

Poser Family Product Features	Poser Pro 11	Poser 11	Poser Pro Game Dev	Poser Pro 2014	Poser 10	Poser 10 Debut
Standard Features						
High Density Display Support (GUI Scaling)	Yes	Yes	----	----	----	----
Custom Parameter Palettes	Yes	Yes	----	----	----	----
Actor Selection History	Yes	Yes	----	----	----	----
Customizable Keyboard Shortcuts	Yes	Yes	----	----	----	----
Auto-Save	Yes	Yes	----	----	----	----
Absolute Scaling for 3DS, DXF, LWO and OBJ Import/Export	Yes	Yes	----	----	----	----
Simple Select Tool	Yes	Yes	----	----	----	----
Synchronized Morph Dials	Yes	Yes	----	----	----	----
Improved Scene Manipulation Performance	Yes	Yes	----	----	----	----
Unified Installer with 64-bit binaries	Yes	Yes	----	----	----	----
OpenSubdiv 3	Yes	Yes	----	----	----	----
Pixar Subdivision Surfaces	Yes	Yes	Yes	Yes	Yes	Supported
Bullet Physics for Rigid, Soft Body & Hair Dynamics	Yes	Yes	Yes	Yes	Yes	Supported
Cartoon Preview	Yes	Yes	Yes	Yes	Yes	Yes
Magnet and Deformer Weight Maps	Yes	Yes	Yes	Yes	Yes	Supported
Material Compound Nodes	Yes	Yes	Yes	Yes	Yes	Supported
Raytrace Preview Pane	Yes	Yes	Yes	Yes	Yes	----
Morph Brush Improvements	Yes	Yes	Yes	Yes	Yes	----
Gamma Correction	Yes	Yes	Yes	Yes	Yes	on/off
Grouping Tool Improvements	Yes	Yes	Yes	Yes	Yes	----
Rendering Speed Optimization	Yes	Yes	Yes	Yes	Yes	Yes
OpenGL Speed Optimization	Yes	Yes	Yes	Yes	Yes	Yes
New Realistic Human and Cartoon Figures	Yes	Yes	Yes	Yes	Yes	Yes
64-bit fully native application OS X & Windows®	Yes	Yes	Yes	Yes	----	----
Material Room for advanced material editing	Yes	Yes	Yes	Yes	Yes	----
Face Room for creating custom faces on Supported figures	Yes	Yes	Yes	Yes	Yes	----
Hair Room for creating dynamic hair and fur	Yes	Yes	Yes	Yes	Yes	----
Cloth Room for creating dynamic clothing props	Yes	Yes	Yes	Yes	Yes	----
Setup Room for the creation and rigging of new figures	Yes	Yes	Yes	Yes	Yes	----
Wardrobe Wizard	Yes	Yes	Yes	Yes	Yes	----
Python Add-ons	Yes	Yes	Yes	Yes	Yes	----
wxPython Support	Yes	Yes	Yes	Yes	Yes	----
Python 2.7 Support	Yes	Yes	Yes	Yes	Yes	----
Facebook® image export	Yes	Yes	Yes	Yes	Yes	Yes
Recent Render palette	Yes	Yes	Yes	Yes	Yes	Yes
Poser Pro Features						
Alembic Export	Yes	----	----	----	----	----
Smart Polygon Reduction	Yes	----	Yes	----	----	----
Figure Combining	Yes	----	Yes	----	----	----
Unseen Polygon Removal	Yes	----	Yes	----	----	----
Kinect for Windows support (Windows Only)	Yes	----	Yes	----	----	----
FBX Import / Export	Yes	----	Yes	----	----	----
Weight Map Painting Tools	Yes	----	Yes	Yes	----	----
Fitting Room to fit clothing to new figures	Yes	----	Yes	Yes	----	----
Magnet & Deformer Weight Map Painting Tools	Yes	----	Yes	Yes	----	----
Copy Morphs from Figure to Figure	Yes	----	Yes	Yes	----	----
Display Hidden Channels	Yes	----	Yes	Yes	----	----
Change Calculation Order of Channels	Yes	----	Yes	Yes	----	----
PoserFusion plug-ins	Yes	----	Yes	Yes	----	----
Full COLLADA export/import	Yes	----	Yes	Yes	----	----
Queue Manager offers Network Render Queue	Yes	----	Yes	Yes	----	----
HDRI export/import	Yes	----	Yes	Yes	----	----
FireFly PSD layer rendering	Yes	----	Yes	Yes	----	----
FireFly Background Rendering	Yes	----	Yes	Yes	----	----
Interface and Workflow						
Improved Direct Manipulation Tool	Yes	Yes	----	----	----	----
Text Props	Create/Display	Supported	----	----	----	----
Measurements	Create/Display	Supported	----	----	----	----
Copy and Paste Mirror	Yes	Yes	Yes	Yes	Yes	----
Parameter change indicator	Yes	Yes	Yes	Yes	Yes	Yes
Expanded Context Menus	Yes	Yes	Yes	Yes	Yes	Yes
Dependent Parameter Editor enables creation of interaction links	Yes	Yes	Yes	Yes	Yes	----
Grouping Tool to create material & polygon groups	Yes	Yes	Yes	Yes	Yes	----
Hierarchy Editor	Yes	Yes	Yes	Yes	Yes	----
Pressure Sensitive Morph Brush Support	Yes	Yes	Yes	Yes	Yes	----
Cross Body Part Morph creation	Yes	Yes	Yes	Yes	Yes	----
Full Body Morph import	Yes	Yes	Yes	Yes	Yes	----
Full Body Morph deletion	Yes	Yes	Yes	Yes	Yes	----
Grouping Objects	Yes	Yes	Yes	Yes	Yes	----
Frame Selected Object	Yes	Yes	Yes	Yes	Yes	----
Orbit Selected Mode	Yes	Yes	Yes	Yes	Yes	----
Hierarchical Scene Inventory display	Yes	Yes	Yes	Yes	Yes	----
Rigging						
Exposed "Hidden" option in Parameters Palette	Yes	----	----	----	----	----
Value Operator Editor	Yes	----	----	----	----	----

Rigging Symmetry Improvements	Yes	-----	-----	-----	-----	-----
Constrain Weight Painting to Materials	Yes	-----	-----	-----	-----	-----
Custom/Partial Scene Saving	Yes	-----	-----	-----	-----	-----
Custom Morph Injections	Yes	-----	-----	-----	-----	-----
Subdivision-Level Morph Targets	Create/Read	Supported	-----	-----	-----	-----
Control Props (Body Handles)	Create/Read	Supported	-----	-----	-----	-----
Apply Joints Before Joint Rotation	Create/Read	Supported	-----	-----	-----	-----
Morph Dependent Joint Centers	Create/Read	Supported	-----	-----	-----	-----
Smooth Translation Bending	Create/Read	Supported	-----	-----	-----	-----
Copy/Paste Weight Maps	Yes	-----	Yes	Yes	-----	-----
Improved Symmetry	Yes	Yes	Yes	Yes	Yes	-----
Copy/Paste Mirrored Weights	Yes	Yes	Yes	Yes	Yes	-----
Multiple Sphere and Capsule Zone Rigging system	Yes	Yes	Yes	Yes	Yes	Supported
Weight Map Rig Support	Yes	Yes	Yes	Yes	Yes	Supported
Support for traditional grouped actor figures	Yes	Yes	Yes	Yes	Yes	Yes
Support for new single mesh characters	Yes	Yes	Yes	Yes	Yes	Supported
PZ3 format support for 3rd party Weight Map figures	Yes	Yes	Yes	Yes	Yes	Supported
Joint Strength Indicator	Yes	Yes	Yes	Yes	Yes	-----
Hybrid Rigging; Weight Maps & Traditional Zones	Yes	Yes	Yes	Yes	Yes	Supported
Display of Weight Map affected vertices	Yes	Yes	Yes	Yes	Yes	-----
Weight Maps and Zones propagate beyond parent or child body part	Yes	Yes	Yes	Yes	Yes	Supported
Full Suite of Weight Map Creation Tools	Yes	-----	Yes	Yes	-----	-----
Weight Map Auto Transfer	Yes	-----	Yes	Yes	-----	-----
Weight Map Painting with pressure sensitive tablet support	Yes	-----	Yes	Yes	-----	-----
Generate new Weight Maps from traditional Poser Zones	Yes	-----	Yes	Yes	-----	-----
Fitting Room						
Fit existing clothing items to new figures	Yes	-----	Yes	Yes	-----	-----
Multiple Modes for fitting include Tighten, Smooth, Soft Features and Rigid Features	Yes	-----	Yes	Yes	-----	-----
Prefit Mode to Direct Clothing Item around Figure Features	Yes	-----	Yes	Yes	-----	-----
Transfer Rigging, Weight Maps & Morphs from Figure to Converted Clothing	Yes	-----	Yes	Yes	-----	-----
One step rig transfer and autogroup for creating new conforming figures	Yes	-----	Yes	Yes	-----	-----
Pixar Subdivision Surfaces						
Subdivide Figures, Body Parts and Props	Yes	Yes	Yes	Yes	Yes	-----
Distinct Subdivision Levels for Preview & Render	Yes	Yes	Yes	Yes	Yes	-----
Generate from Figure Uni-mesh for Subdivision	Yes	Yes	Yes	Yes	Yes	-----
Bullet Physics						
Create Rigid and Softbody Dynamic Simulations	Yes	Yes	Yes	Yes	Yes	-----
Paint Dynamics Weight Map for Soft Body Deformations	Yes	Yes	Yes	Yes	Yes	-----
Live Simulation Mode	Yes	Yes	Yes	Yes	Yes	-----
User Defineable Gravity, Damping Steps per Second and Collision Margins	Yes	Yes	Yes	Yes	Yes	-----
Use Constraints to build complex mechanical objects and links	Yes	Yes	Yes	Yes	Yes	-----
Save Simulation Settings & Maps in Library	Yes	Yes	Yes	Yes	Yes	-----
Rendering and Shaders						
SuperFly Physically-based Shading & Rendering (Cycles Integration)	Yes	Yes	-----	-----	-----	-----
Cycles GPU Rendering (CUDA only)	Yes	-----	-----	-----	-----	-----
Select Cycles Shader Nodes Support	Yes	Yes	-----	-----	-----	-----
Caustics (Cycles Only)	Yes	Yes	-----	-----	-----	-----
Realtime Comic Book Mode Improvements	Yes	Yes	-----	-----	-----	-----
Texture Shaded Lined Display Style	Yes	Yes	-----	-----	-----	-----
Anti-Aliased OpenGL Preview	Yes	Yes	-----	-----	-----	-----
Layered Materials (Cycles only)	Yes	Yes	-----	-----	-----	-----
64-bit Rendering OS X® and Windows®	Yes	Yes	Yes	Yes	-----	-----
Optimized Rendering Performance	Yes	Yes	Yes	Yes	Yes	Yes
Raytrace Preview Pane	Yes	Yes	Yes	Yes	Yes	-----
Create Custom Compound Materials Node	Yes	Yes	Yes	Yes	Yes	-----
Realtime Comic Book Mode generates B&W and Color Cartoon Images and Animations	Yes	Yes	Yes	Yes	Yes	Yes
FireFly render engine	Yes	Yes	Yes	Yes	Yes	Yes
Render Images and Animation/Video	Yes	Yes	Yes	Yes	Yes	Yes
Sketch Designer for non-photorealistic rendering	Yes	Yes	Yes	Yes	Yes	Yes
Automatic settings for FireFly render engine	Yes	Yes	Yes	Yes	Yes	Yes
Full manual settings for FireFly render engine	Yes	Yes	Yes	Yes	Yes	-----
SubSurface Scattering Materials	Yes	Yes	Yes	Yes	Yes	Supported
Invisible Light Casting Objects (FireFly only)	Yes	Yes	Yes	Yes	Yes	Supported
Indirect Lighting with Ambient Occlusion	Yes	Yes	Yes	Yes	Yes	Supported
Ambient Occlusion	Yes	Yes	Yes	Yes	Yes	Yes
Toon Outline	Yes	Yes	Yes	Yes	Yes	Yes
Render Over Image/Color	Yes	Yes	Yes	Yes	Yes	Yes
Area Render	Yes	Yes	Yes	Yes	Yes	-----
Polygon Smoothing (FireFly only)	Yes	Yes	Yes	Yes	Yes	Supported
Displacement Map support	Yes	Yes	Yes	Yes	Yes	Supported
Depth of Field and Motion Blur	Yes	Yes	Yes	Yes	Yes	Supported
Indirect Lighting for Global Illumination rendering effects	Yes	Yes	Yes	Yes	Yes	Supported
Tone Mapping	Yes	Yes	Yes	Yes	Yes	Supported
OpenGL Support						

Optimized OpenGL Performance	Yes	Yes	Yes	Yes	Yes	Yes
OpenGL real-time scene preview of lights	Yes	Yes	Yes	Yes	Yes	Yes
Real-time Soft Shadows	Yes	Yes	Yes	Yes	Yes	Yes
Real-time Ambient Occlusion	Yes	Yes	Yes	Yes	Yes	Yes
Real-time Normal Map display	Yes	Yes	Yes	Yes	Yes	Yes
Back facing polygon display	Yes	Yes	Yes	Yes	Yes	-----
Gamma Correct real-time display	Yes	Yes	Yes	Yes	Yes	Yes
Performance						
Multi-threaded Bending	Yes	Yes	Yes	Yes	Yes	-----
Pre-Render Texture Caching	Yes	Yes	Yes	Yes	Yes	Yes
Dynamic Hair Collision and Render Improvements	Yes	Yes	Yes	Yes	Yes	Supported
Library and Included Content						
	over 5GB	over 5GB	over 5GB	over 5GB	over 5GB	3GB
Includes Poser 11 Weight-Mapped Male & Female	Yes	Yes	-----	-----	-----	-----
HTML and JavaScript-based Content Library	Yes	Yes	-----	-----	-----	-----
In-place metadata editing	Yes	Yes	-----	-----	-----	-----
Enhanced Library Search	Yes	Yes	-----	-----	-----	-----
Royalty Free for Game Inclusion	Yes	-----	Yes	-----	-----	-----
Includes Poser 10 Weight-Mapped Male & Female	Yes	Yes	Yes	Yes	Yes	Yes
Includes 2nd Generation Cartoon Characters	Yes	Yes	Yes	Yes	Yes	Yes
Includes legacy content from previous versions	Yes	Yes	Yes	Yes	Yes	Yes
Drag and drop content from Library	Yes	Yes	Yes	Yes	Yes	Yes
Auto-conform on drag and drop	Yes	Yes	Yes	Yes	Yes	Yes
Multi-Select Library items for Drag and Drop	Yes	Yes	Yes	Yes	Yes	Yes
Scene Category in Library	Yes	Yes	Yes	Yes	Yes	Yes
Meta-data based Content Management system	Yes	Yes	Yes	Yes	Yes	Yes
Multiple views: Tree, Item List, Extended Details	Yes	Yes	Yes	Yes	Yes	Yes
Search local content	Yes	Yes	Yes	Yes	Yes	Yes
Search Content Paradise and partner content	Yes	Yes	Yes	Yes	Yes	Yes
In-application Project Guide with full video Tutorials	Yes	Yes	Yes	Yes	Yes	Yes
Lighting						
Area Lights	Yes	Yes	-----	-----	-----	-----
Unlimited number of Point Lights, Spot Lights, Infinite Lights and Diffuse Image Based Lights	Yes	Yes	Yes	Yes	Yes	Yes
Physically correct light falloff for more realistic scene illumination	Yes	Yes	Yes	Yes	Yes	Yes
Performance optimizations for file handling, memory management and rendering improvements on multi-processor systems	Yes	Yes	Yes	Yes	Yes	4 threads
Animation						
Animated Orientations	Yes	Yes	-----	-----	-----	-----
Animated Geometric Edge Line Width	Yes	Yes	-----	-----	-----	-----
3D Texture Materials Animated Offsets	Yes	Yes	-----	-----	-----	-----
Make Movie: Improved Movie Encoding Presets	Yes	Yes	-----	-----	-----	-----
Animate Rigid Body and Soft Body Effects with Bullet Physics	Yes	Yes	Yes	Yes	Yes	Supported
Keyframe Animation System	Yes	Yes	Yes	Yes	Yes	Yes
Auto-balancing	Yes	Yes	Yes	Yes	Yes	Yes
Walk Designer auto-generates walk and run cycles	Yes	Yes	Yes	Yes	Yes	Yes
Talk Designer auto-generates lip-sync'd facial animation	Yes	Yes	Yes	Yes	Yes	-----
Animation Layers and Groups	Yes	Yes	Yes	Yes	Yes	-----
Constraint Channels and Objects	Yes	Yes	Yes	Yes	Yes	-----

Supported = Playback Enabled, but not editable in this version

Orange Highlight = Feature/Improvement introduced in Poser 11 & Poser Pro 11

Yellow Highlight = Feature/Improvement introduced in Poser Pro Game Dev

Green Highlight = Feature/Improvement introduced in Poser 10 & Poser Pro 2014

Blue Highlight = Feature/Improvement introduced prior to Poser 10 & Poser Pro 2014