

Smith Micro Software, Inc. and the Poser team are pleased to announce that the Poser 8 Service Release 1 (SR1) is now available for both Macintosh and Windows. SR1 will update any previous version of Poser 8 English to the latest version 8.01.10434 SR1 offers several enhancements and addresses known issues present in the following areas:

- General performance and stability updates and improvements.
- Rendering and Lighting improvements
- Content Library improvements
- Includes updates found in the previous Poser 8 hotfix.

In order to download Poser 8 SR1 or receive technical support for the product, you must have registered your Poser 8 application serial number. If you have not yet done so, please [register now](#).

With your registered your Poser 8 serial number, you can access and download SR1 for [Windows](#) or [Macintosh](#).

Poser 8 SR1 enhancements and fixes, by category:

General

- Face Room: Improved stability.
- Face Room: Locking shape variations does not require modifier key (Mac OS X).
- Animation: Improved stability when loading figure that was saved with animation layers applied.
- Talk Designer: Improved stability upon applying animation to base layer after switching from deleted to new figure.
- Material Room: Improved stability and speed performance.
- Improved scrolling in Hierarchy palettes.
- Updated Help window documentation.
- Visual C++ 2008 SP1 Redistributable Package installs properly.
- Fall-off zone side to side symmetry copying improved.
- Deformer zone symmetry display improved.
- Minimizing Poser 8 improved.
- Normal Maps are enabled.
- Wardrobe Wizard functionality improved.
- Walk Paths saved correctly.
- Texture path naming issues resolved.
- Poser.ini Temp Path writing issue resolved.
- Selecting materials with depth cue enable improved.
- Toon Shader node corruption addressed. Note: appearance may vary from Poser 7 results.
- Geometry Import/Export plug-in instabilities resolved.
- Set-up Room: Improved stability.
- Content path naming improved.
- Origin on props displayed correctly.

- Tab selectability improved.

Lighting

- Improved raytrace shadow control.
- User definable Shadow Samples enabled in Light Properties

Rendering

- Improved quality of indirect lighting renders.
- Improved IDL rendering speed.
- Improved rendering of transparent surfaces in IDL.
- Improved IDL results at lower quality settings.
- Fixed outer border artifact in rendered images.
- Indirect Light Quality setting now persistent when saving render settings.
- Artifacts in raytraced shadow improved.
- Adjusted sampling pattern to improve quality of raytraced shadows.
- Ambient Occlusion material node includes a checkbox to select if it should be active in IDL renders.

Content Library

- Favorite thumbnail visibility now persistent between sessions.
- Improved robustness of FlashPlayerTrust handling. Poser app location now remains trusted even after moving installation folder.
- Improved drag and drop.
- Improved scrolling.
- Enabled support for upper case file extensions.
- More accurate category-specific filtering of search results.
- Improved display of large number of items in a folder.
- Added new controls for setting preview icon size, tool tip delay, path tool tip display, tree indentation, folder thumbnails and item/folder count.
- Search under Vista improved.
- Vanishing library issues resolved
- Texture location issues related to runtime naming resolved.
- Deletion of item from Favorites preserves item in Runtime.

Recommended workarounds for known issues:

- To improve rendering performance: Single-thread renders are less efficient than multiple threaded renderings. To reduce render times, enable multiple threaded rendering. Reduce bucket size to decrease render times.