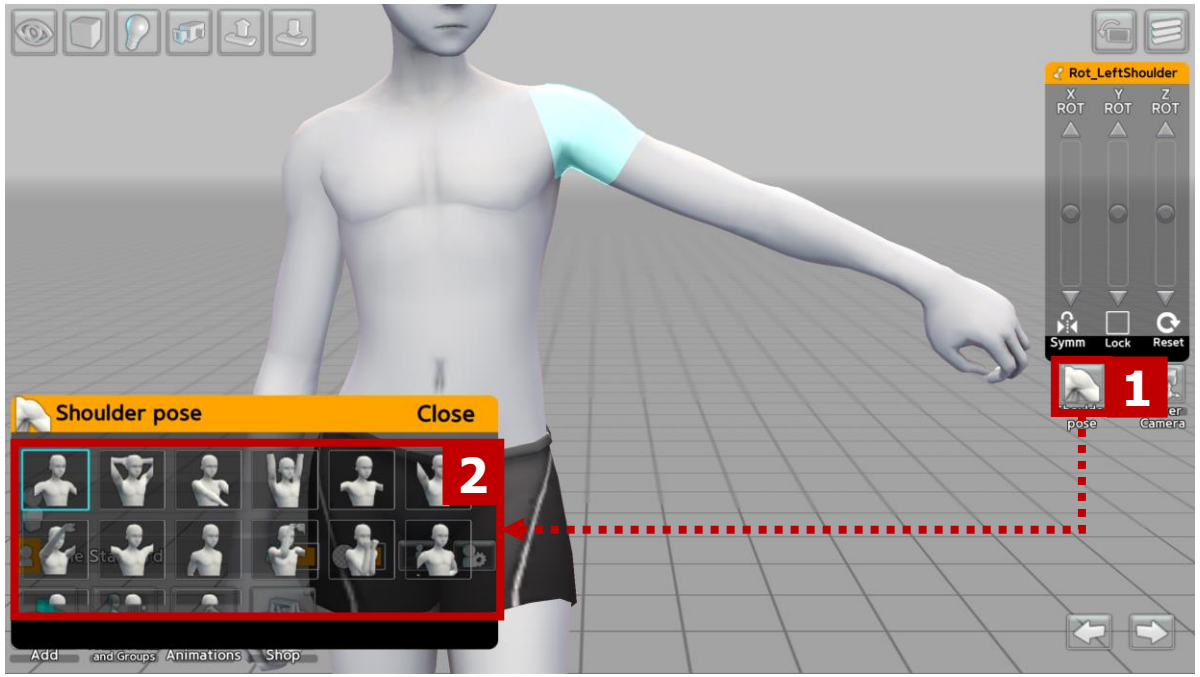

| NO | Image | Commentary |
|---|---|---|
| 1 |  | Select the model's upper body.<br>The control panel will appears on the screen. |
| 2 |  | By scrolling up the pointer, you can lower the model's upper body to the back.<br>By scrolling down the pointer, you can lower the model's upper body to the forward. |
| 3 |  | By scrolling up the pointer, you can turn the model's upper body to the right.<br>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.<br>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. |

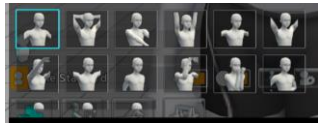
# Shoulder



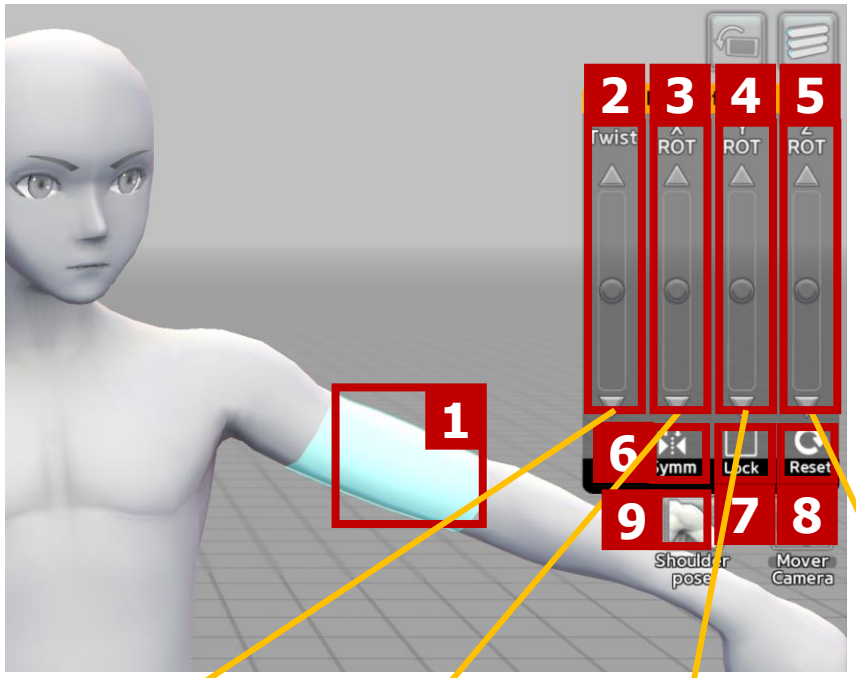

| NO | Image | Commentary |
|---|---|---|
| 1 |  | Select the model's shoulder.<br>The control panel will appears on the screen. |
| 2 |  | By scrolling up the pointer, you can turn the model's shoulder to the forward.<br>By scrolling down the pointer, you can turn the model's shoulder to the back. |
| 3 |  | By scrolling up the pointer, you can pull the model's shoulder to the forward.<br>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.<br>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. |

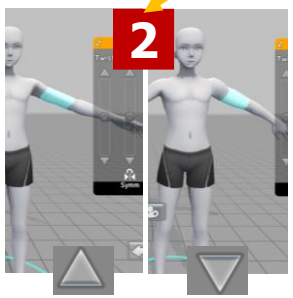
# Shoulder pose

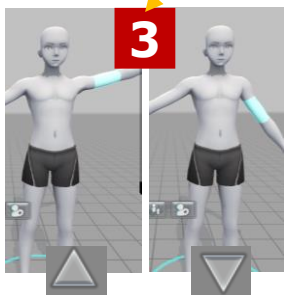


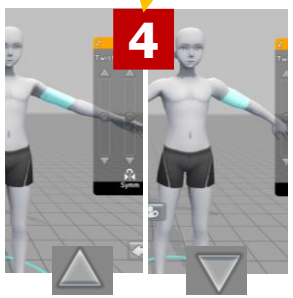

| NO | Image | Commentary |
|---|---|---|
| 1 |   | Select the menu. The head prop list will appears on the screen. |
| 2 |  | Select a shoulder pose icon. The model poses the same. |

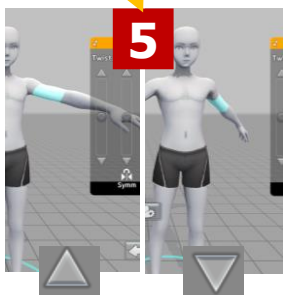
# Arm

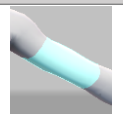
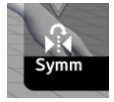


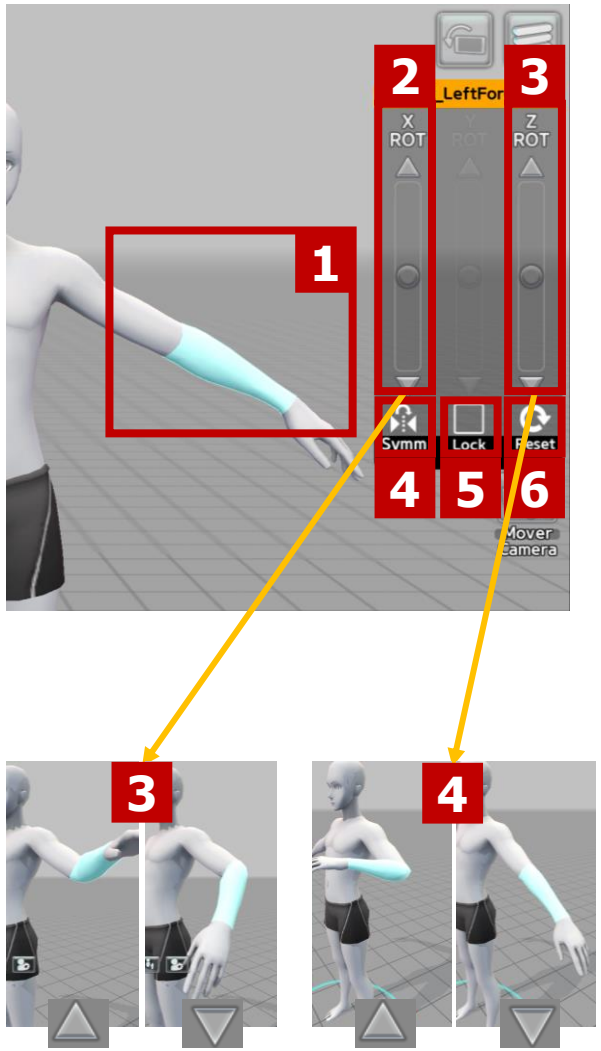



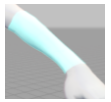



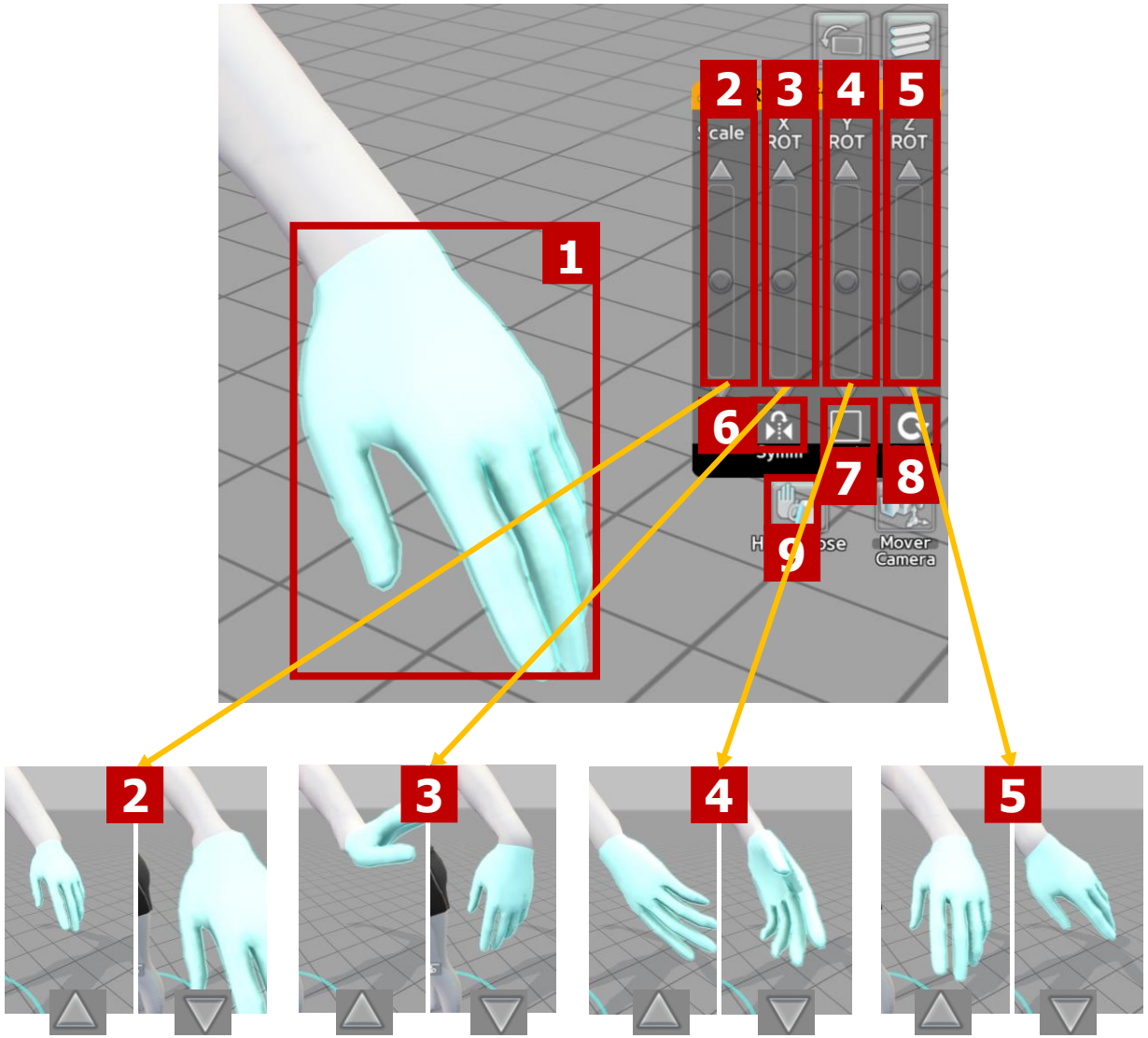

| NO | Image | Commentary |
|---|---|---|
| 1 |  | Select the model's arm.<br>The control panel will appears on the screen. |
| 2 |  | By scrolling up the pointer, you can rotate the model's arm to the forward.<br>By scrolling down the pointer, you can rotate the model's arm to the back. |
| 3 |  | By scrolling up the pointer, you can up the model's arm.<br>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.<br>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.<br>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. |

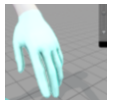
# Forearm



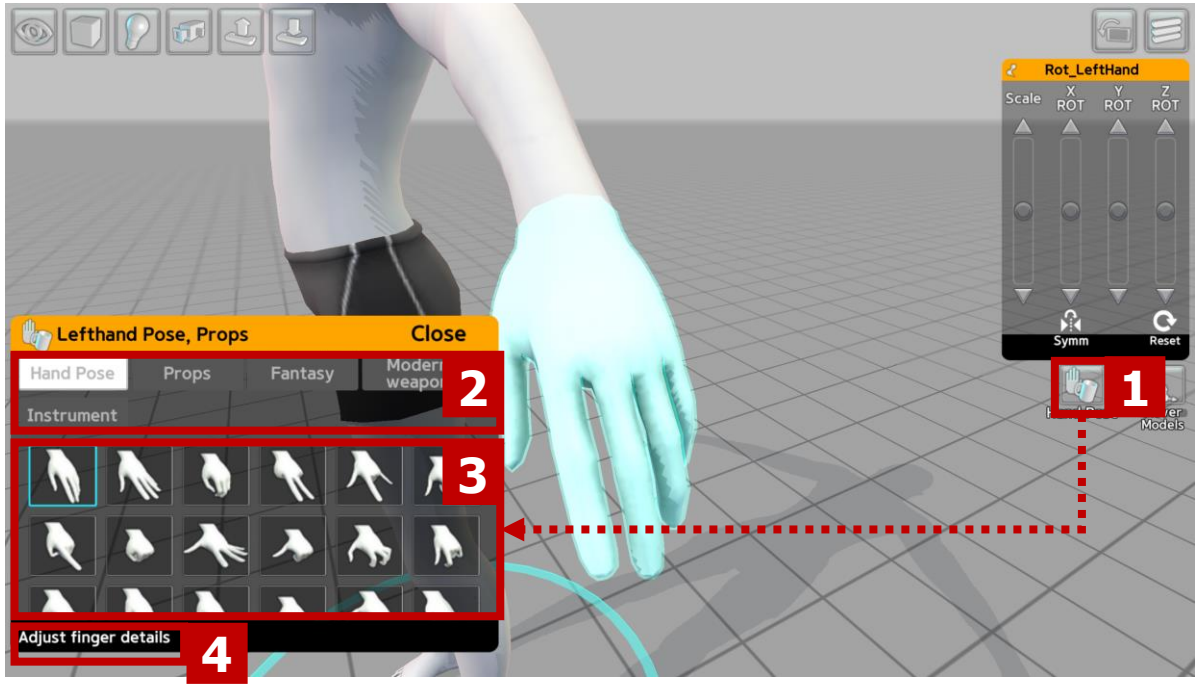

| NO | Image | Commentary |
|---|---|---|
| 1 |  | Select the model's forearm.<br>The control panel will appears on the screen. |
| 2 |  | By scrolling up the pointer, you can up the model's forearm.<br>By scrolling down the pointer, you can down the model's forearm. |
| 3 |  | By scrolling up the pointer, you can bend the model's forearm.<br>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. |

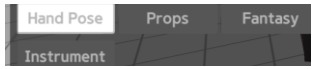
# Hand



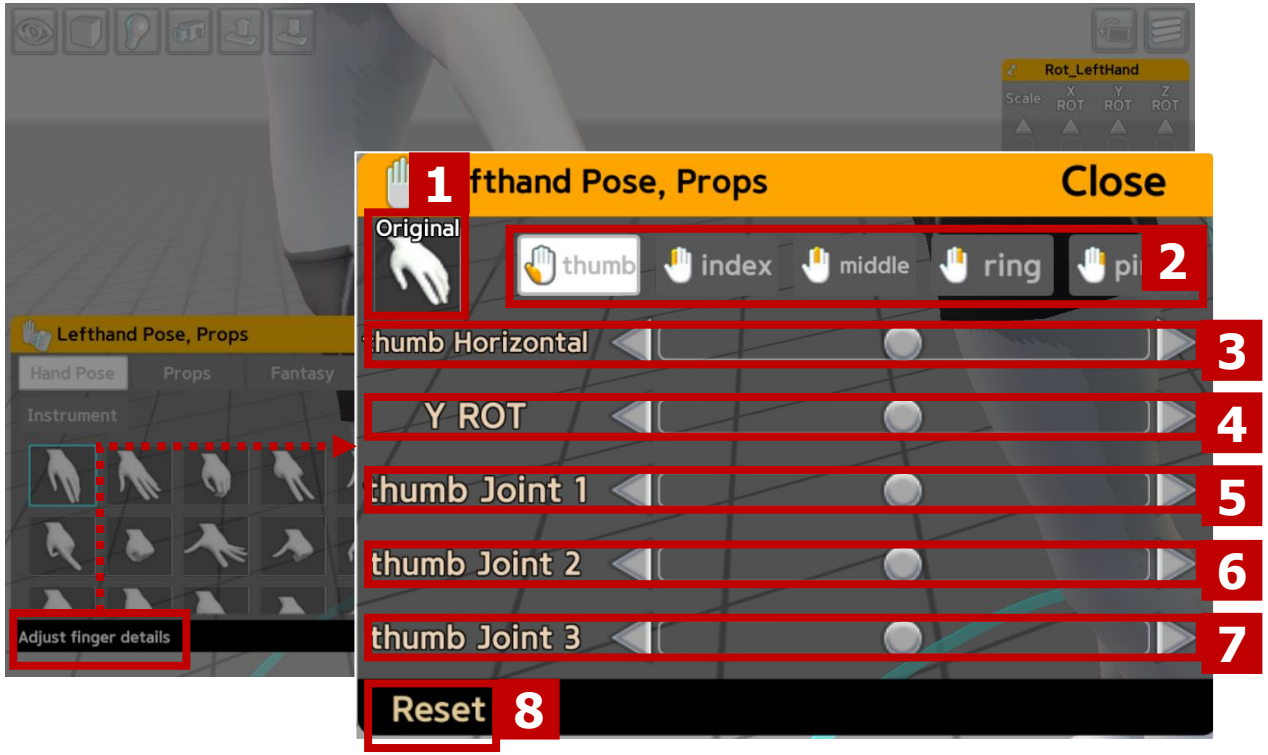

| NO | Image | Commentary |
|---|---|---|
| 1 |  | Select the model's hand.<br>The control panel will appears on the screen. |
| 2 |  | By scrolling up the pointer, you can scale up the model's hand.<br>By scrolling down the pointer, you can scale down the model's hand. |
| 3 |  | By scrolling up the pointer, you can up the model's hand.<br>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.<br>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.<br>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. |

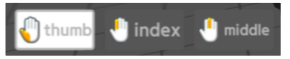
# Hand poses and Props



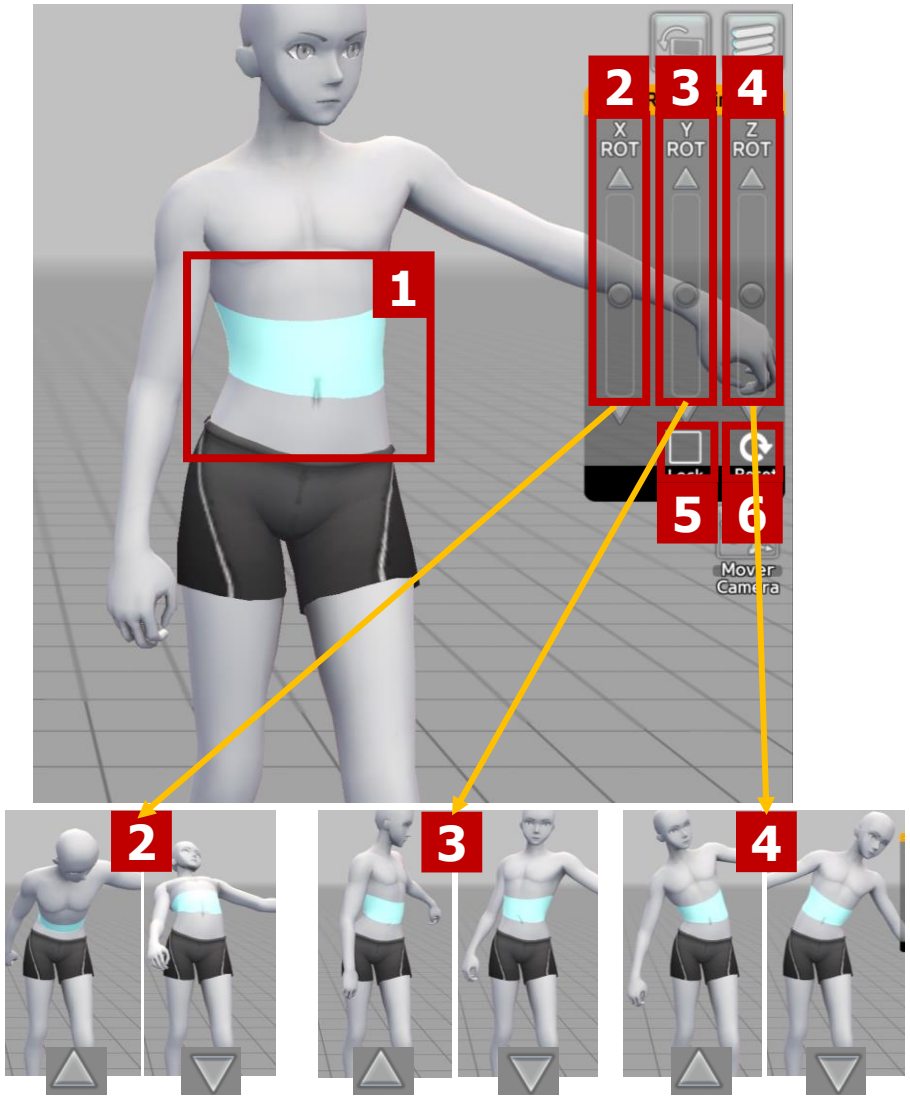

| NO | Image | Commentary |
|---|---|---|
| 1 |   | Select the menu.<br>The head prop list will appears on the screen. |
| 2 |   | Select the category. |
| 3 |  | Select a hand pose icon. The model poses the same. |
| 4 |   | This menu shows Finger editor. |

# Finger Editor



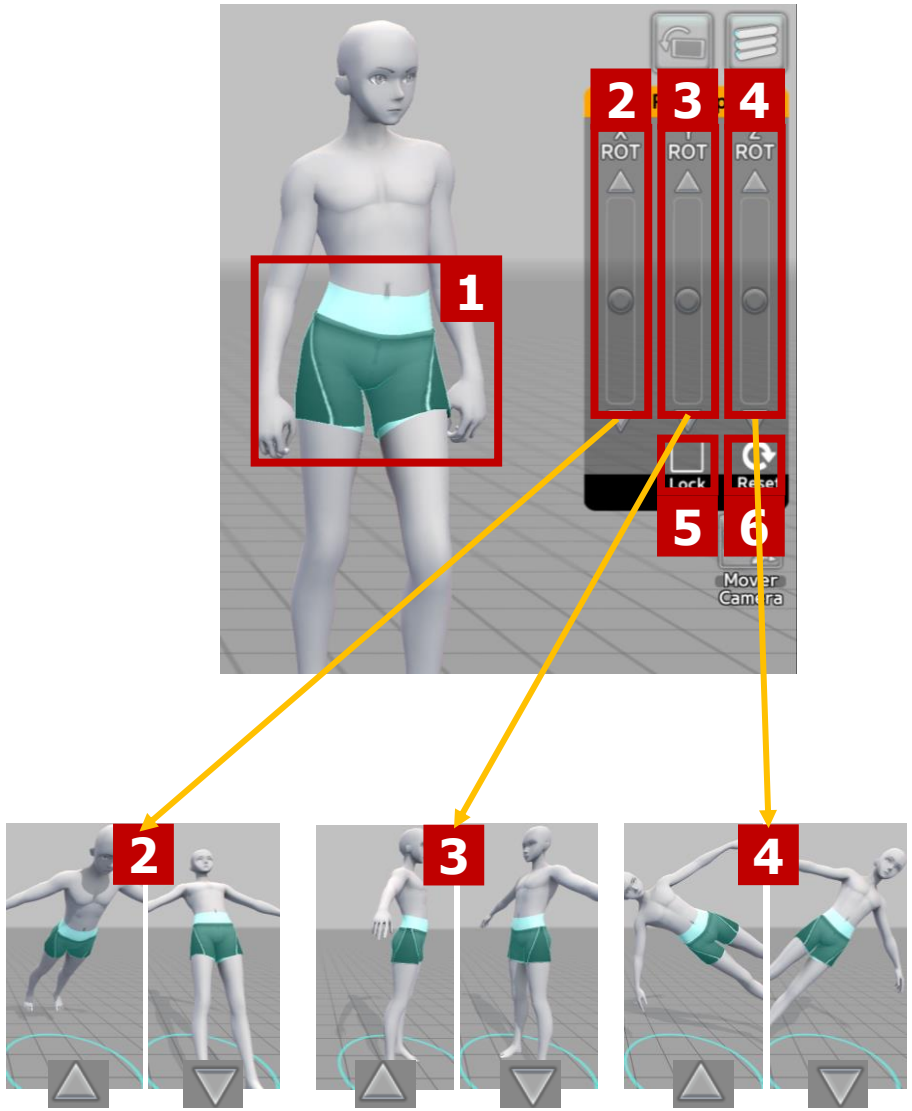

| NO | Image | Commentary |
|---|---|---|
| 1 |   | Original pose of the hand being edited. |
| 2 |   | Select the finger you want to edit. |
| 3 |   | By scrolling the pointer, you can move the selected finger. |
| 4 |   | By scrolling the pointer, you can rotate the selected finger. |
| 5 |   | By 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



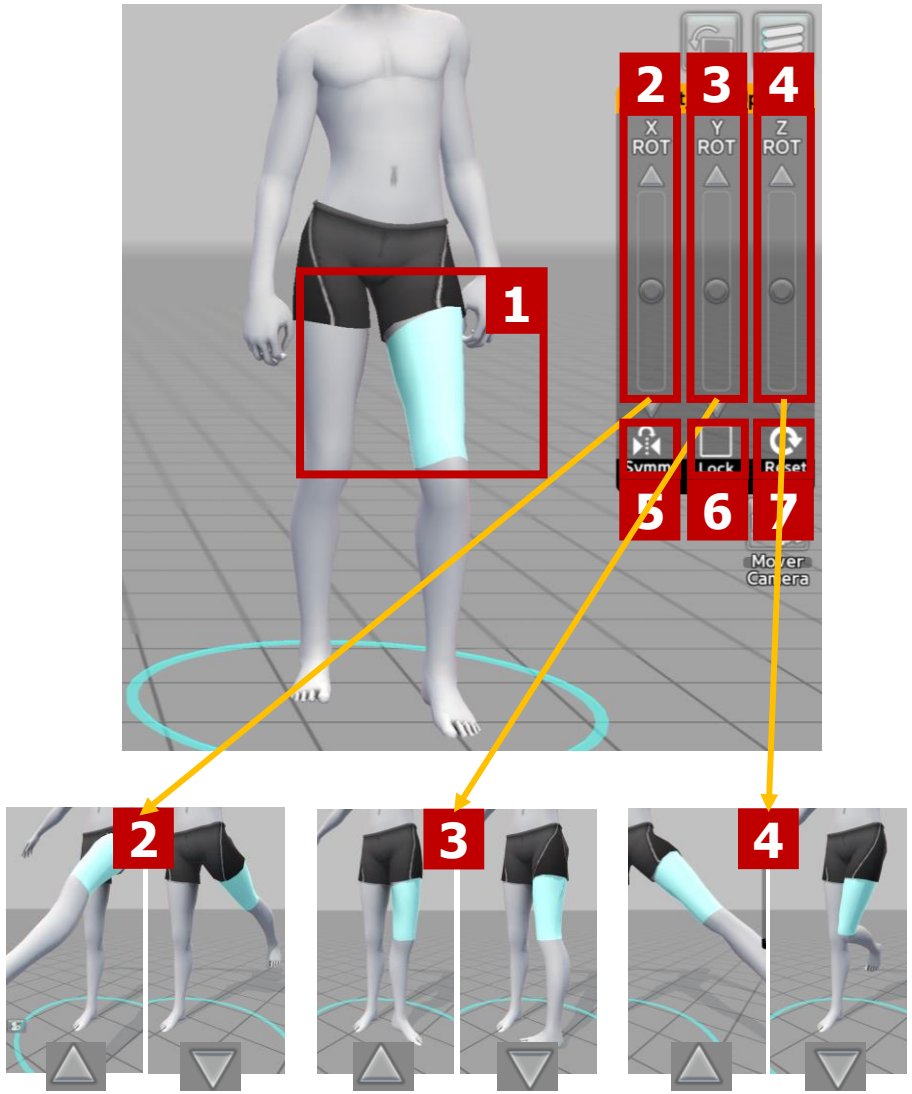

| NO | Image | Commentary |
|---|---|---|
| 1 |  | Select the model's waist.<br>The control panel will appears on the screen. |
| 2 |  | By scrolling up the pointer, you can lower the model's waist to the forward.<br>By scrolling down the pointer, you can lower the model's waist to the back. |
| 3 |  | By scrolling up the pointer, you can turn the model's waist to the right.<br>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.<br>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



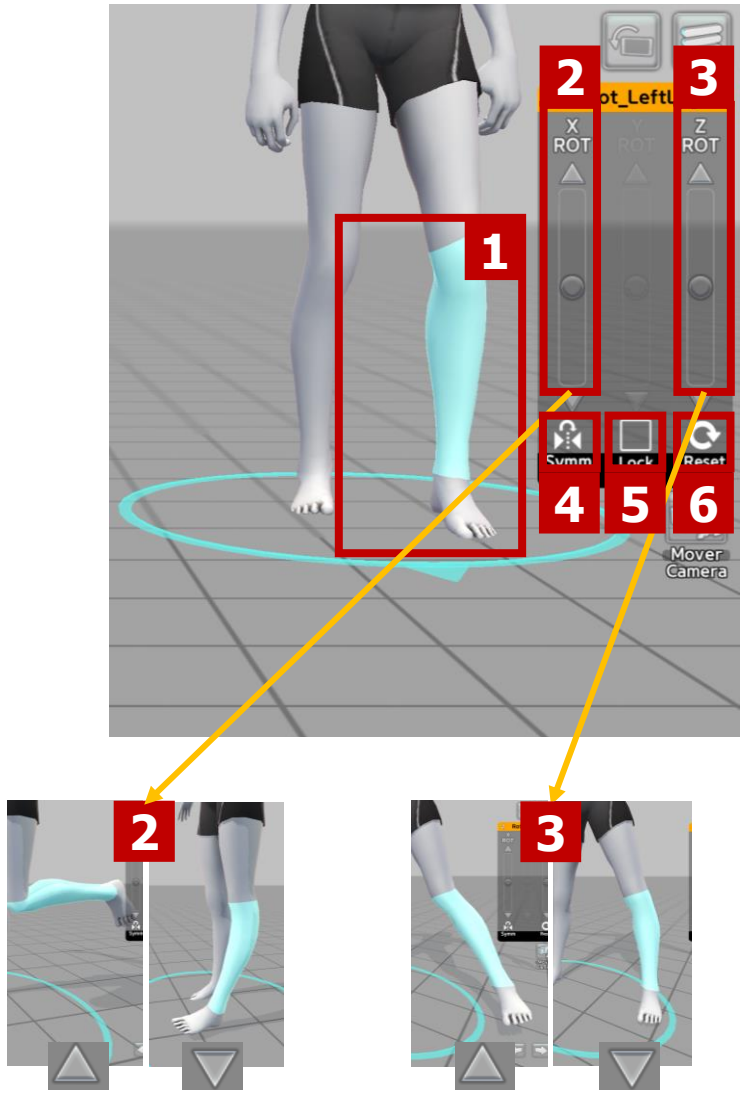

| NO | Image | Commentary |
|---|---|---|
| 1 |  | Select the model's hip.<br>The control panel will appears on the screen. |
| 2 |  | By scrolling up the pointer, you can lower the model's body to the forward.<br>By scrolling down the pointer, you can lower the model's body to the back. |
| 3 |  | By scrolling up the pointer, you can turn the model's body to the right.<br>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.<br>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



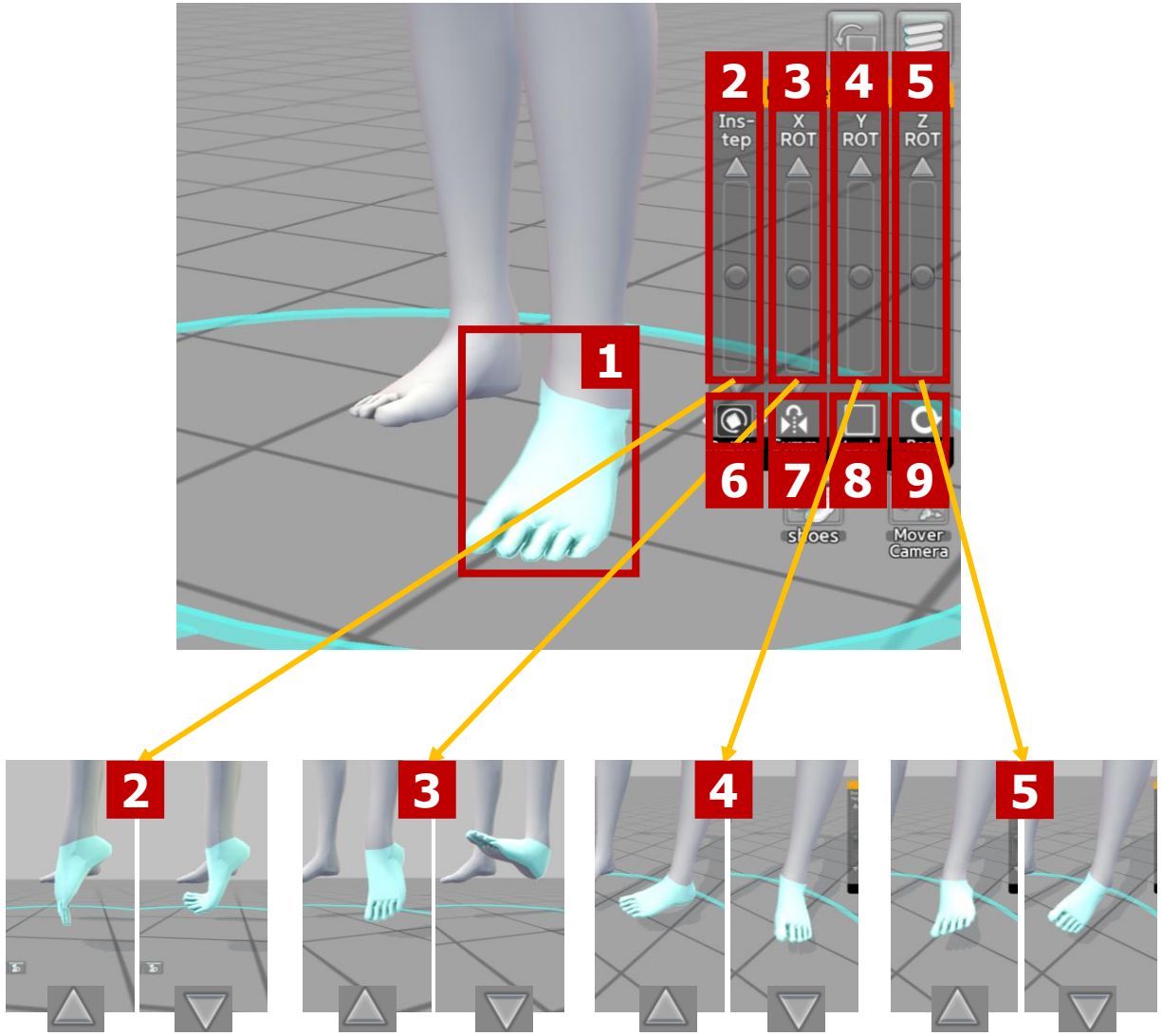

| NO | Image | Commentary |
|---|---|---|
| 1 |  | Select the model’s thigh.<br>The control panel will appears on the screen. |
| 2 |  | By scrolling up the pointer, you can pull the model’s thigh to the forward.<br>By scrolling down the pointer, you can pull the model’s thigh to the back. |
| 3 |  | By scrolling up the pointer, you can turn the model's thigh to the right.<br>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.<br>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



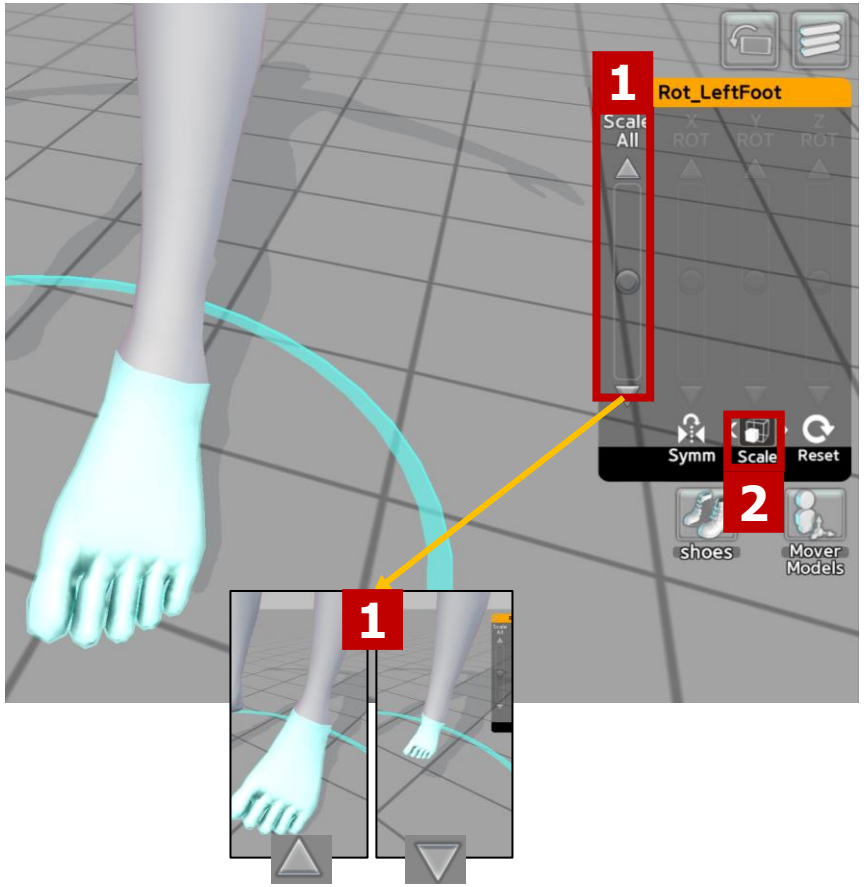

| NO | Image | Commentary |
|---|---|---|
| 1 |  | Select the model's calf.<br>The control panel will appears on the screen. |
| 2 |  | By scrolling up the pointer, you can pull the model's calf to the forward.<br>By scrolling down the pointer, you can pull the model's calf to the back. |
| 3 |  | By scrolling up the pointer, you can pull the model's calf to the outwards.<br>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



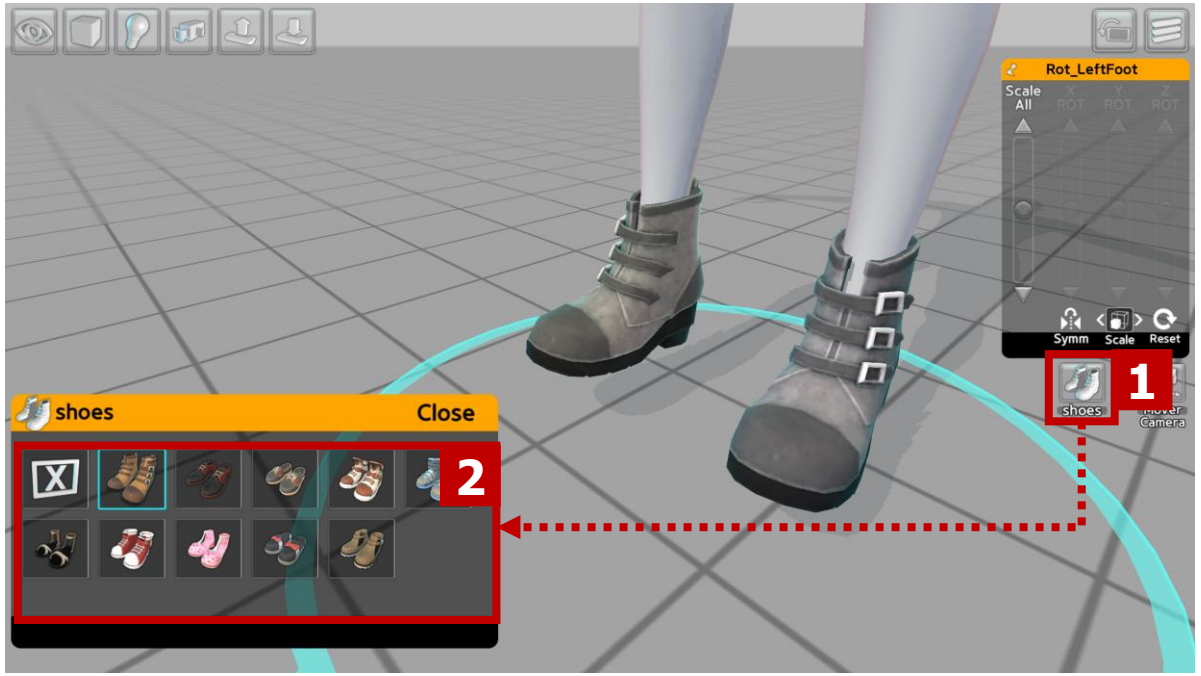

| NO | Image | Commentary |
|---|---|---|
| 1 |  | Select the model's foot.<br>The control panel will appears on the screen. |
| 2 |  | By scrolling up the pointer, you can up the model's toes.<br>By scrolling down the pointer, you can down the model's toes. |
| 3 |  | By scrolling up the pointer, you can down the model's foot.<br>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.<br>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.<br>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. |

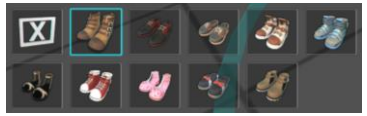
# Foot



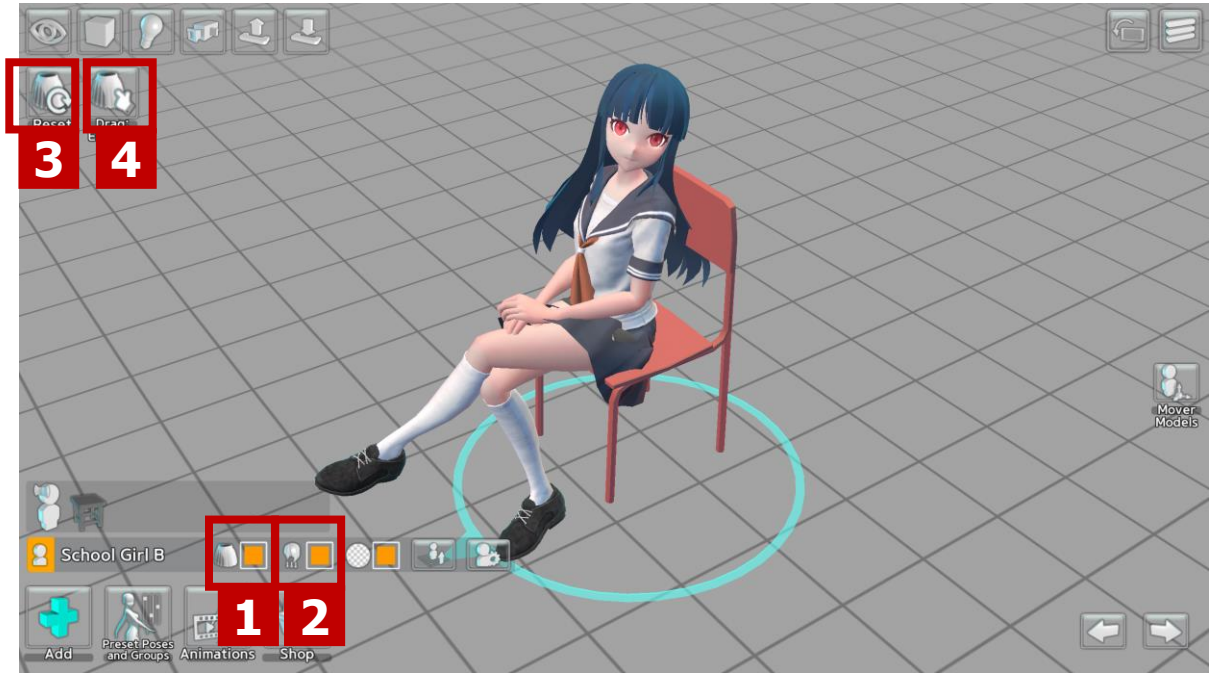

| NO | Image | Commentary |
|---|---|---|
| 1 |   | By scrolling up the pointer, you can scale up the model's foot.<br>By scrolling down the pointer, you can scale down the model's foot. |
| 2 |   | This menu shows the foot pose control panel. |

# Shoes




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

# Skirt School Uniform Edit Menu



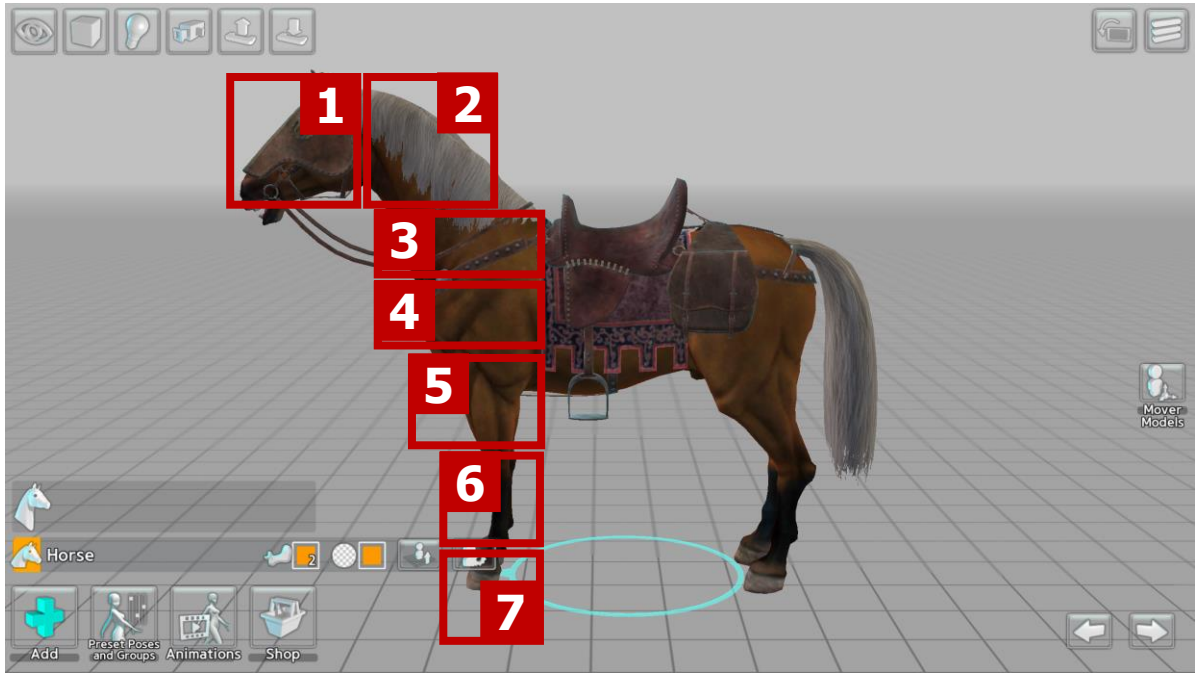

| NO | Image | Commentary |
|---|---|---|
| 1 |  | This menu show that physics is applied to the skirt. |
| 2 |  | This menu shows that physics is applied to the hair. |
| 3 |  | This menu let you reset the skirt. |
| 4 |  | This menu show lift the skirt in the desired direction. |

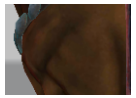
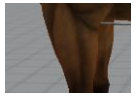
# Medieval Armor Edit Menu



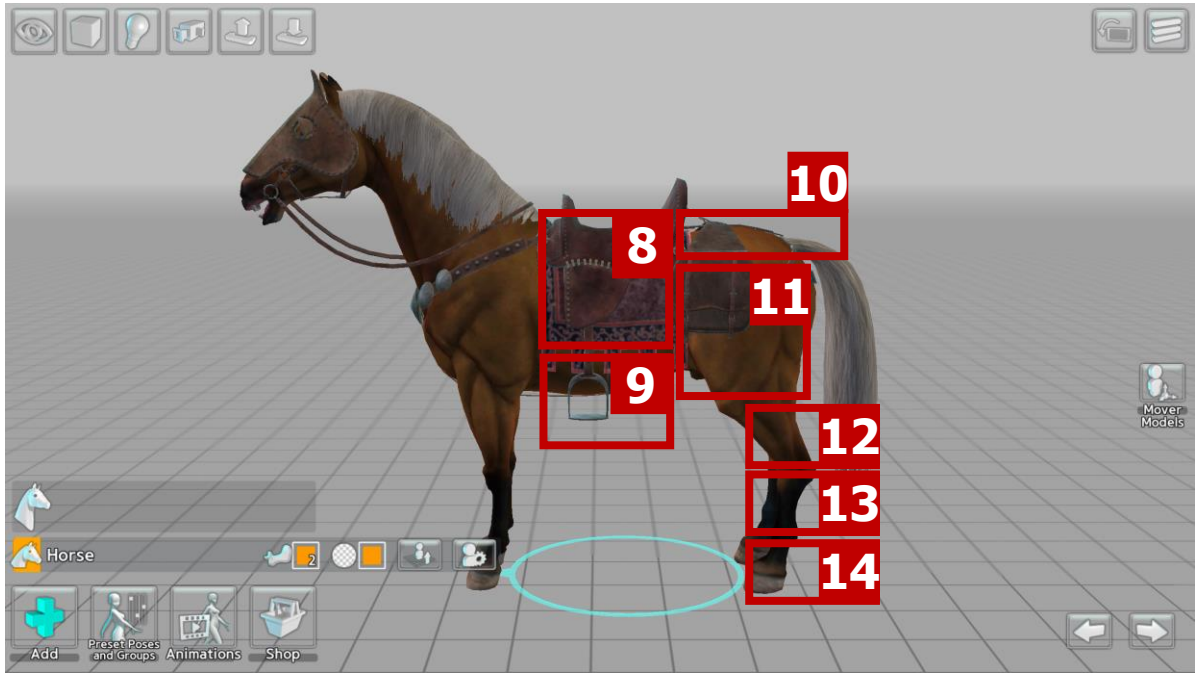

| NO | Image | Commentary |
|---|---|---|
| 1 |  | This menu allows you to show or hide the shields and swords on your back.<br><br>If you select the orange box once, the sword disappears, and if you select the box one more time, the shield disappears. |
| 2 |  | This menu allows you to show or not show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

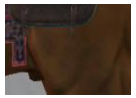
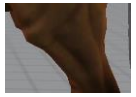
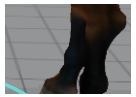
# Horse body parts



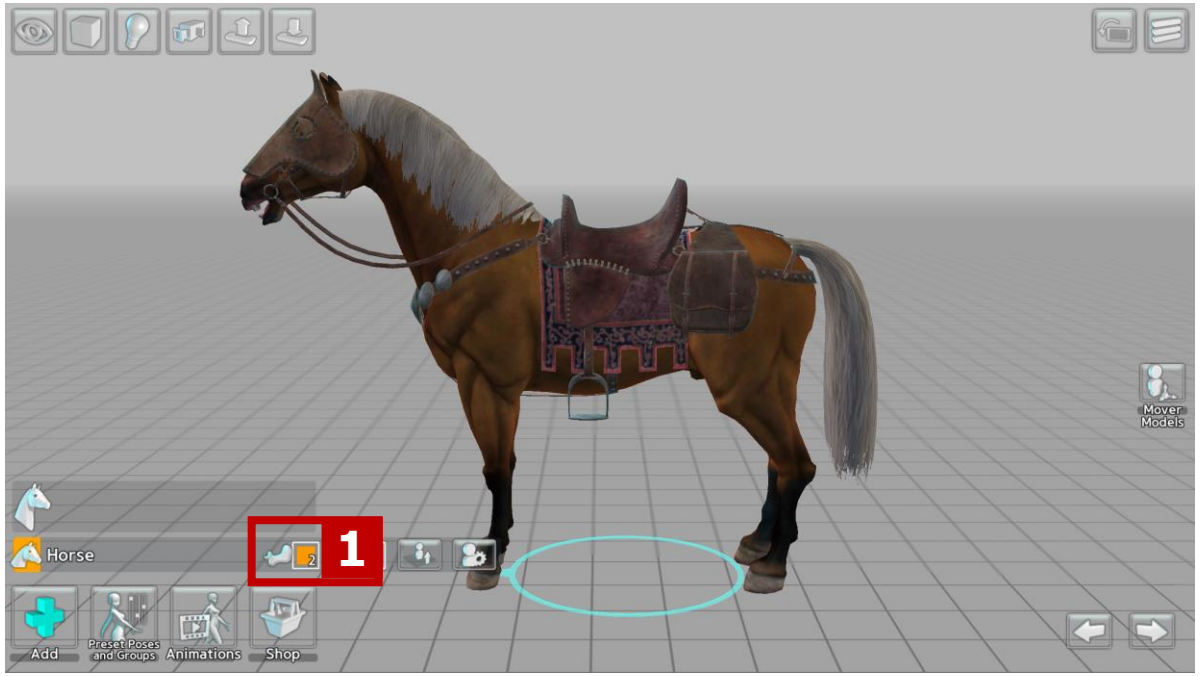

| NO | Image | Commentary |
|---|---|---|
| 1 |  | Head |
| 2 |  | Neck |
| 3 |  | Breast |
| 4 |  | shoulder |
| 5 |  | Forearm |
| 6 |  | Shin |
| 7 |  | Hoof |

# Horse body parts



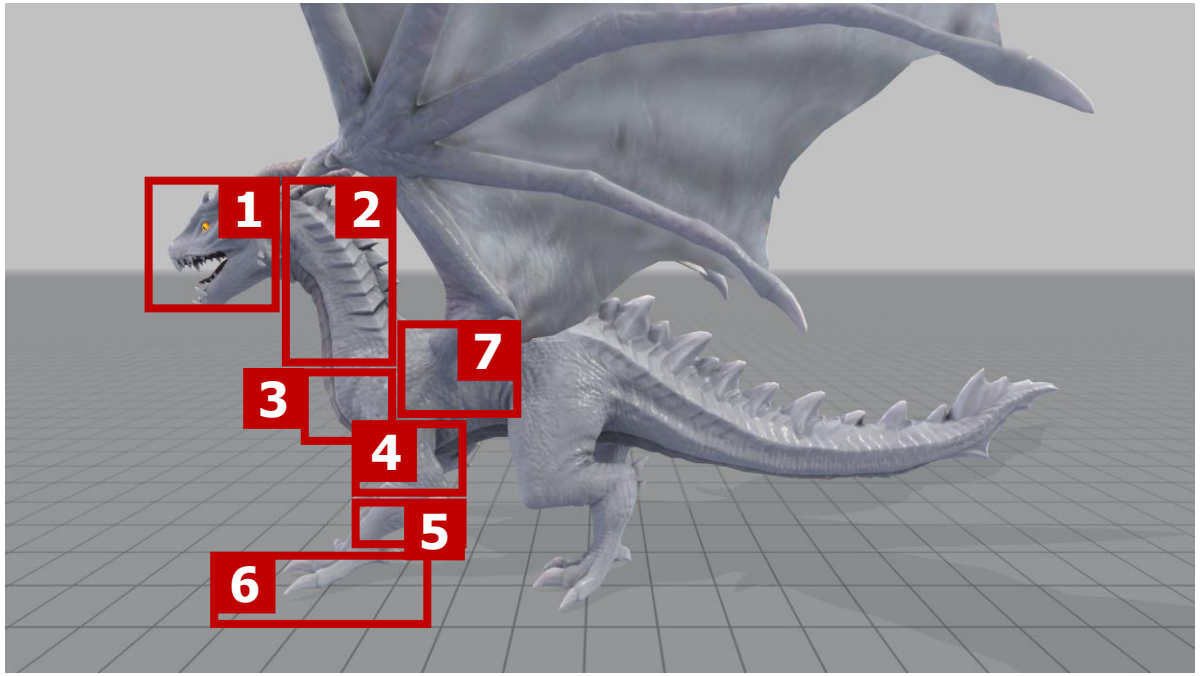

| NO | Image | Commentary |
|---|---|---|
| 8 |  | Torso and Saddle |
| 9 |  | Stirrup |
| 10 |  | Hip |
| 11 |  | Thigh |
| 12 |  | Calf |
| 13 |  | Shin |
| 14 |  | Hoof |

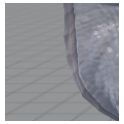
# Horse Edit Menu



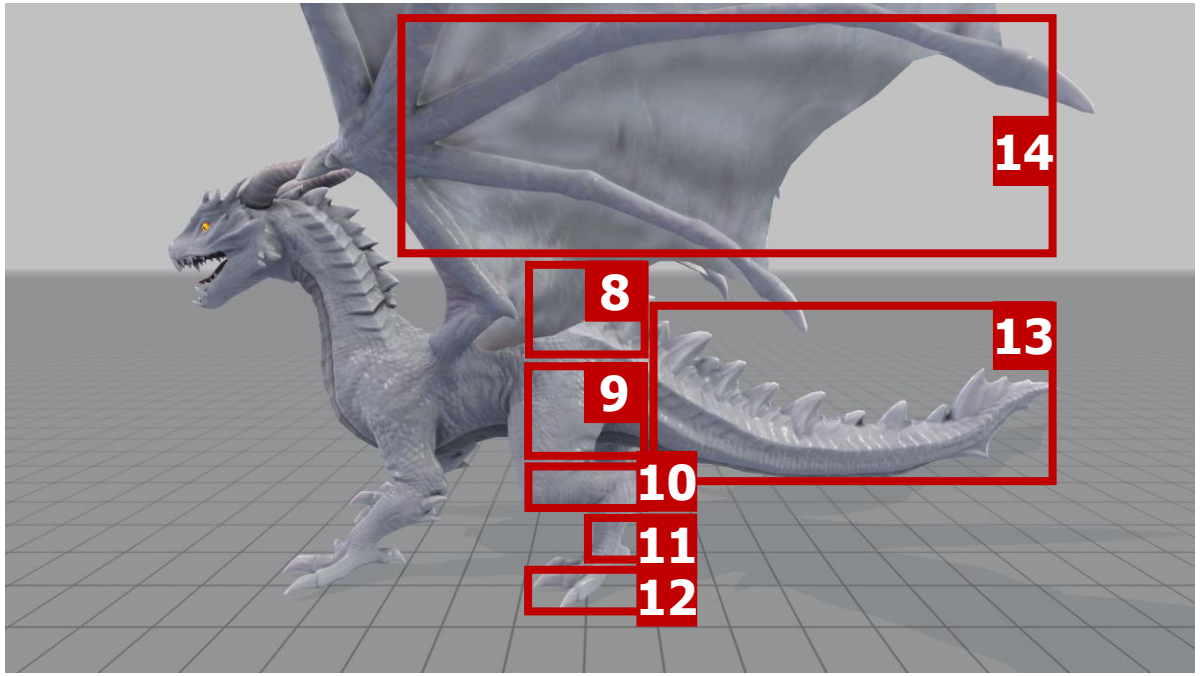

| NO | Image | Commentary |
|---|---|---|
| 1 |  | This menu allows be shown with or without saddles, stirrups and reins. |

# Dragon body parts



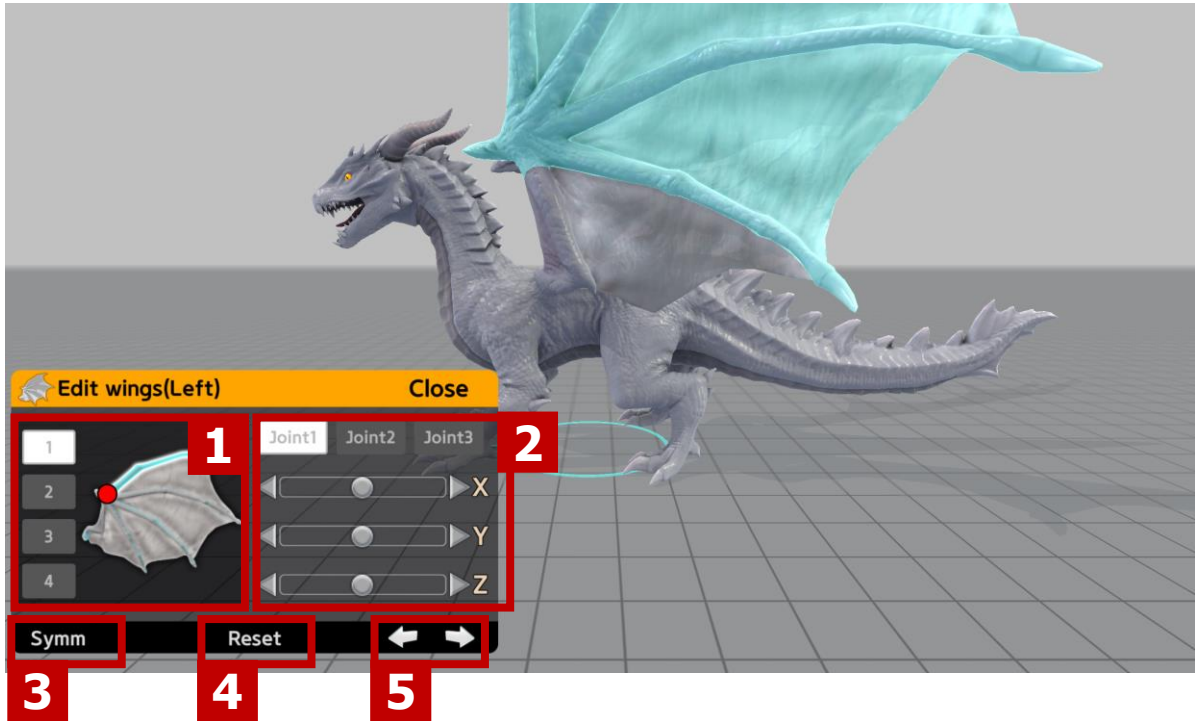

| NO | Image | Commentary |
|---|---|---|
| 1 |  | Head<br>(you can open the dragon's chin.) |
| 2 |  | Neck<br>(It consists of 5 joints.) |
| 3 |  | Breast |
| 4 |  | Forearm |
| 5 |  | Shin |
| 6 |  | Forefoot |
| 7 |  | Upper body<br>(It consists of 2 joints.) |

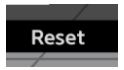
# Dragon body parts



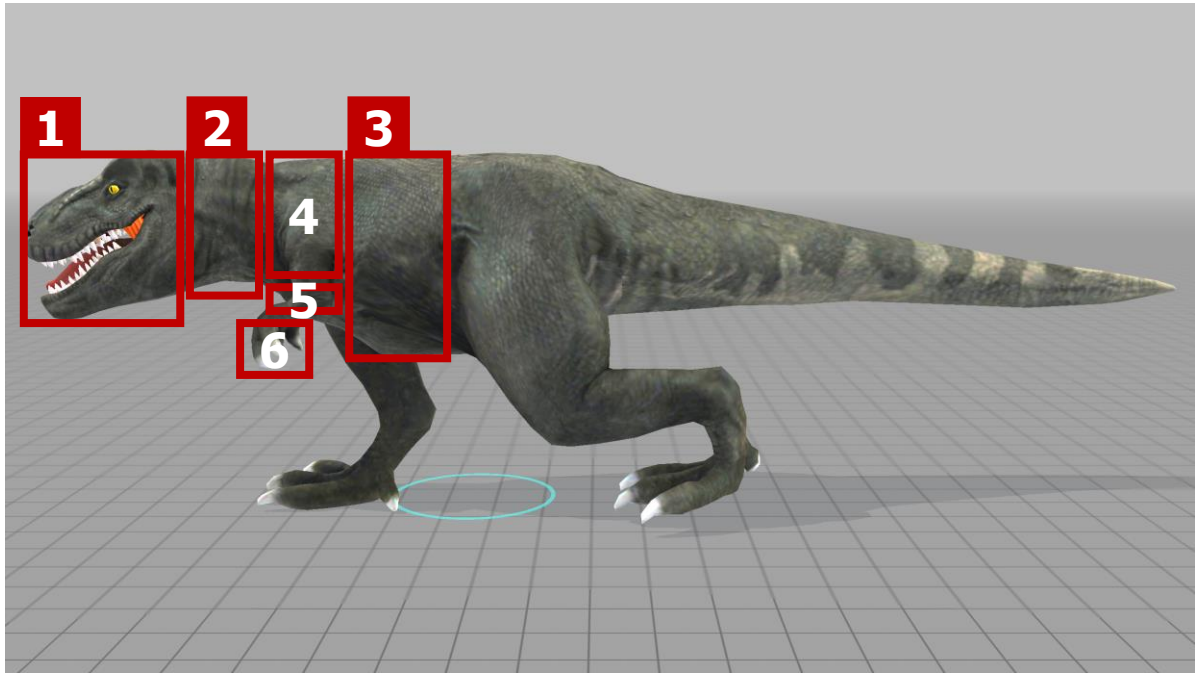

| NO | Image | Commentary |
|---|---|---|
| 8 |  | Hip |
| 9 |  | Thigh |
| 10 |  | Calf |
| 11 |  | Shin |
| 12 |  | Hind foot |
| 13 |  | Tail<br>(It consists of 10 joints.) |
| 14 |  | Wing<br>(It consists of 3 joints.) |

# Dragon Wings Editor



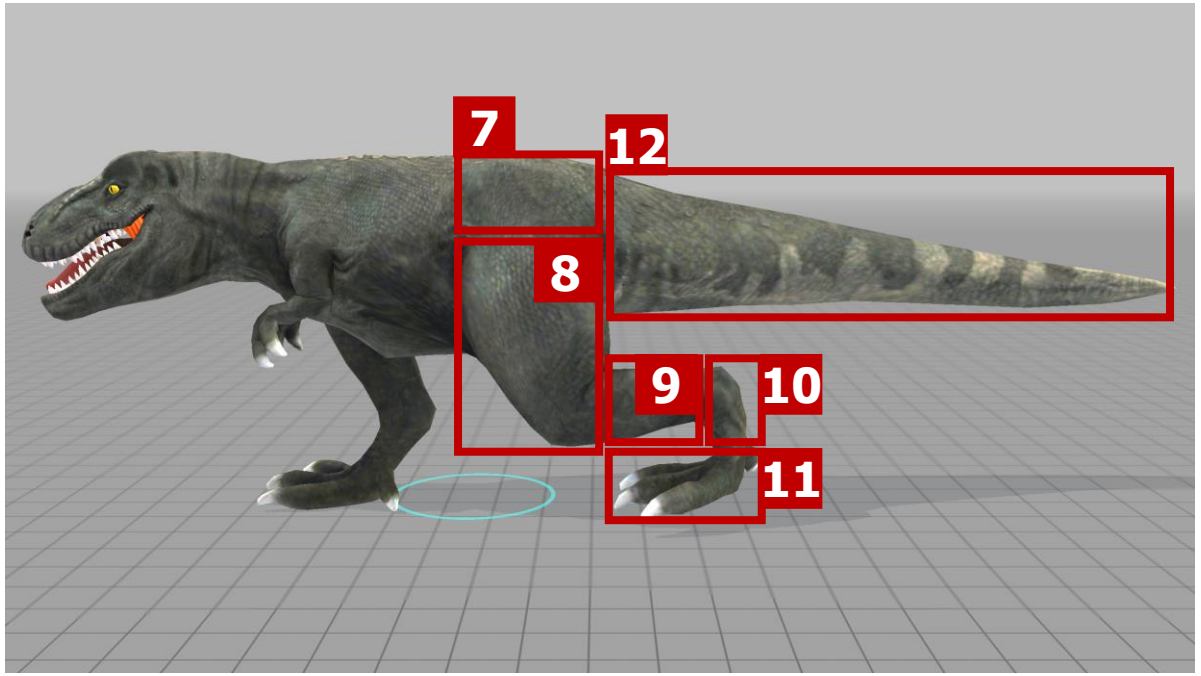

| NO | Image | Commentary |
|---|---|---|
| 1 |  | Select the wing you want to edit. |
| 2 |  | By scrolling the pointer, you can edit the selected wing. |
| 3 |  | Edit the pose of the other wing the same. |
| 4 |  | This menu let you reset the model's state. |
| 5 |  | Cancel or restore a job in progress.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

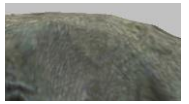
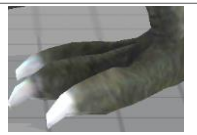
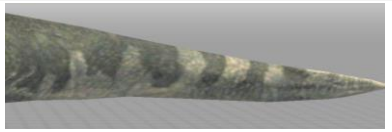
# Dinosaur body parts (Two-legged walk)



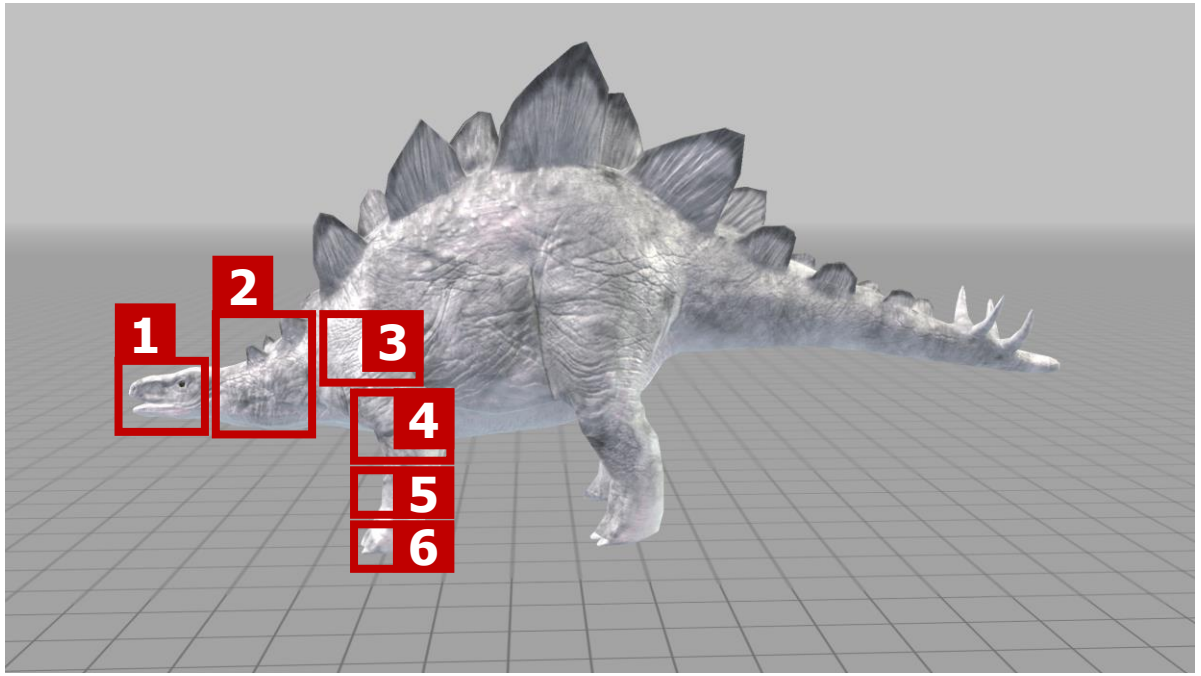

| NO | Image | Commentary |
|---|---|---|
| 1 |  | Head<br><br>(you can open the dinosaur's chin.) |
| 2 |  | Neck<br><br>(This part of the body can consist of several joints depending on the type of dinosaur.) |
| 3 |  | Upper body<br><br>(This part of the body can consist of several joints depending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

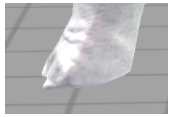
# Dinosaur body parts (Two-legged walk)



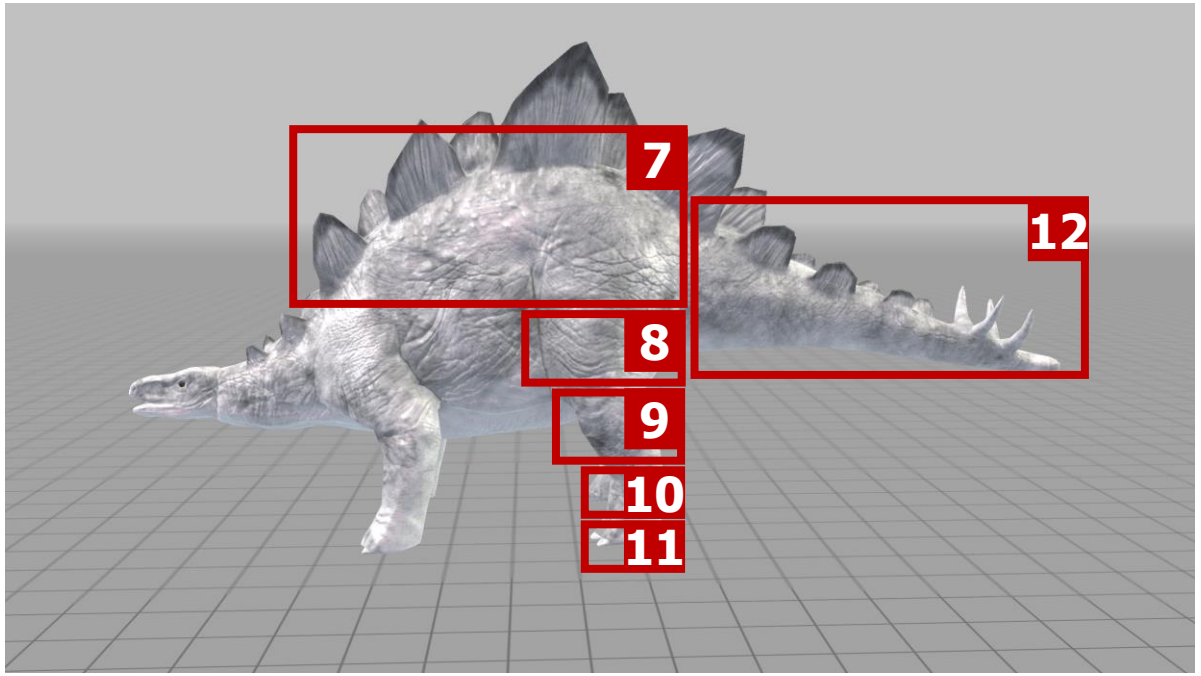

| NO | Image | Commentary |
|---|---|---|
| 7 |  | Hip<br><br>(This part of the body can consist of several joints depending on the type of dinosaur.) |
| 8 |  | Thigh |
| 9 |  | Calf |
| 10 |  | Shin |
| 11 |  | Hind foot |
| 12 |  | Tail<br><br>(This part of the body can consist of several joints depending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

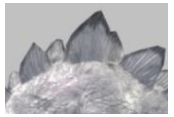
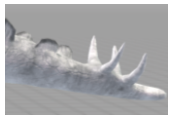
# Dinosaur body parts (Four-legged walk)



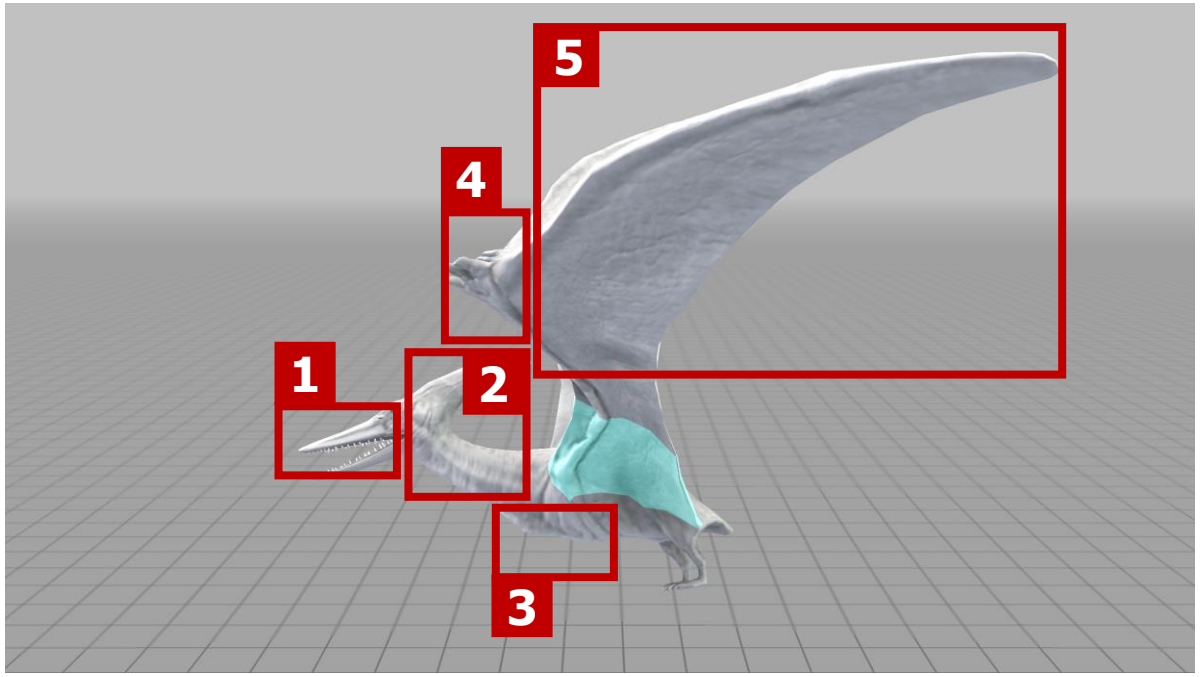

| NO | Image | Commentary |
|---|---|---|
| 1 |  | Head<br><br>(you can open the dinosaur's chin.) |
| 2 |  | Neck<br><br>(This part of the body can consist of several joints depending on the type of dinosaur.) |
| 3 |  | shoulder |
| 4 |  | Forearm |
| 5 |  | Shin |
| 6 |  | Forefoot |

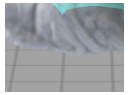
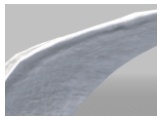
# Dinosaur body parts (Four-legged walk)



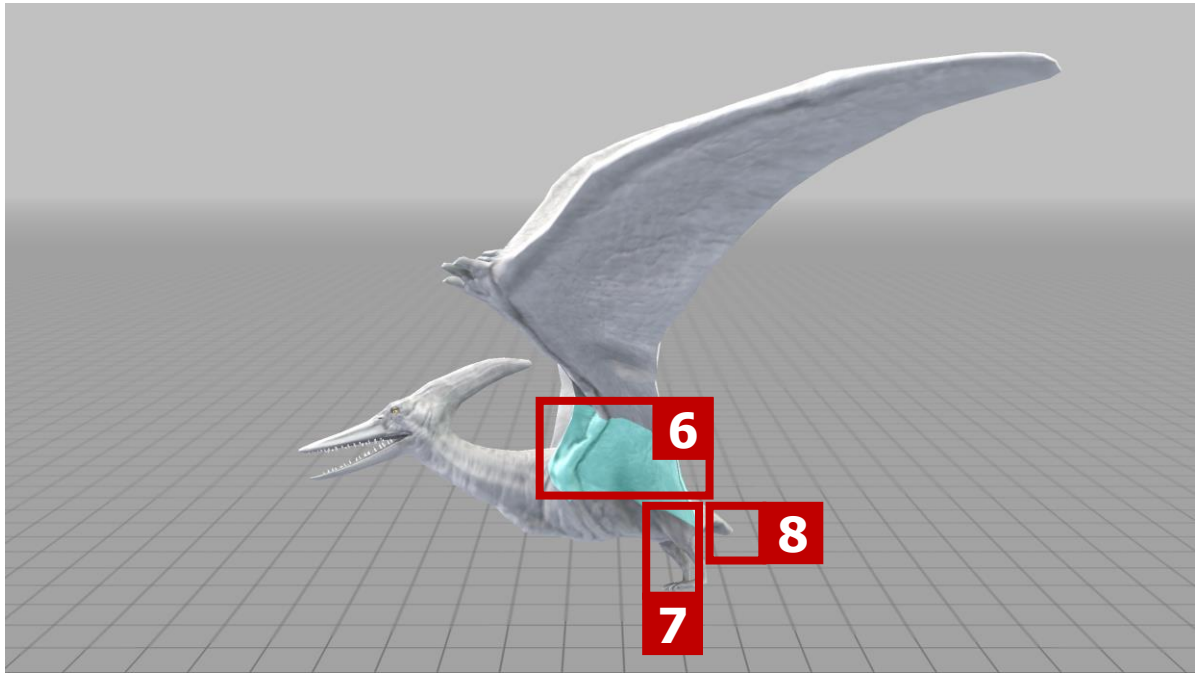

| NO | Image | Commentary |
|---|---|---|
| 7 |  | Upper body, Hip<br><br>(This part of the body can consist of several joints depending on the type of dinosaur.) |
| 8 |  | Thigh |
| 9 |  | Calf |
| 10 |  | Shin |
| 11 |  | Hind foot |
| 12 |  | Tail<br><br>(This part of the body can consist of several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

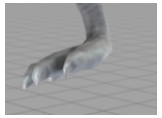
# Pterosaurs body parts



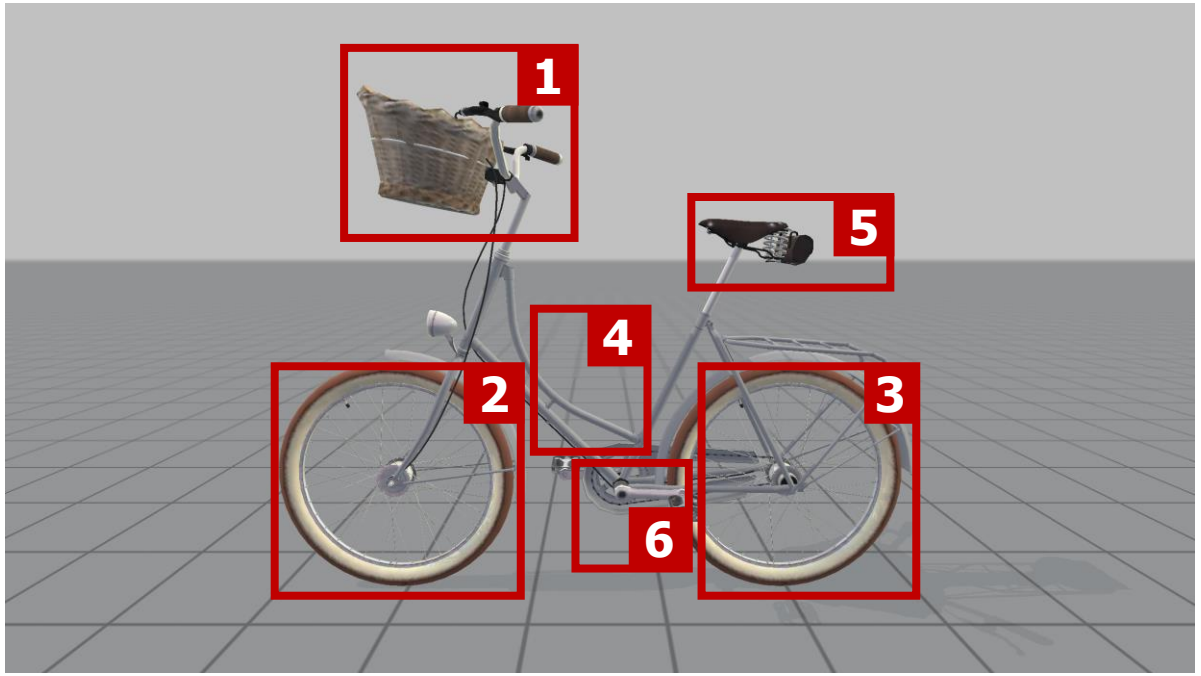

| NO | Image | Commentary |
|---|---|---|
| 1 |  | Head<br>(you can open the pterosaurs' chin.) |
| 2 |  | Neck<br>(It consists of 4 joints.) |
| 3 |  | Upper Body<br>(It consists of 3 joints.) |
| 4 |  | Alula |
| 5 |  | Wing<br>(It consists of 3 joints.) |

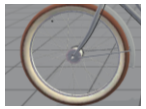
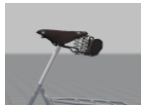
# Pterosaurs body parts



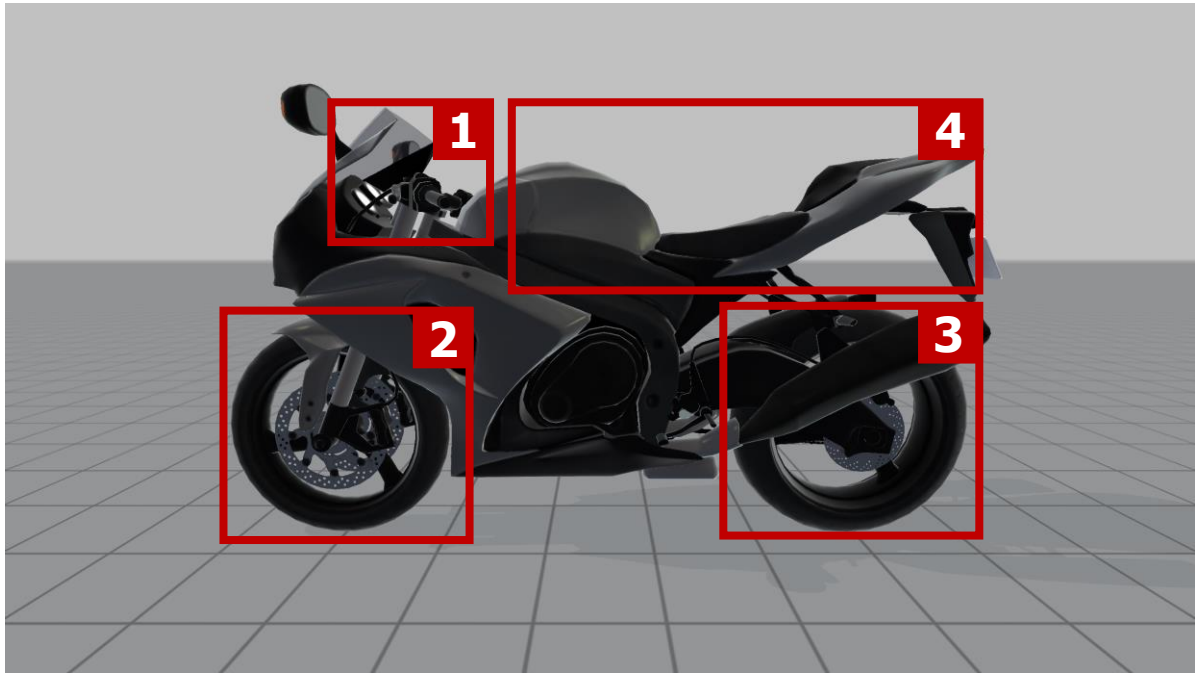

| NO | Image | Commentary |
|---|---|---|
| 6 |  | Shoulder |
| 7 |  | Hip |
| |  | Thigh |
| |  | Shin |
| |  | Hind foot |
| 8 |  | Tail (It consists of 3 joints.) |

# Bicycle body parts



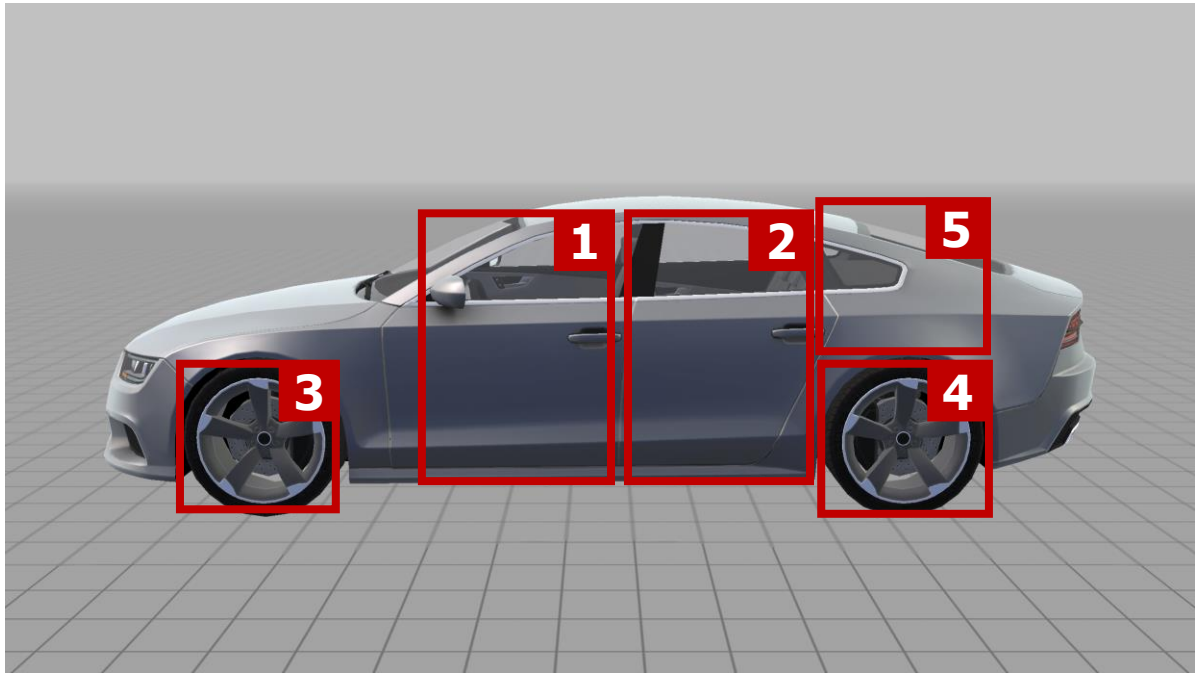

| NO` | Image | Commentary |
|---|---|---|
| 1 |  | Handlebar and brake.<br><br>(You can turn the handlebar from side to side and pull the brakes.) |
| 2 |  | Front wheel.<br><br>(You can rotate the front wheel.) |
| 3 |  | Rear wheel.<br><br>(You can rotate the rear wheel.) |
| 4 |  | Body |
| 5 | 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

# Motorcycle body parts



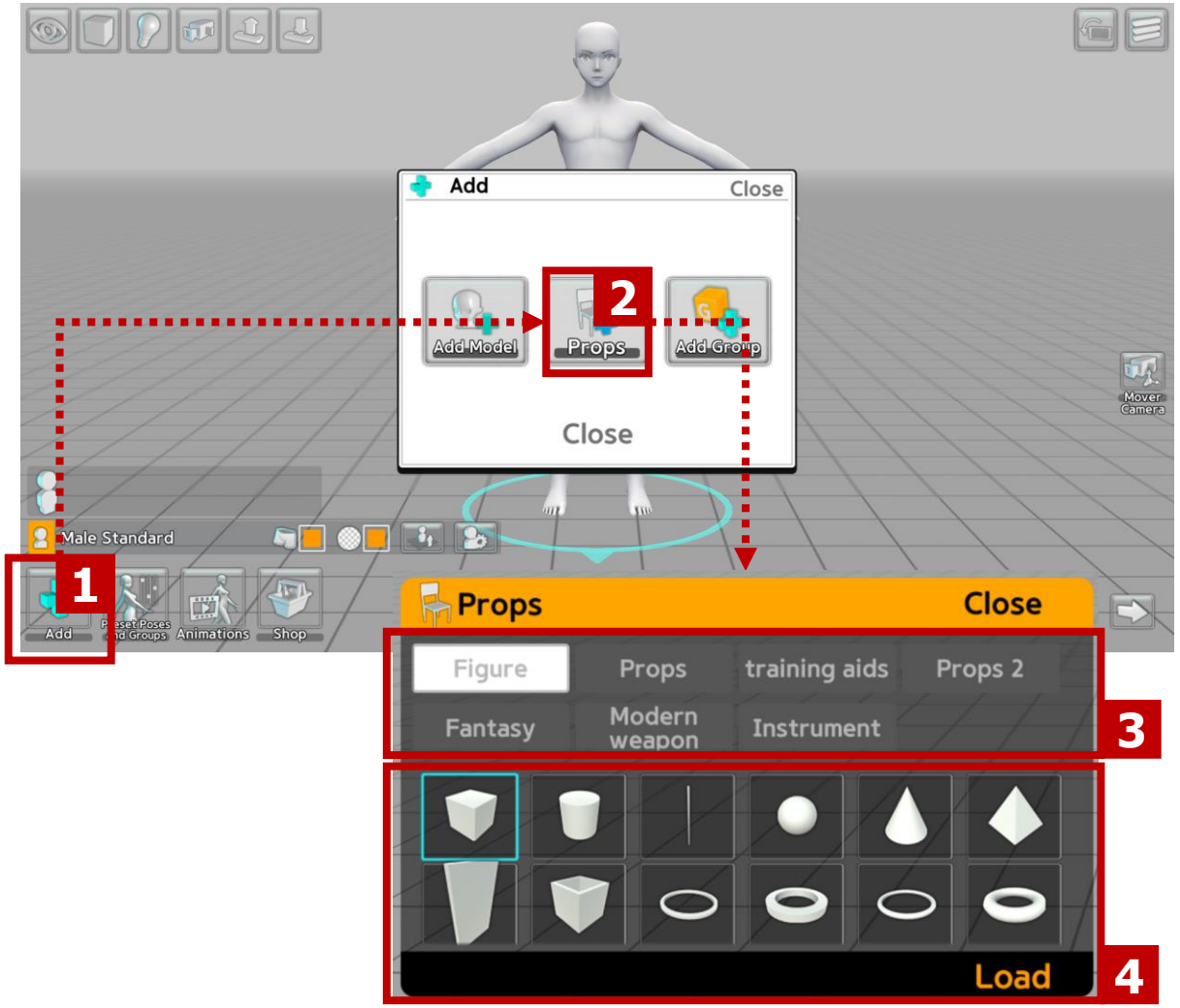

| NO | Image | Commentary |
|---|---|---|
| 1 |  | Handlebar and brake.<br><br>(You can turn the handlebar from side to side and pull the brakes.) |
| 2 |  | Front wheel.<br><br>(You can rotate the front wheel.) |
| 3 |  | Rear wheel.<br><br>(You can rotate the rear wheel.) |
| 4 |  | Body |

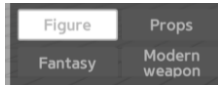
# Cars body parts



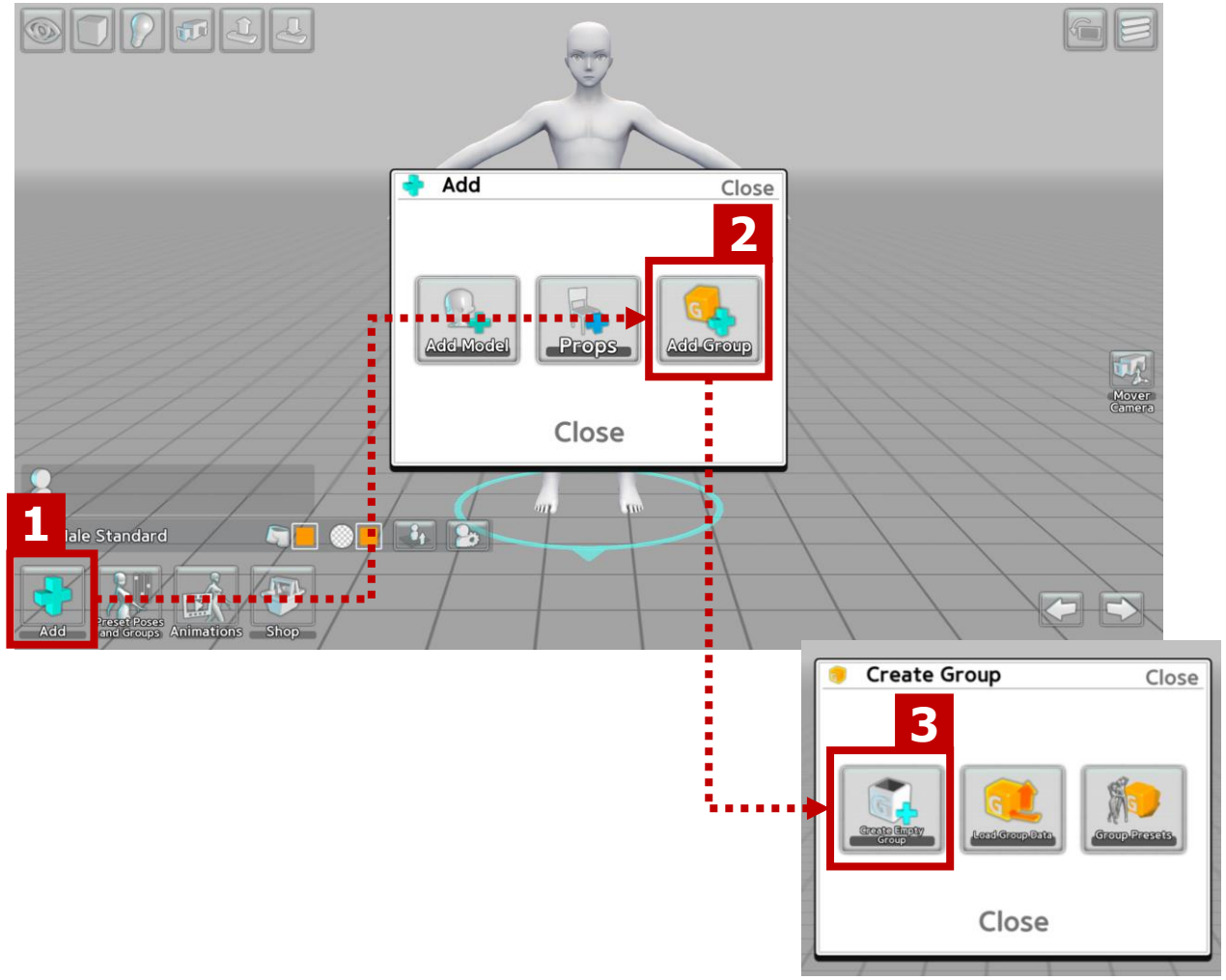

| NO | Image | Commentary |
|---|---|---|
| 1 |  | Front door and front seat.<br><br>(You can open and close the front door and pull or push the front seat.) |
| 2 |  | You can open and close the back door. |
| 3 |  | Front wheel.<br><br>(You can rotate the front wheel.) |
| 4 |  | Rear wheel.<br><br>(You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

# Props



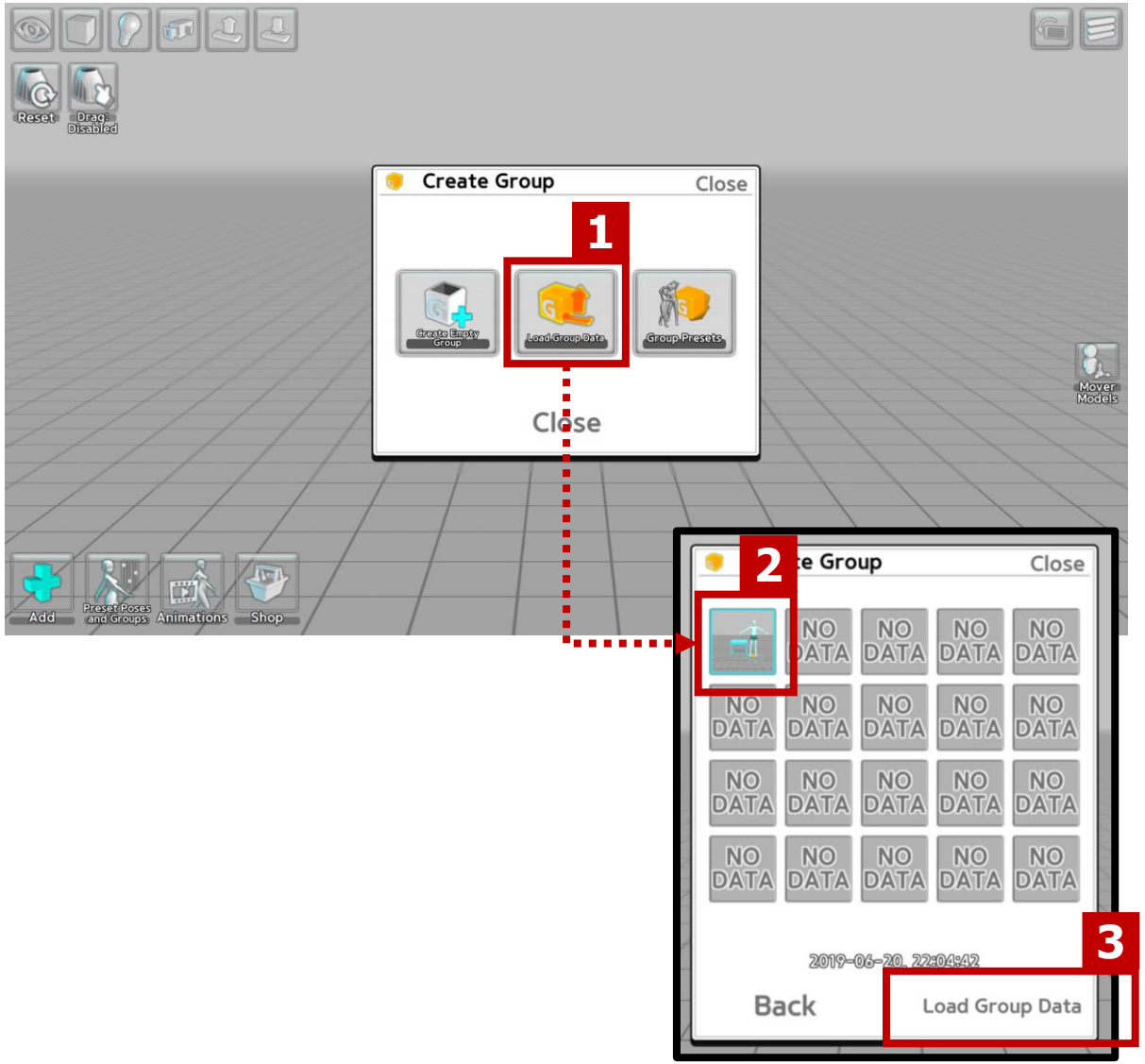

| NO | Image | Commentary |
|---|---|---|
| 1 |   | Select the Add menu. |
| 2 |   | Select the props menu. |
| 3 |   | Select the category. |
| 4 |   | Select the load menu after select a prop icon.<br>The prop appears on the screen. |

# Create Group



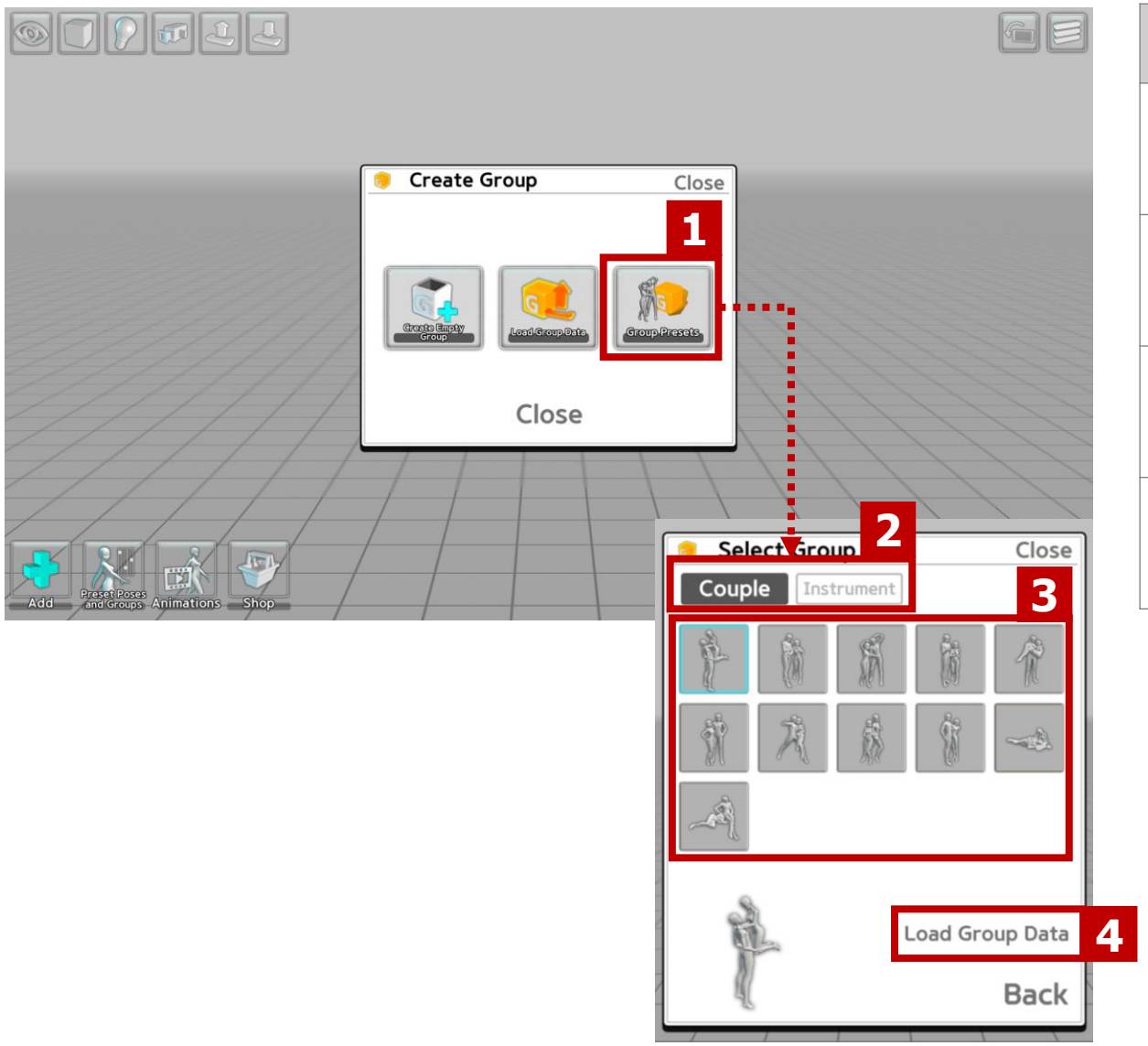

| NO | Image | Commentary |
|---|---|---|
| 1 |  | Select the Add menu. |
| 2 |  | Select the add Group menu. |
| 3 |  | Select the Create Empty Group menu. An empty group icon is created next to the Create Group menu. |

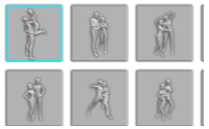
# Load group data




| 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



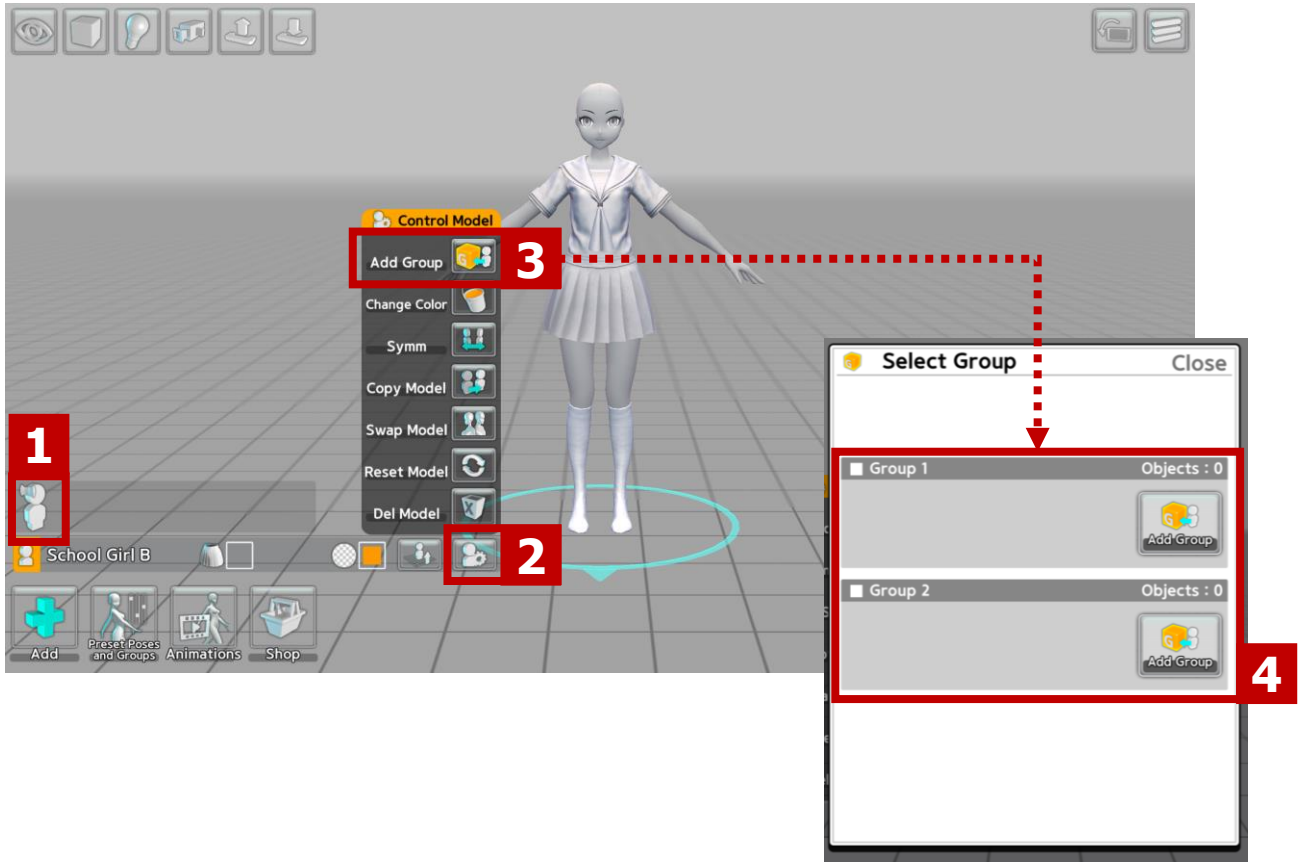

| NO | Image | Commentary |
|---|---|---|
| 1 |  | Select the group preset menu. |
| 2 |  | Select a category. |
| 3 |  | The poses associated with the category appear.<br>Please select a sample image. |
| 4 | Load Group Data | Select the load group data menu.<br>The same models will appear on the play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

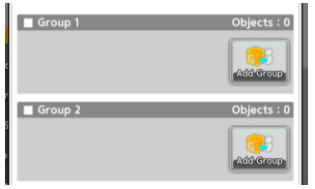
# Control Group Menu



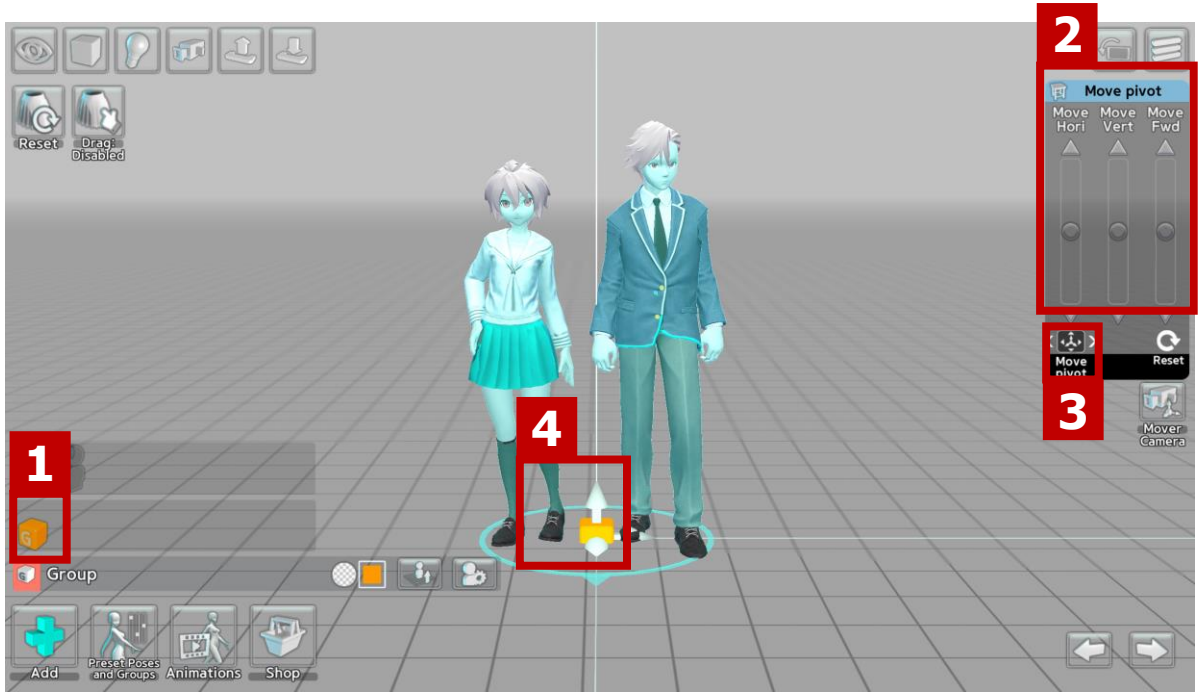

| NO | Image | Commentary |
|---|---|---|
| 1 |   | Export objects outside the group.<br>The group is not deleted. |
| 2 |   | Copy the group and the objects it contains. |
| 3 |   | Save the group's data to the app. |
| 4 |   | Initialize the position, size and rotation of the group. |
| 5 |   | Delete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

# Add object to group



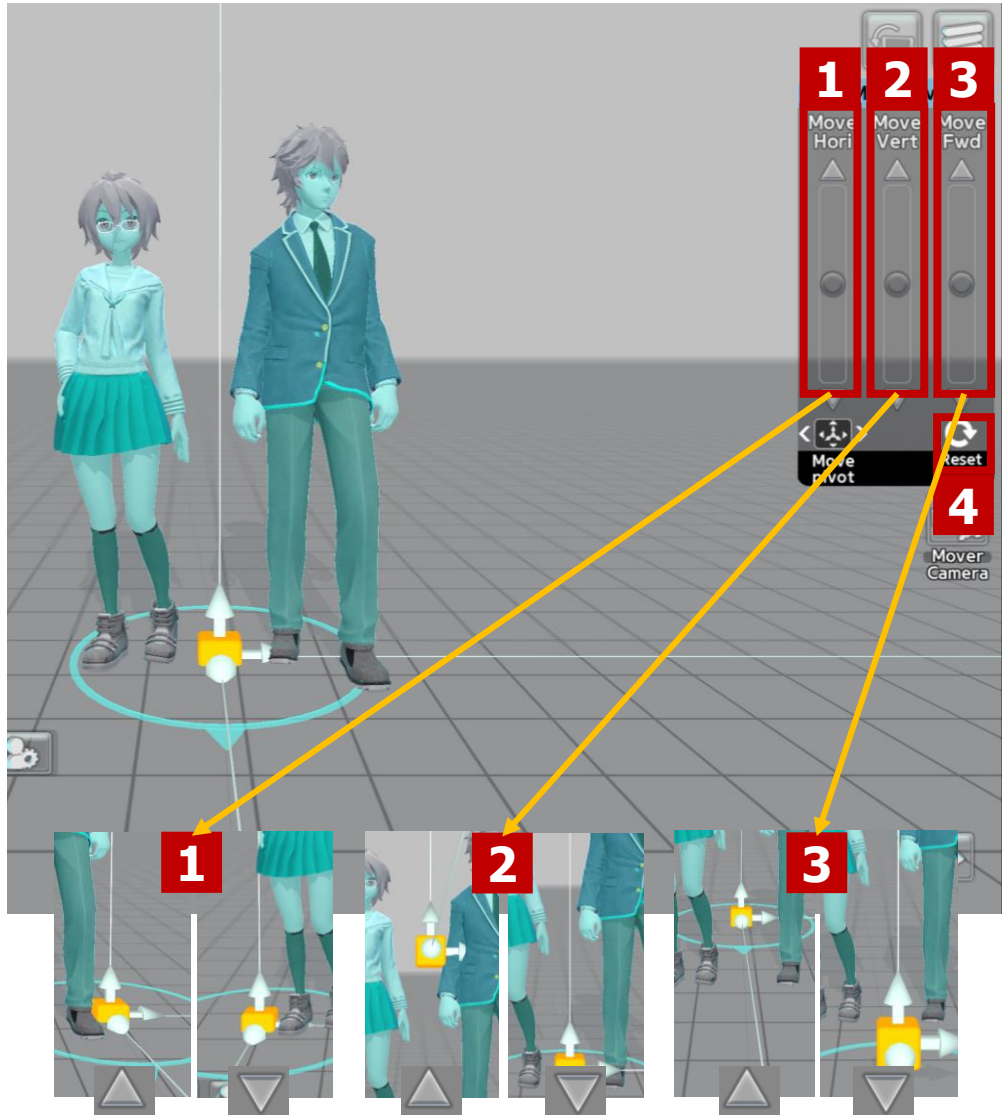

| NO | Image | Commentary |
|---|---|---|
| 1 |  | Select the icon of the object you want to add to the group. |
| 2 |  | Select the Control Model Menu. |
| 3 |  | Select the Add Group menu. |
| 4 |  | If there are two or more groups, the group selection popup window will appear. Select the group you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

# Edit group



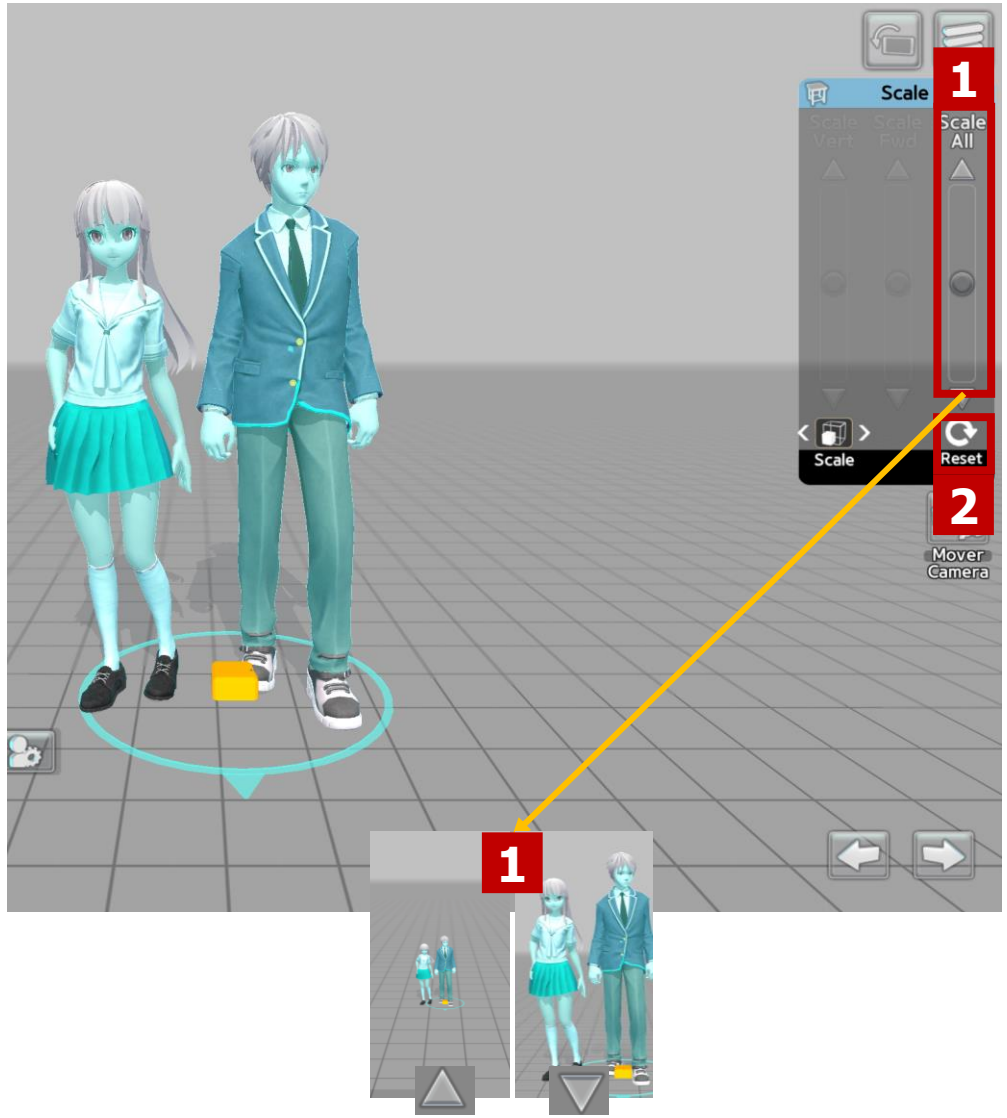

| NO | Image | Commentary |
|---|---|---|
| 1 |  | Select the group icon. |
| 2 |  | When you select an icon or object, the edit panel appears on the screen.<br><br>You can edit the group by manipulating the slides and menus in the control panel. |
| 3 |  | Select a different edit menu (position, scale,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

# Edit group (Move pivot)



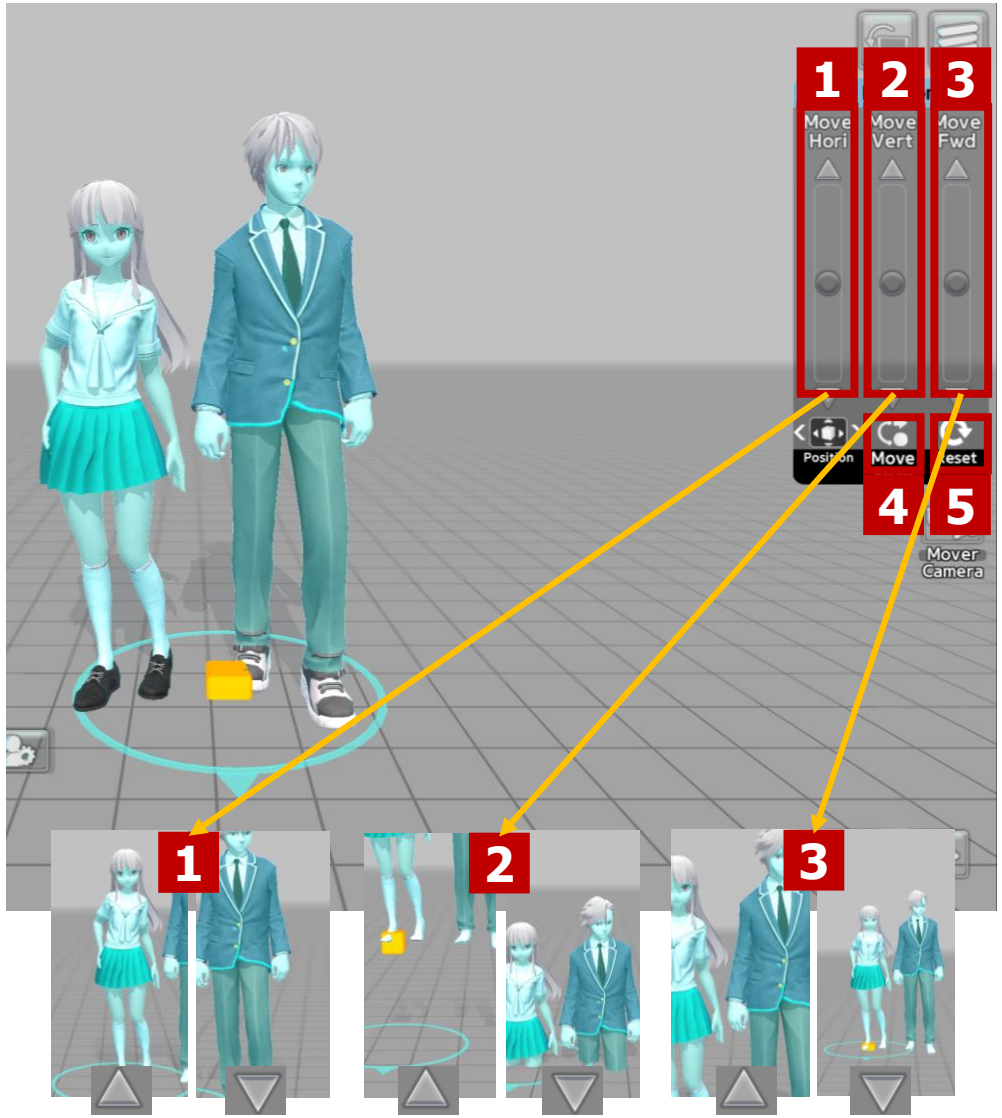

| NO | Image | Commentary |
|---|---|---|
| 1 |   | By scrolling up the pointer, you can move the group's pivot to the right.<br>By scrolling down the pointer, you can move the group's pivot to the left. |
| 2 |   | By scrolling up the pointer, you can move the group's pivot to the up.<br>By scrolling 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.<br>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)



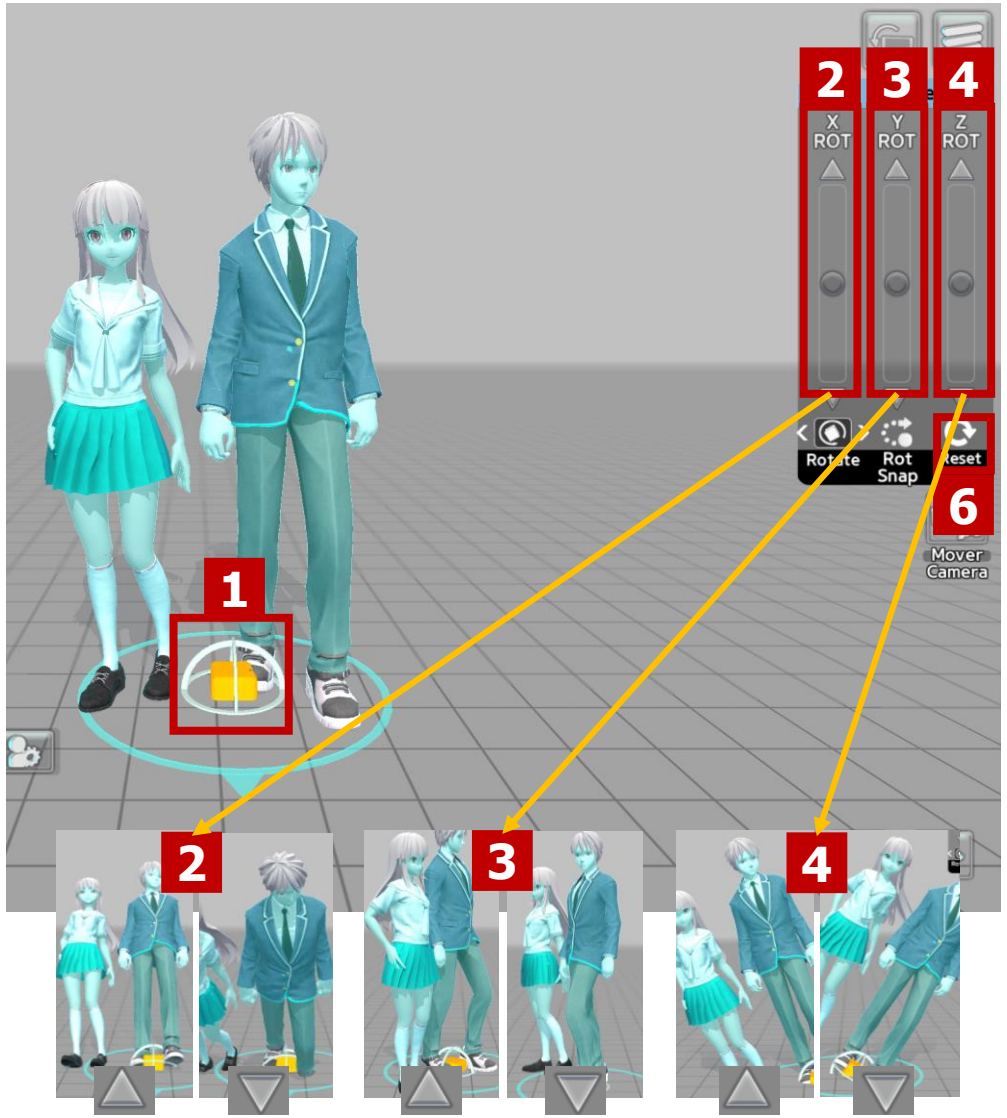

| NO | Image | Commentary |
|---|---|---|
| 1 |   | By scrolling up the pointer, you can scale up the group.<br>By scrolling down the pointer, you can scale down the group. |
| 2 |   | This menu let you reset the model's state. |

# Edit group (Position)



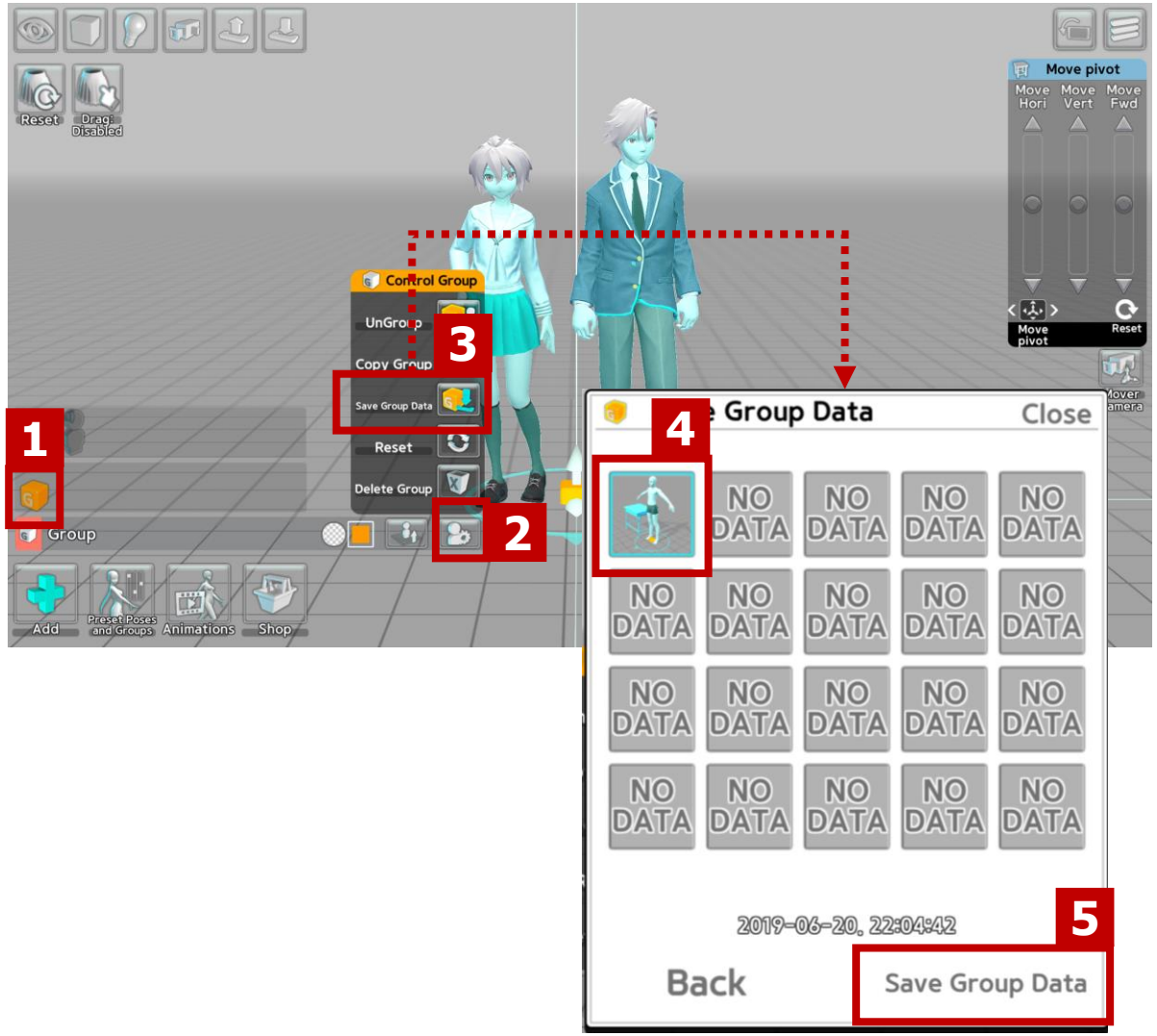

| NO | Image | Commentary |
|---|---|---|
| 1 |   | By scrolling up the pointer, you can move the group to the right.<br>By scrolling down the pointer, you can move the group to the left. |
| 2 |   | By scrolling up the pointer, you can move the group to the up.<br>By scrolling down the pointer, you can move the group to the down. |
| 3 |   | By scrolling up the pointer, you can move the group to the forward.<br>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. |

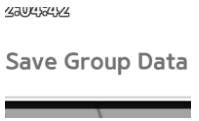
# Edit group (Rotation)




| NO | Image | Commentary |
|---|---|---|
| 1 |  | This is the group's pivot. |
| 2 |  | By scrolling up the pointer, you can pull the group to the back.<br>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.<br>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.<br>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. |

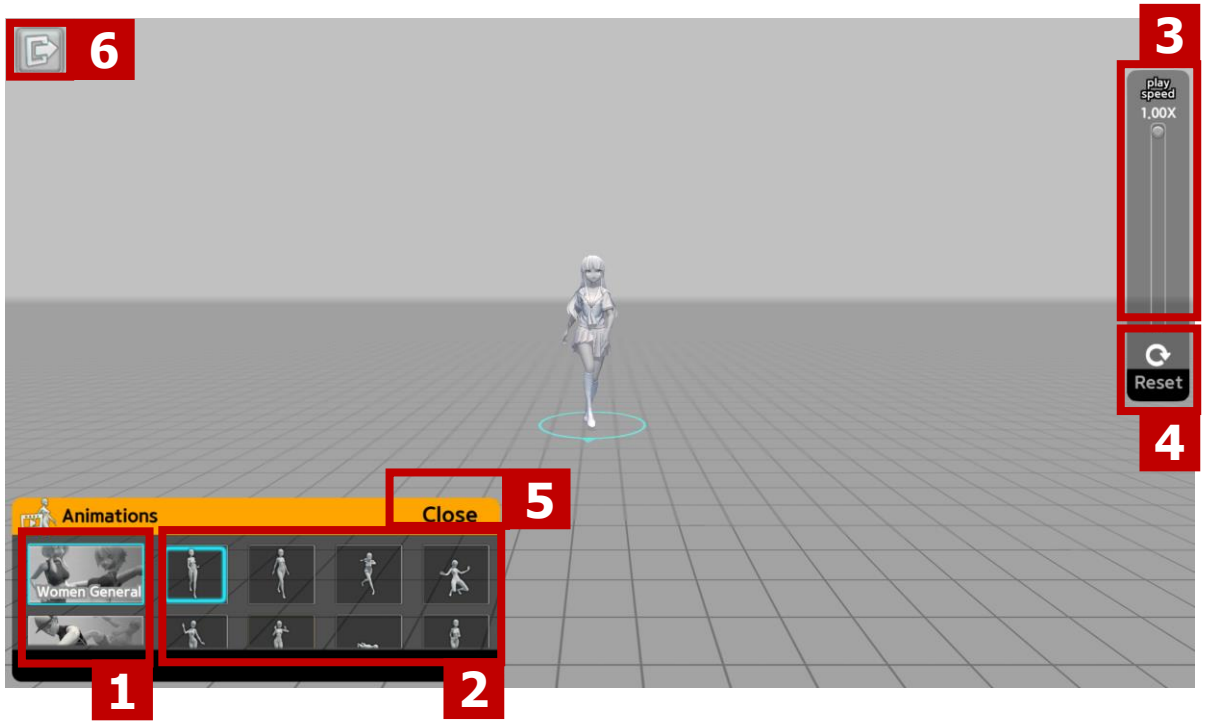
# Save group data

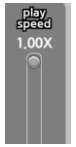



| NO | Image | Commentary |
|---|---|---|
| 1 |  | Select the group icon. |
| 2 |  | Select the model control menu. |
| 3 |  | Select the save group data menu. |
| 4 |  | When you select the menu, a window appears to save the group data. Select save slot. |
| 5 |  | Select the save group data menu. |

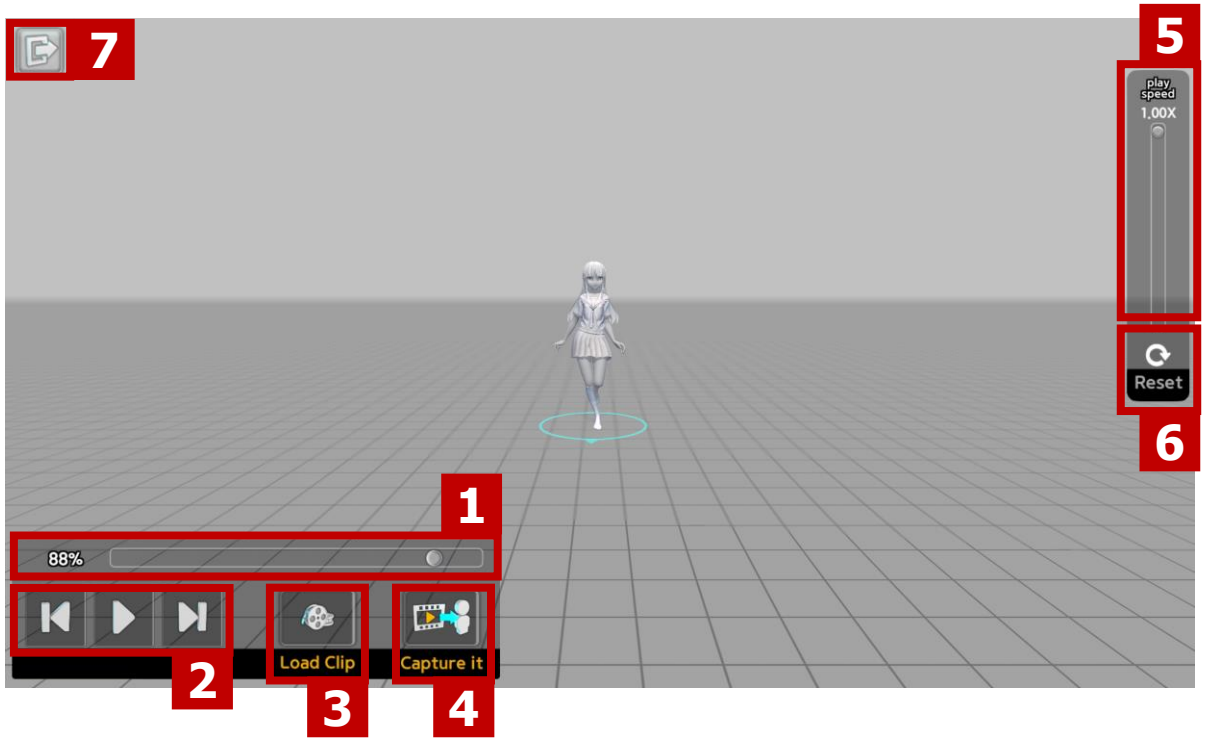
# Animation

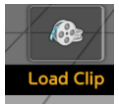
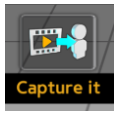
You can select a specific frame in the animation and then edit the pose.




| NO | Image | Commentary |
|---|---|---|
| 1 |   | Select the category. |
| 2 |  | Select the animation icon.<br>The model starts the same animation as the icon. |
| 3 |   | By scrolling up the pointer, you can slow down the model's animation.<br>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



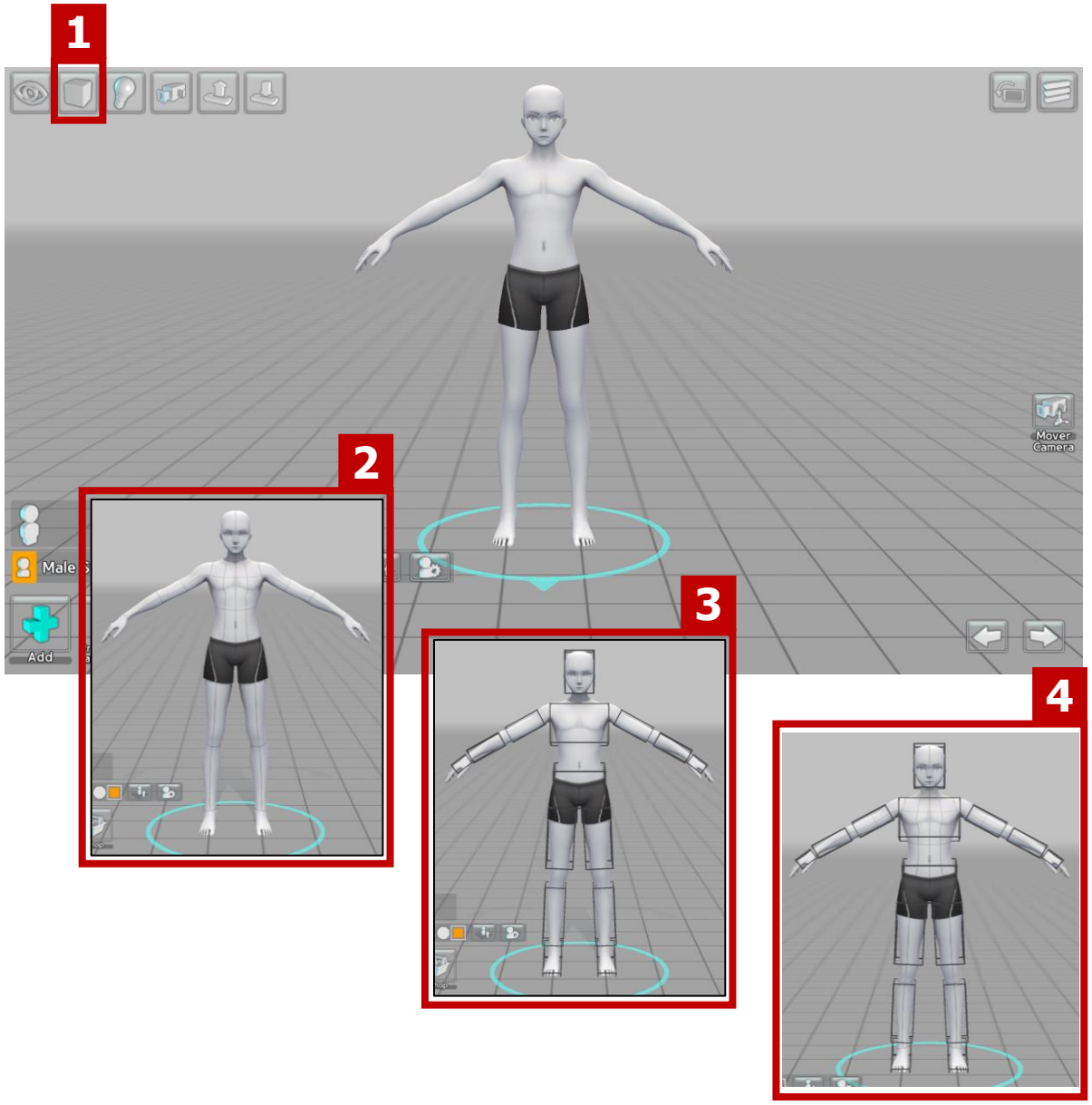

| NO | Image | Commentary |
|---|---|---|
| 1 |  | Animation time line bar.<br>The animation's frame is aligned with the slide's pointer position. |
| 2 |  | Previous frame menu, Play (pause) menu, Next frame menu. |
| 3 |  | The returned to the page to select an animation. |
| 4 |  | Move the pose of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

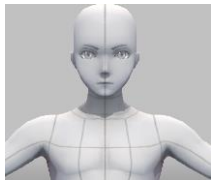
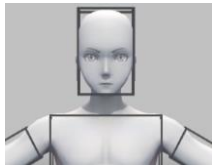
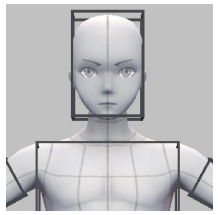
# Preview page UI



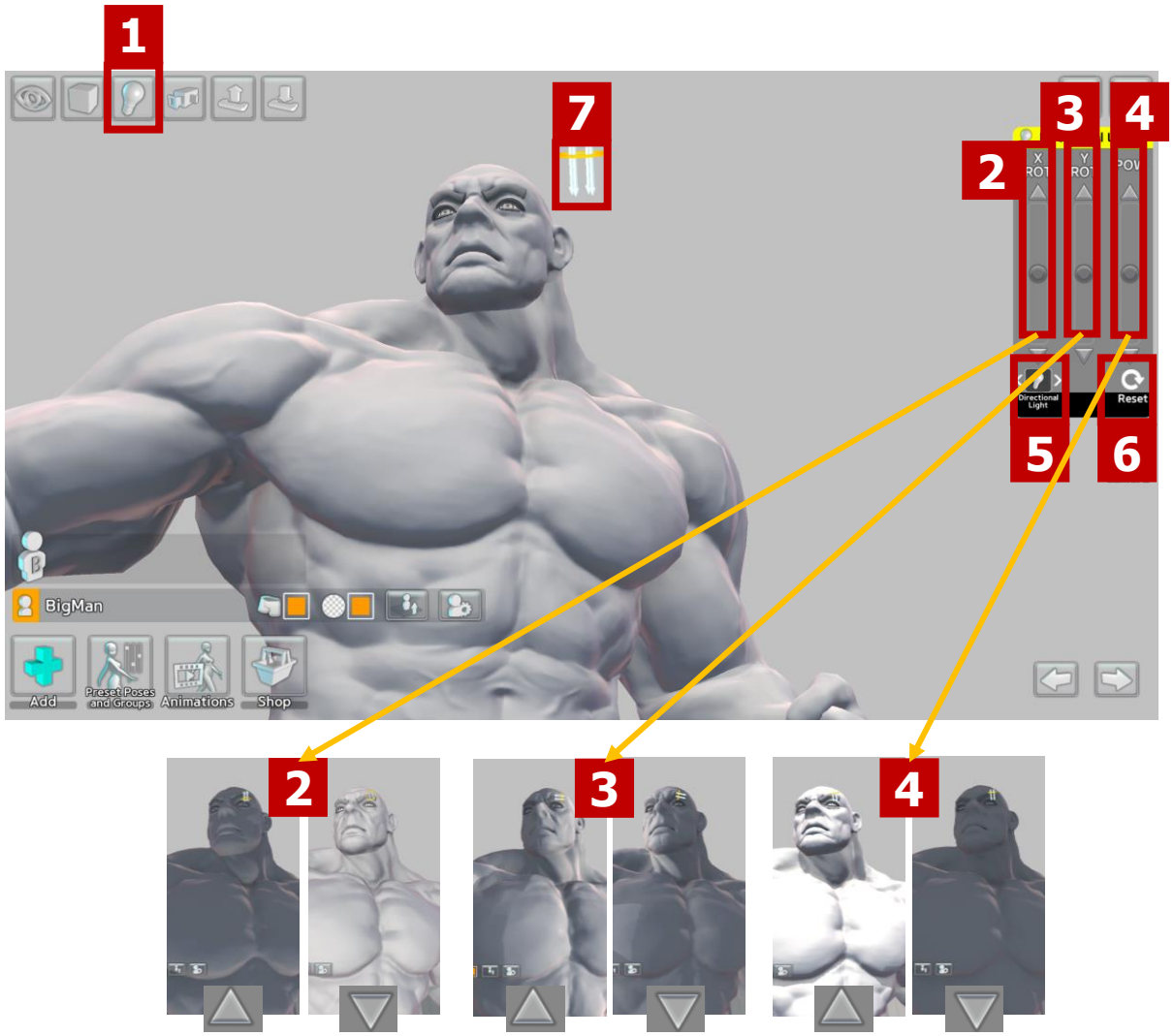

| NO | Image | Commentary |
|---|---|---|
| 1 |  | Select the preview menu on the main screen to go to the preview mode. |
| 2 |  | Save screenshots with background to gallery. |
| 3 |  | Save screenshots to the gallery except background. |
| 4 |  | Save camera viewpoint. |
| 5 |  | Load camera viewpoint. |
| 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



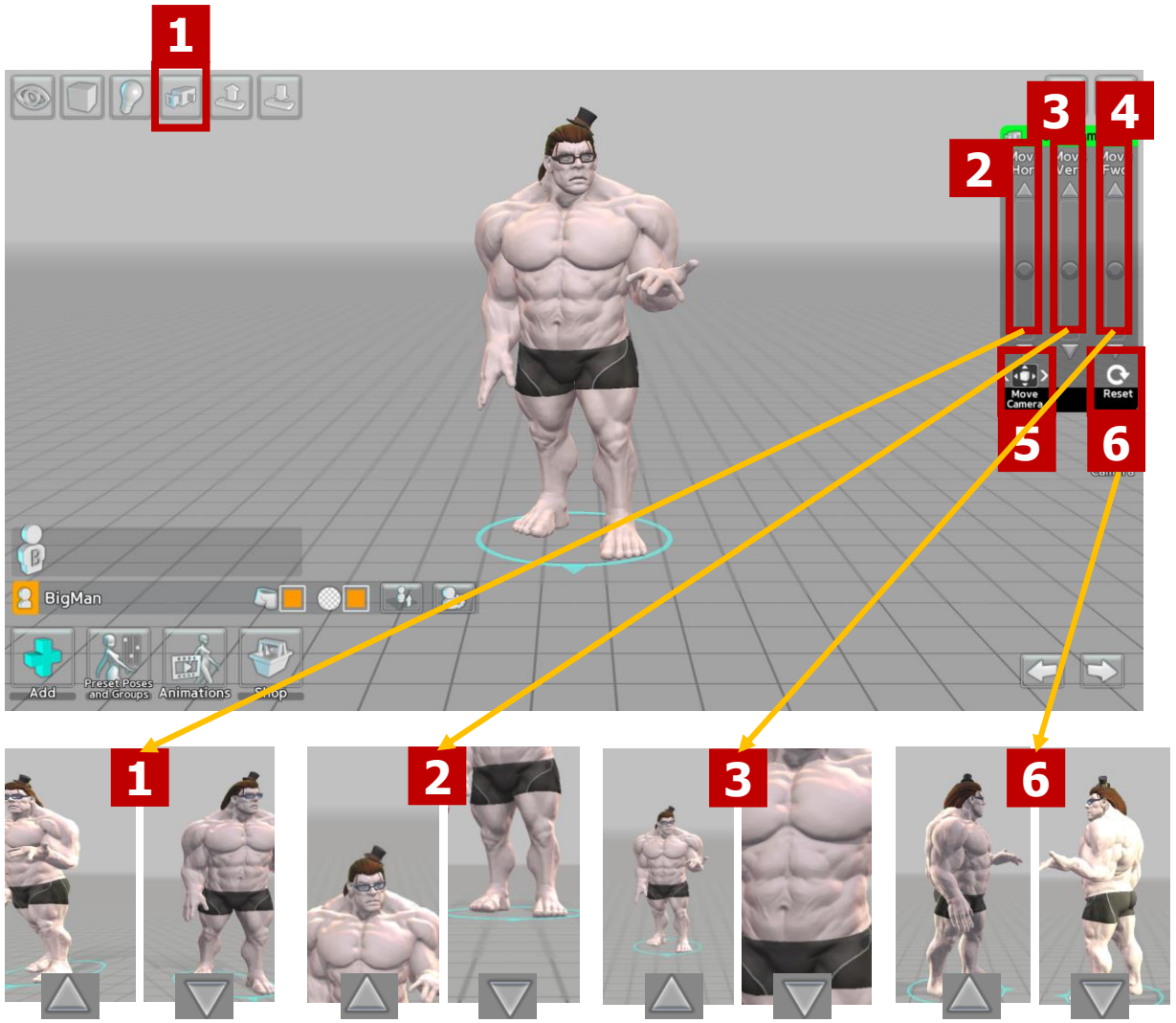

| NO | Image | Commentary |
|---|---|---|
| 1 |  | Select the box menu. |
| 2 |  | If you select the menu, the line mode appears on the model's body. |
| 3 |  | If you select the menu once more, a box mode appears on the model's body. |
| 4 |  | If you select the menu once more, the box mode and the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

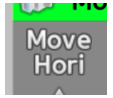
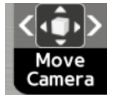
# Light



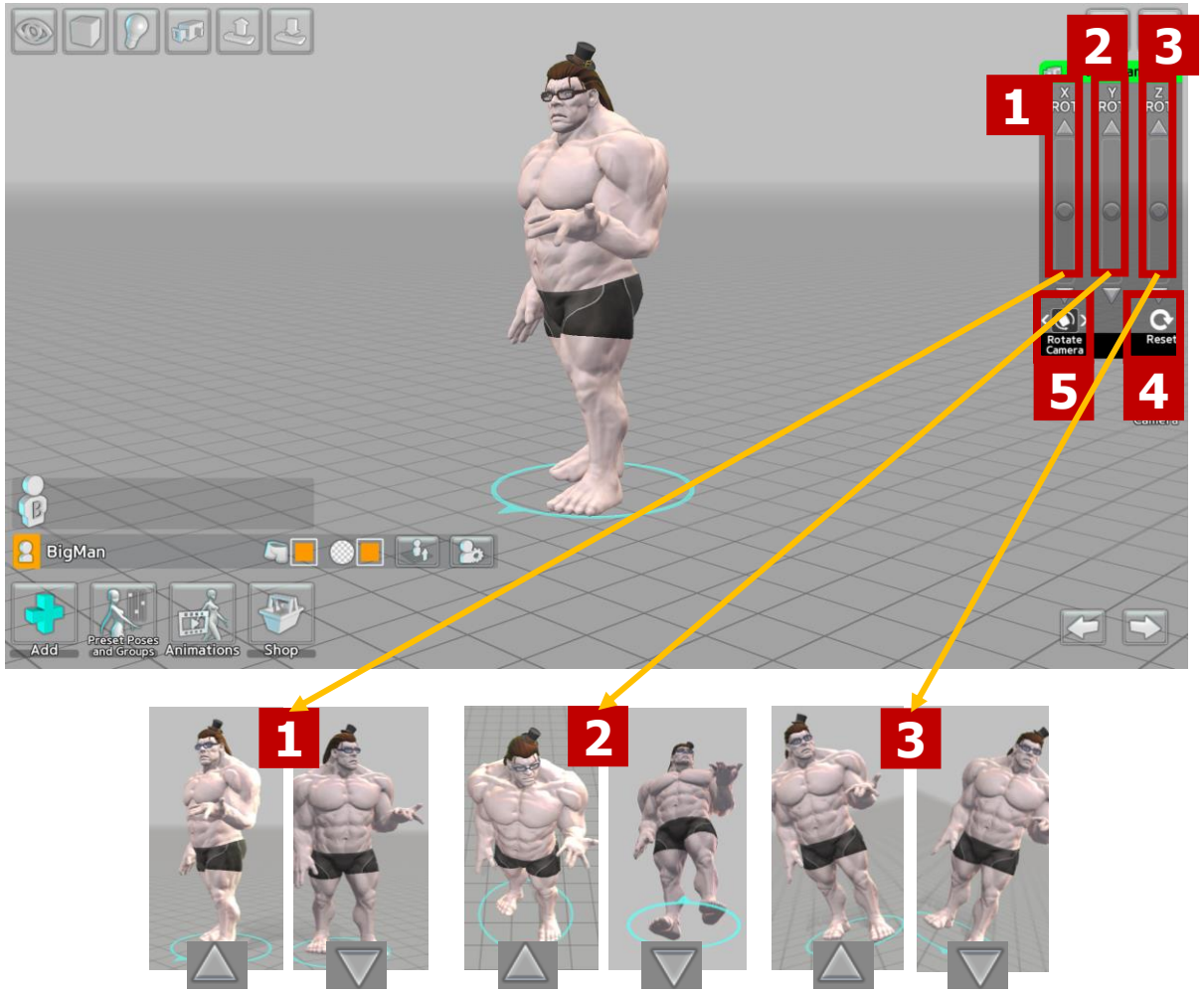

| NO | Image | Commentary |
|---|---|---|
| 1 |  | Select the light menu.<br>The control panel appears on the screen. |
| 2 |  | By scrolling up the pointer, you can turn the direction of the light to the up.<br>By scrolling down the pointer, you can turn the direction of the light to the down. |
| 3 |  | By scrolling up the pointer, you can turn the direction of the light to the left.<br>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.<br>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)



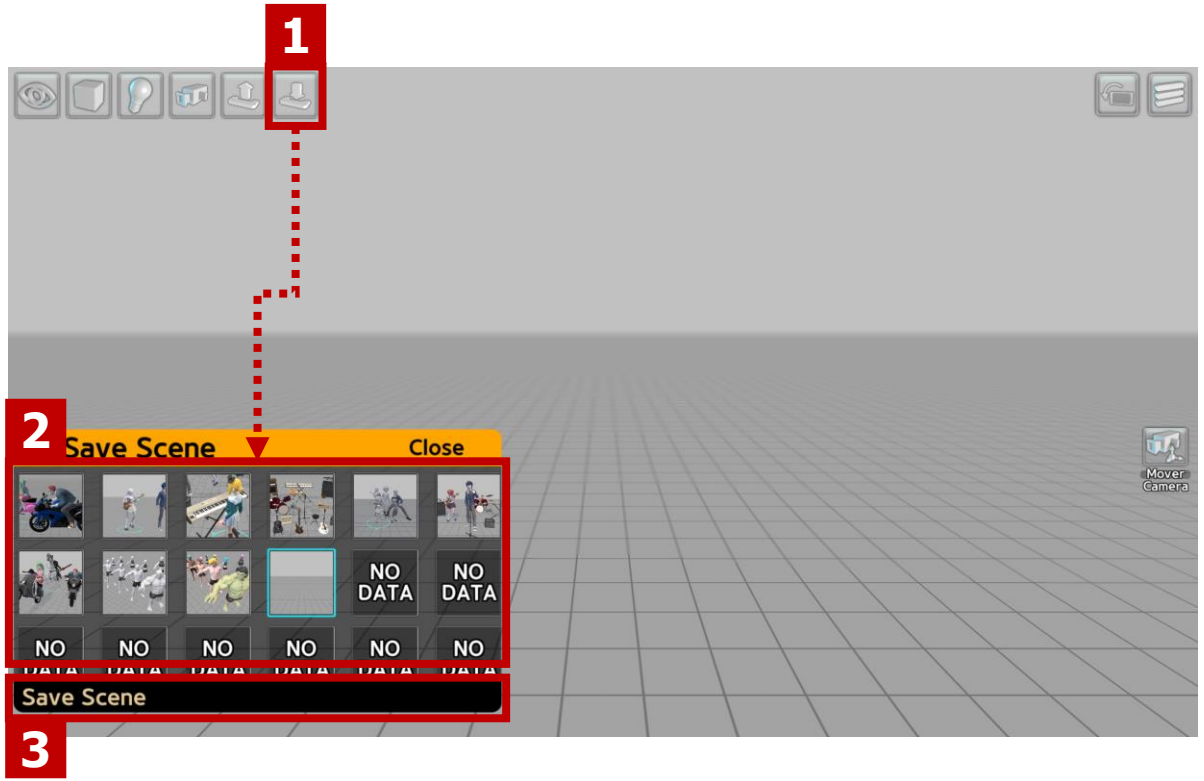

| NO | Image | Commentary |
|---|---|---|
| 1 |  | Select the camera menu.<br>The control panel appears on the screen.<br>The camera view changes based on the selected model. |
| 2 |  | By scrolling up the pointer, you can move the camera view to the left.<br>By scrolling down the pointer, you can move the camera view to the right. |
| 3 |  | By scrolling up the pointer, you can move the camera view to the up.<br>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.<br>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)



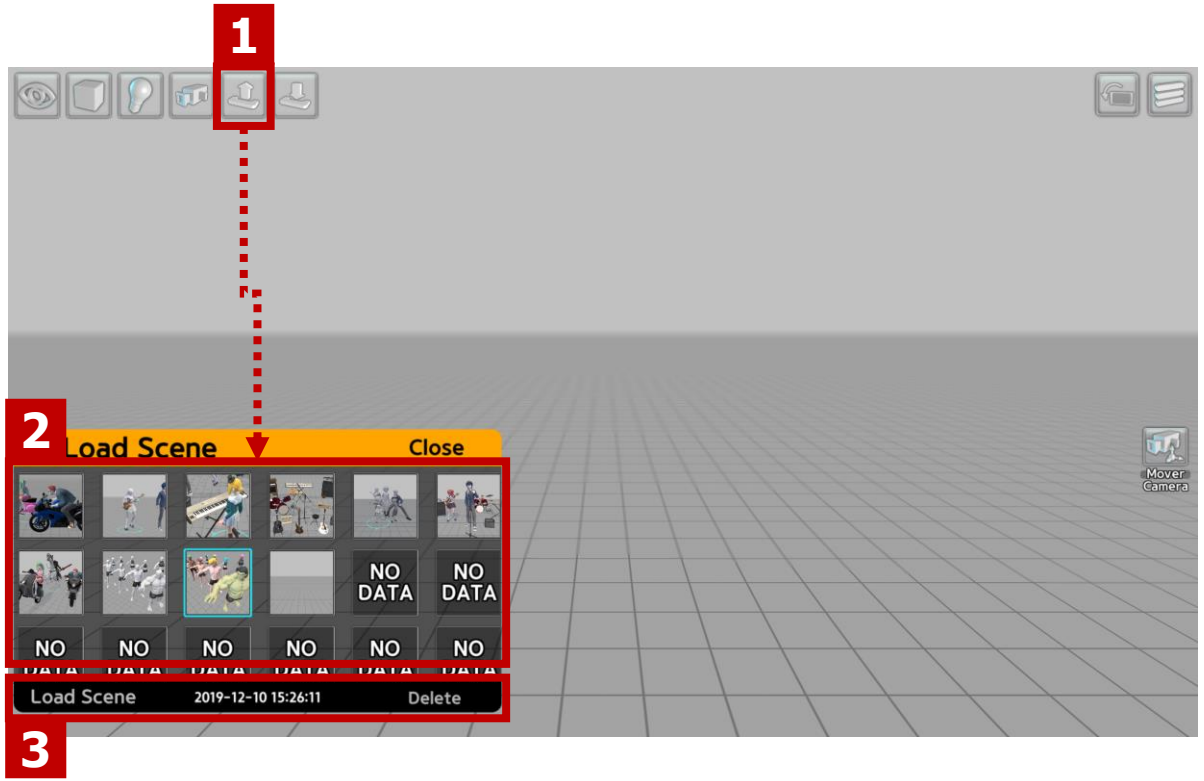

| NO | Image | Commentary |
|---|---|---|
| 1 | X ROT | By scrolling up the pointer, you can turn the camera view to the left.<br>By scrolling down the pointer, you can turn the camera view to the right. |
| 2 | Y ROT | By scrolling up the pointer, you can turn the camera view to the up.<br>By scrolling down the pointer, you can turn the camera view to the down. |
| 3 | Z ROT | By scrolling up the pointer, you can lower the camera view to the left.<br>By scrolling down the pointer, you can lower the camera view to the right. |
| 4 | Reset | This menu let the front and side views of the model. |
| 5 | Rotate Camera | This icon shows the control panel to move the camera view. |

# Save data



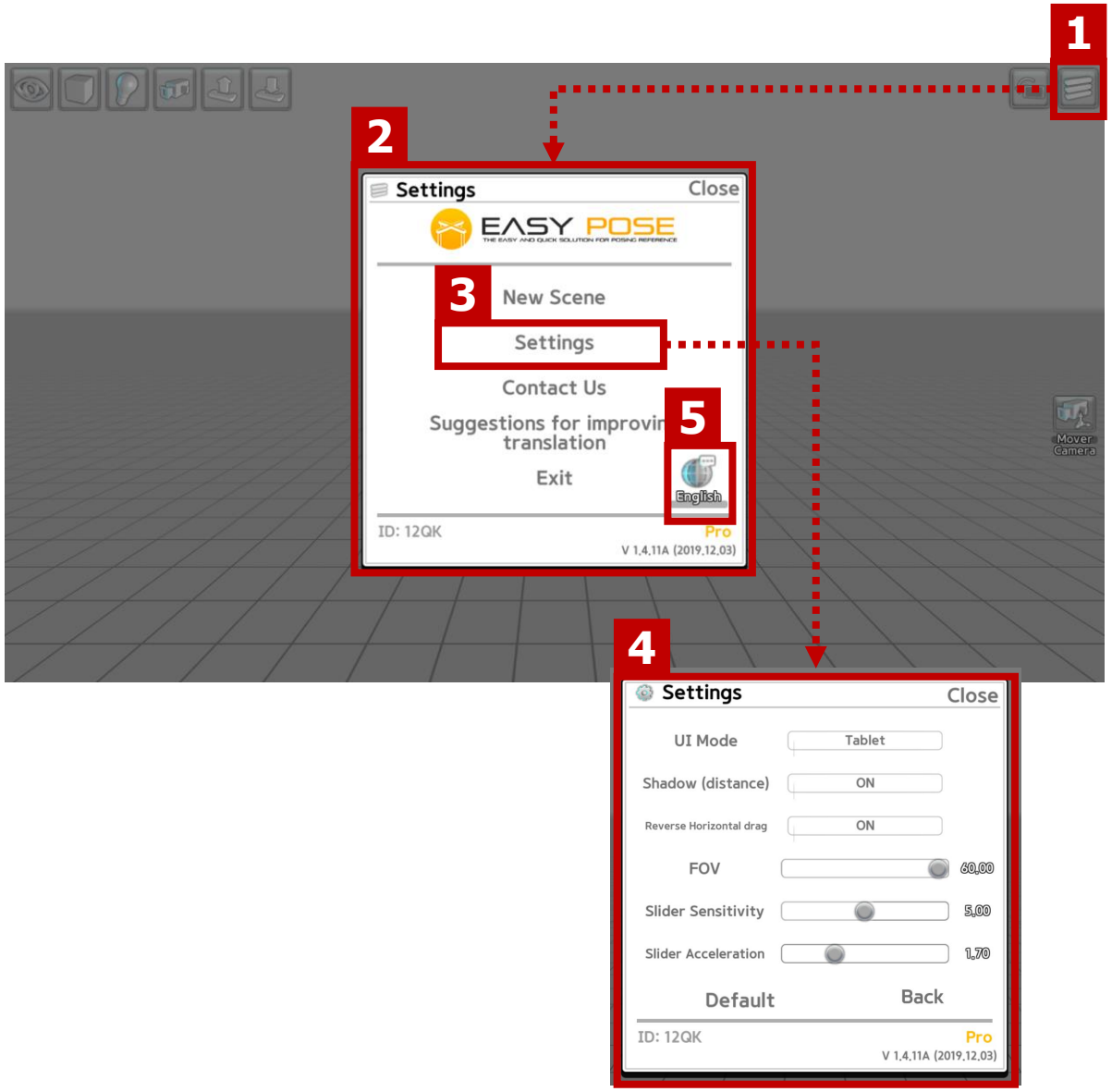

| NO | Image | Commentary |
|---|---|---|
| 1 |  | Select the save scene menu. |
| 2 |  | Select the save slot. |
| 3 |   | Select the save scene menu. |

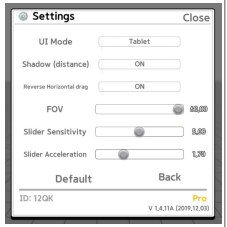
# Load data



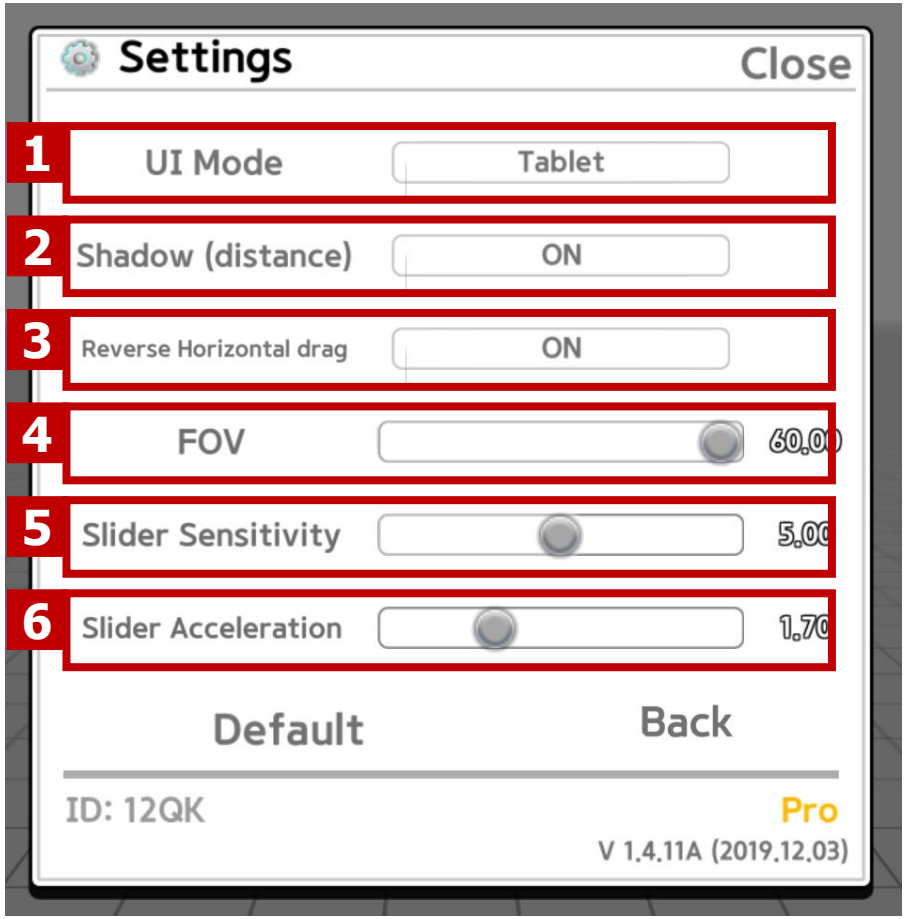

| NO | Image | Commentary |
|---|---|---|
| 1 |  | Select the load scene menu. |
| 2 |  | Select the data slot. |
| 3 |   | Select the load scene menu. |

# Settings




| NO | Image | Commentary |
|---|---|---|
| 1 |  | Select settings menu. |
| 2 |  | Setting menu list. |
| 3 | Settings | 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. |

# Thank you

Support us with positive reviews!

