

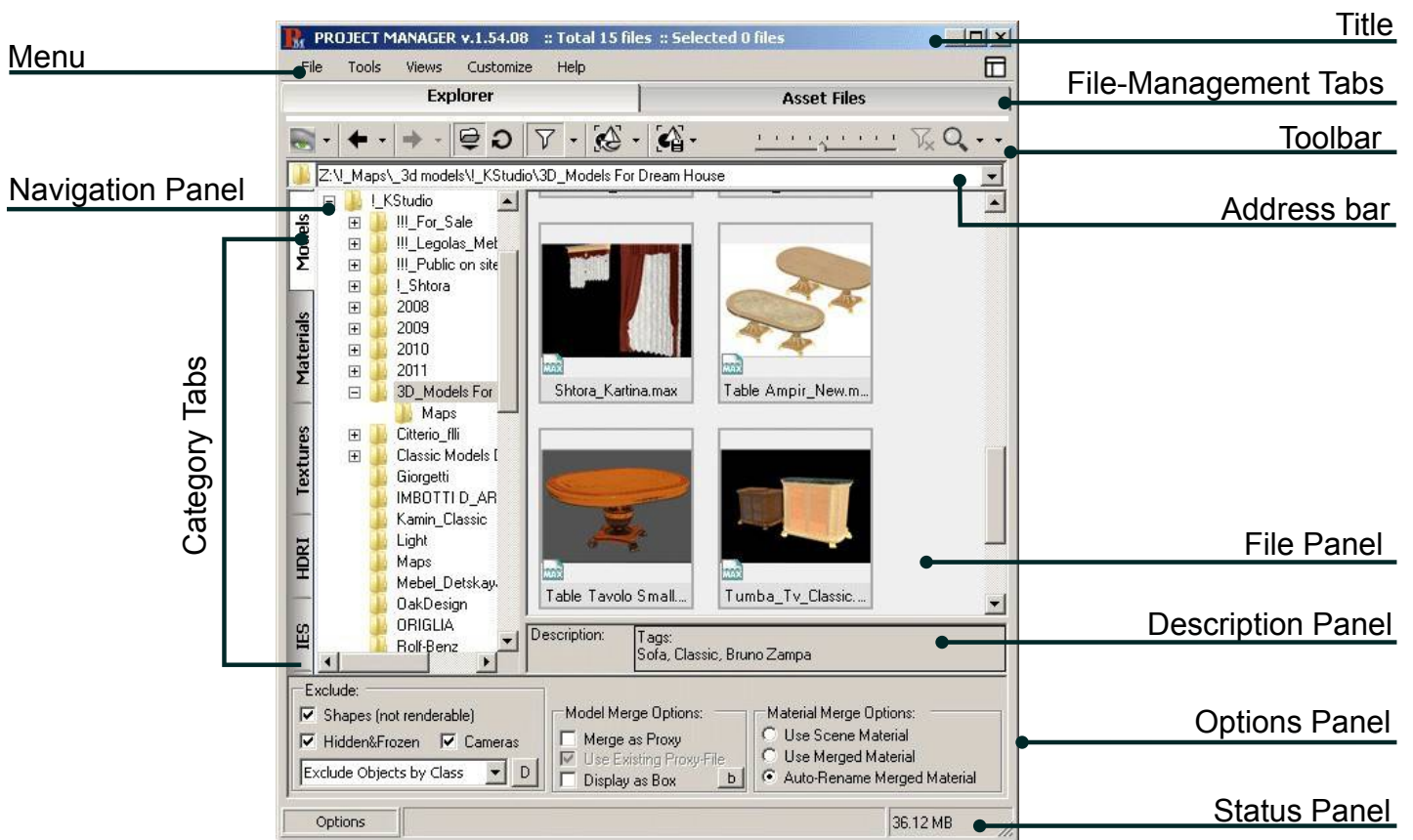
PROJECT MANAGER

Project Manager

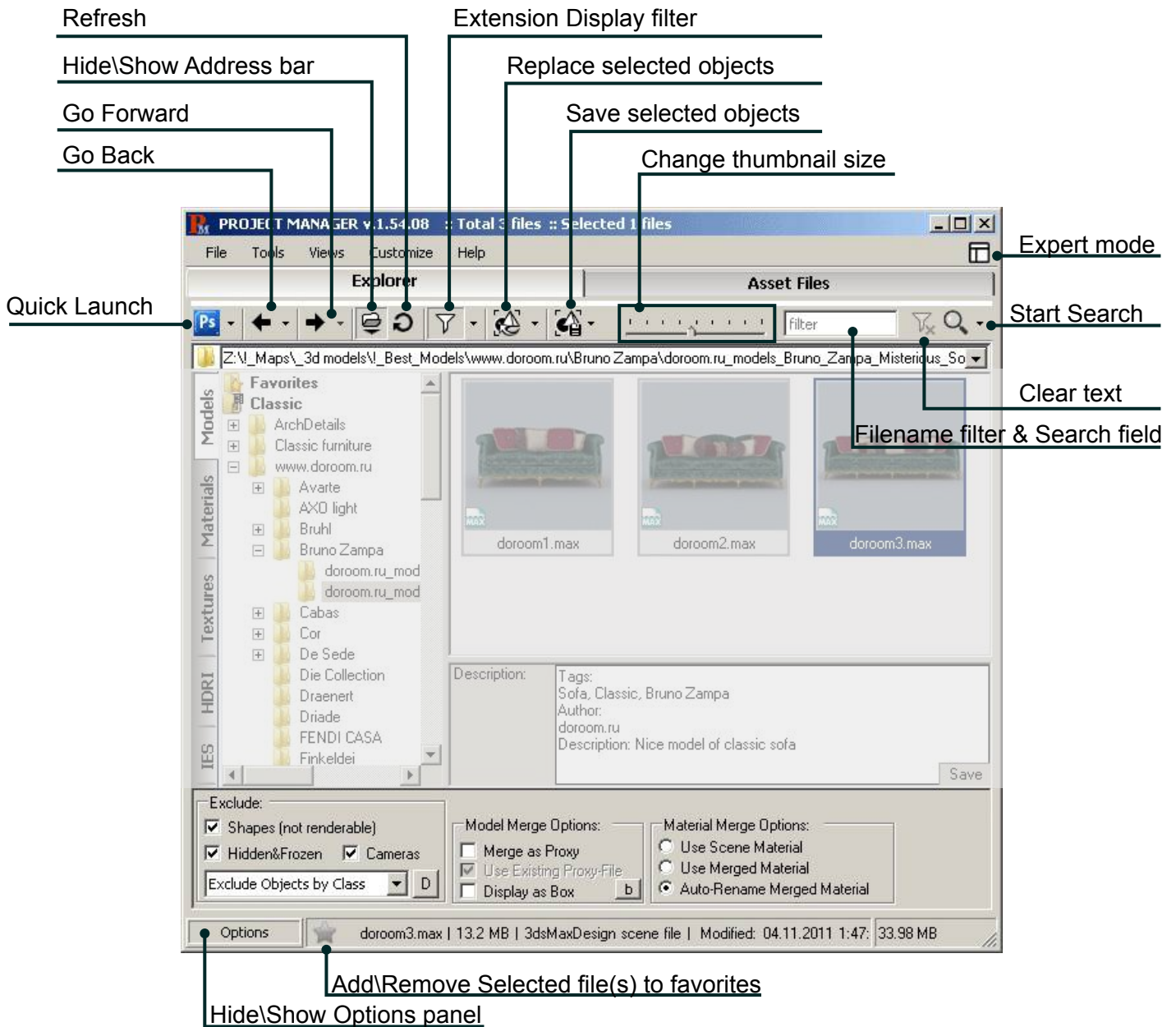
- **Interface**
- **Coming soon**

Batch Render&Relink

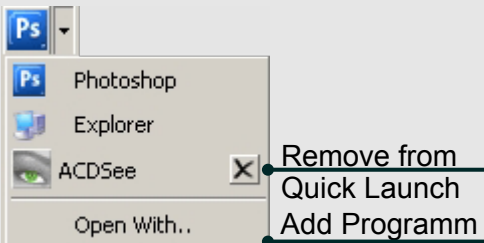
- **Adding of folders and files for batch processing**
- **Rendering the thumbnails**
- **Setup a rendering view**
- **Using the Custom Studio**
- **Collecting of textures for models and materials in a batch mode.**



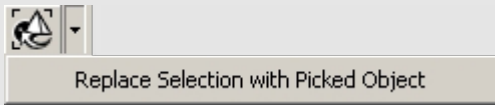
MODELS



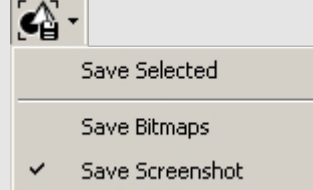
Quick Launch



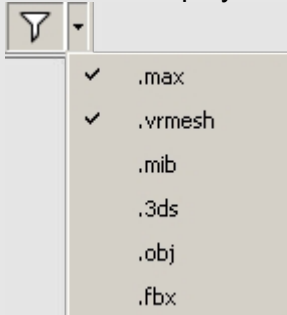
Replace selected objects



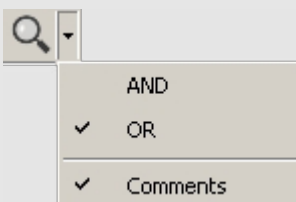
Save selected objects



Extension Display filter



Search&Search options



Context menu

Rename	F2
Copy	Ctrl+C
Cut	Ctrl+X
Paste	Ctrl+V
Delete File	Del
Add to Favorites	
Open in Default Application	
Open in Material/Map Browser	
View Image	
Replace Selection	F8
Merge	▶
Custom menu	▶
Thumbnail	▶
Windows Explorer Menu	▶
Reveal in Windows Explorer	

Merge

Merge	▶	Merge...
Custom menu	▶	xRef Objects
Thumbnail	▶	xRef Scene
Windows Explorer Menu	▶	
Reveal in Windows Explorer		

Custom menu

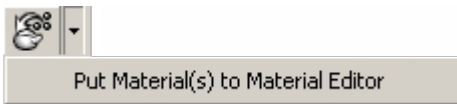
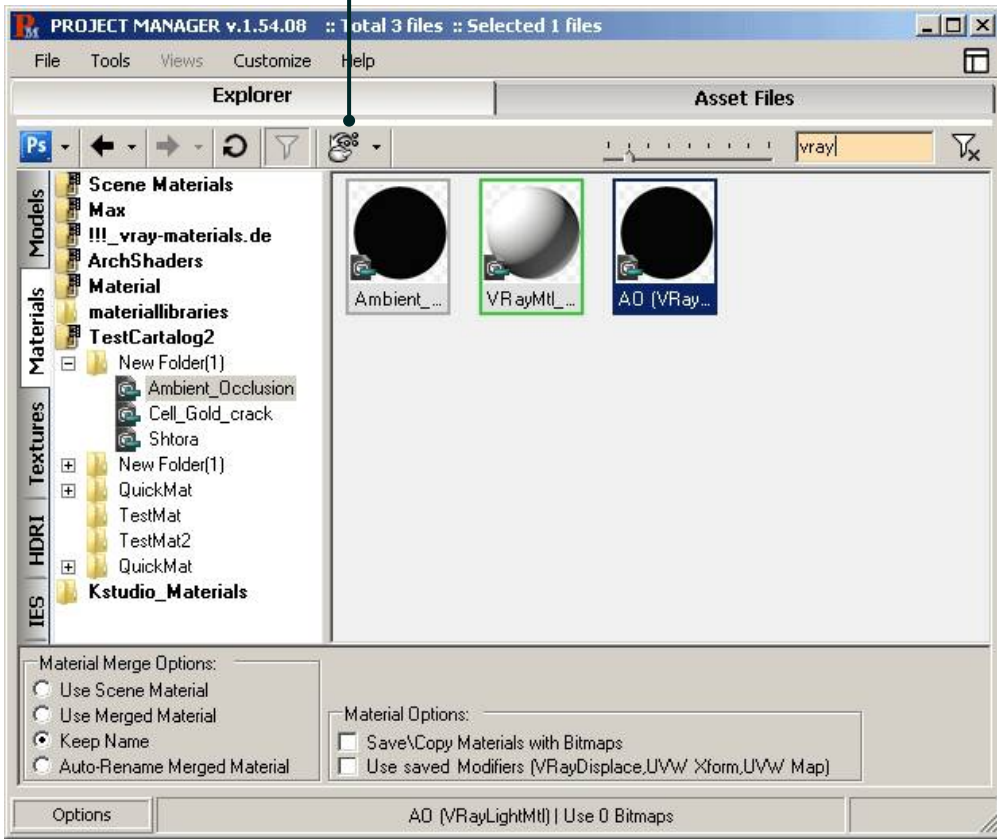
Custom menu	▶	Paint With Selection	☐ X
Thumbnail	▶	Add Custom Menu	☐
Windows Explorer Menu	▶		
Reveal in Windows Explorer			

Render Thumbnails

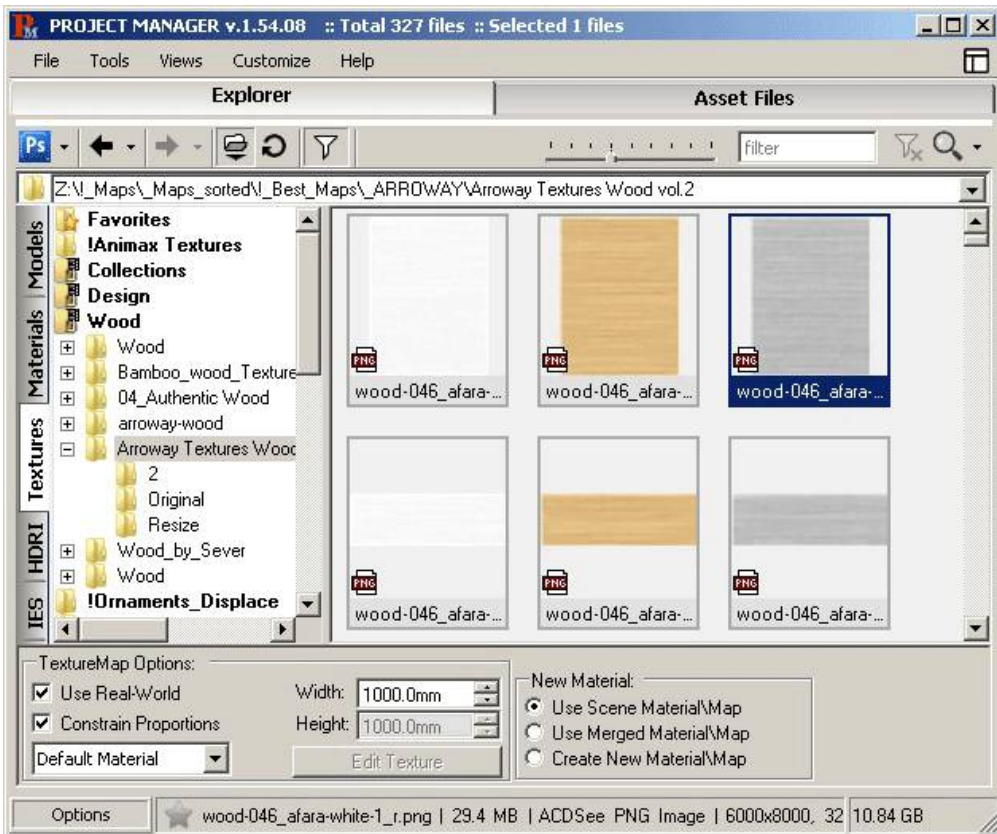
Thumbnail	▶	Render Thumbnail
Windows Explorer Menu	▶	Add to Batch Render&Relink
Reveal in Windows Explorer		Settings

MATERIALS

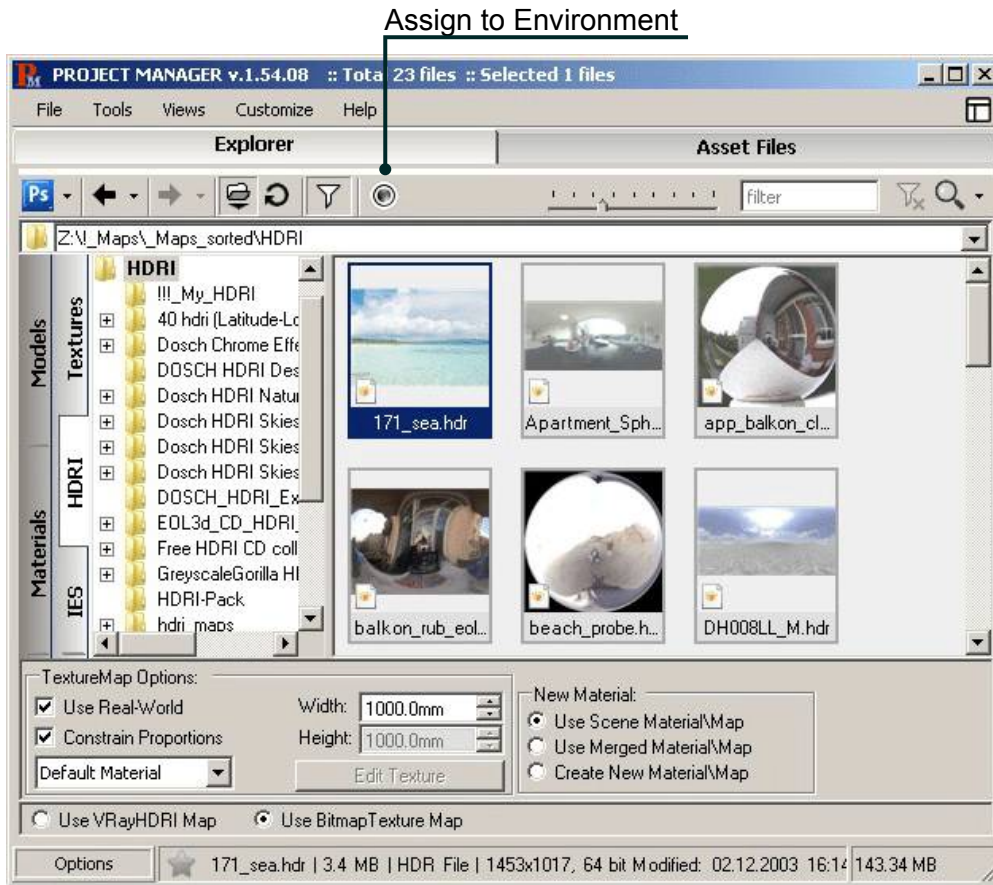
Assign Material to Selection



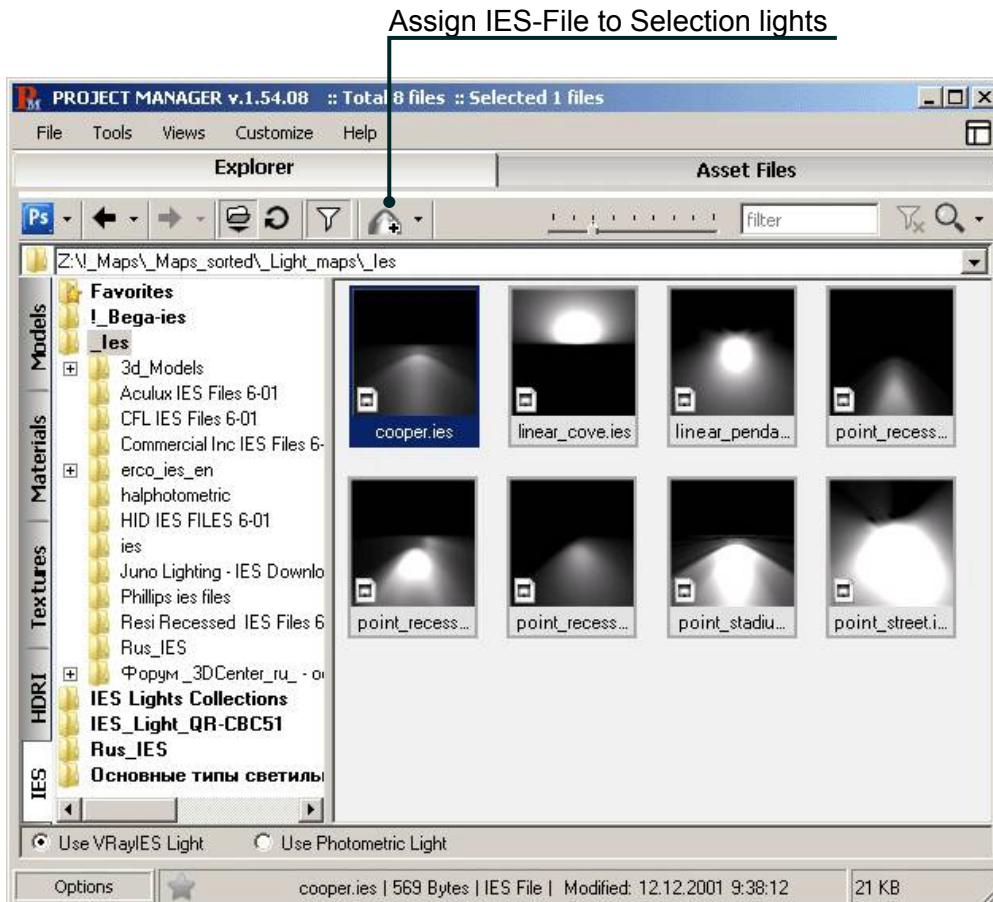
TEXTURES



HDRI



IES



Project Manager | Interface | Asset Files

- Add files to project
- Select dependent to Assets objects
- Put dependent to Assets Bitmaps into Material Editor
- Put dependent to Assets Materials into Material Editor
- Display Assets as Thumbnails
- Display Assets as Details with Thumbnails
- Display Assets as Details
- Refresh Assets




PROJECT MANAGER v.1.54.08 :: Total 6 files :: Selected 0 files

File Tools Views Customize Help

Explorer **Asset Files**

Type	3ds max scene	Path	Status
<input checked="" type="checkbox"/>	Root scene: sofa-ID4.max	Z:_Maps_3d models_Best_Models\Pro3DModels\Divan, Sofa, Ch...	Ok
<input checked="" type="checkbox"/>	Xref Scene: 13.potocco_66p.max	D:\3dsmax2009\scenes\	Ok

Name	Path	Status	Type
 13.potocco_66p.max	D:\3dsmax2009\scenes\	Ok	<input checked="" type="checkbox"/> max <input checked="" type="checkbox"/> jpg <input type="checkbox"/> <input checked="" type="checkbox"/> Images <input checked="" type="checkbox"/> Objects

View filter: Missing:1 Found:3 Ok:2

Selection | FileType

Filter by selected objects On/Off Extension Filter

Collect path: Z:_Maps_3d models_Best_Models\Pro3DModels\I

Map folder: Maps

Search Directories:

- H:\!!!My_Work\Maps_3d models\!!!_Classic_Unsorted\!!!F...
- H:\!!!My_Work\Maps_3d models_Best_Models\www.dor...
- Z:_Maps_Maps_sorted\HDRI
- Z:_Maps_3d models_Best_Models

Collect files... xRefs: Turn in proces

Search&Relink... Search&Relink...

Recursive subfolders...

START

Type

- max
- jpg
- vrmesh
- mib
- exr
- hdr

Exclude file by type from from collecting

3ds Max Scenes Find&Replace Search&Collect Texture As:

Batch Render&Relink

The utility "Batch Render&Relink" is intended for rendering the thumbnails and search\collect the textures for files of models, materials and files with photometric data IES in a batch mode.

With this utility you can make the thumbnails for files 3ds max, 3ds, Vray and Mental Ray Proxy.

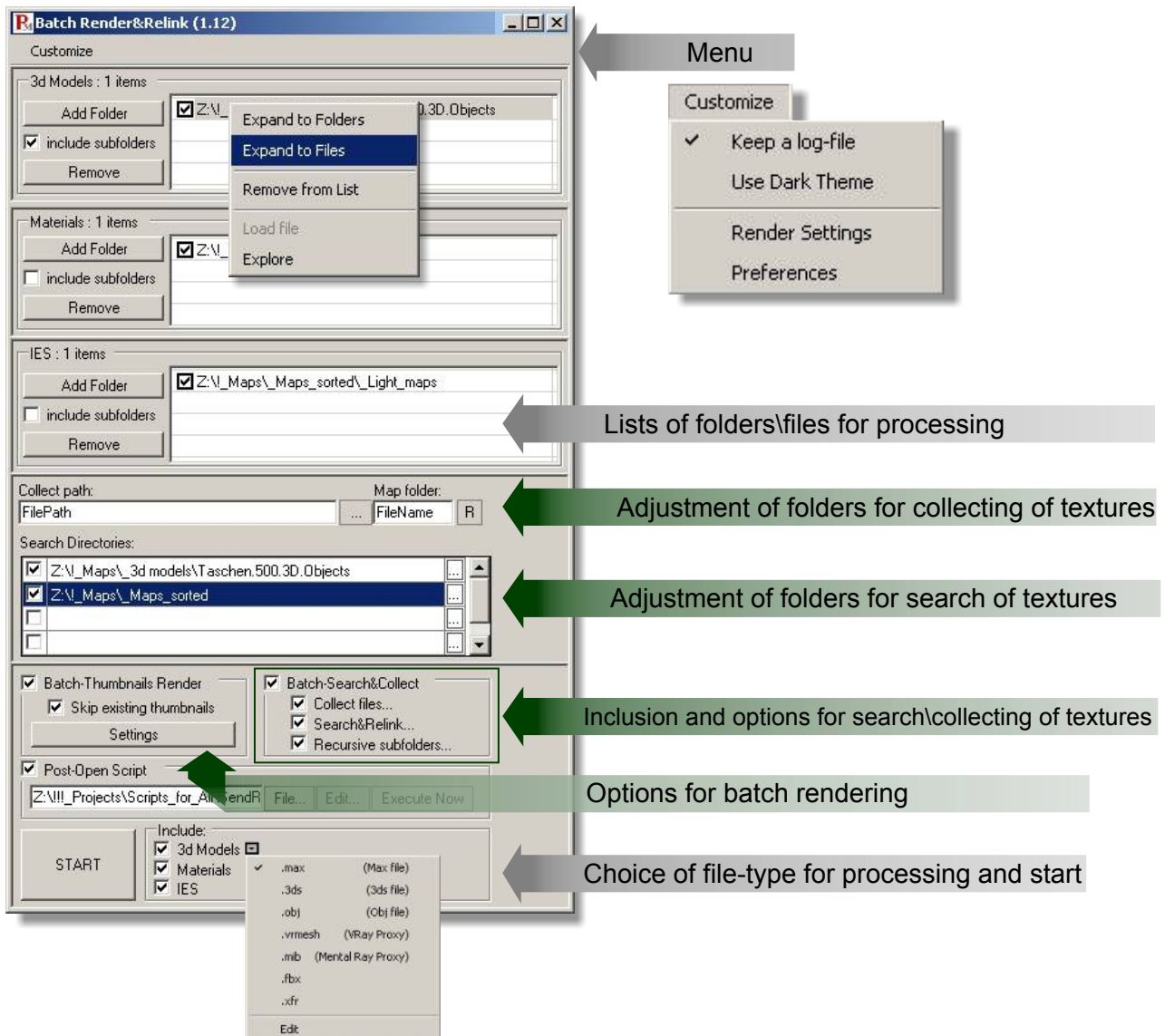
Also this utility can help you find and collect all assets for files of models and materials. (It is inaccessible in the Demo-version)

The batch task of search \collecting of textures and rendering the thumbnails can be executed for one session.

Add files or folders in the corresponding list and press the button "Start".

Working with the tool.

The interface:

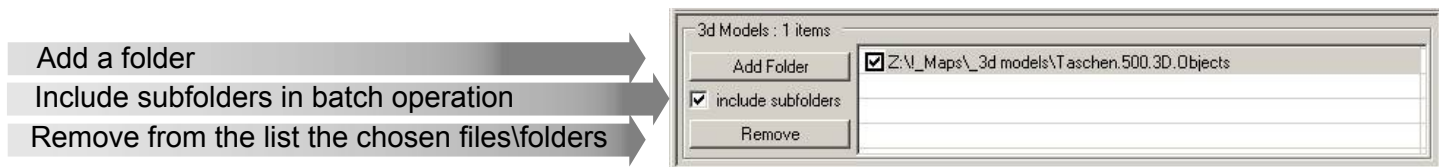


Batch Render&Relink

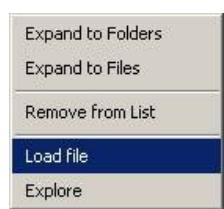
Adding of folders and files for batch processing

Start working with the utility

Add a folder for batch processing in the corresponding list.



With the contextual menu of the list you can execute following actions:



Find and display all subfolders for the folders chosen in the list.

Find and display all files.

For exclusion from processing* files or folders choose them and press the button "Remove" on panel, choose the menu item "Remove from List" or press the "Delete" key.

Also you can choose a 3ds max file and open it with menu item "Load file"

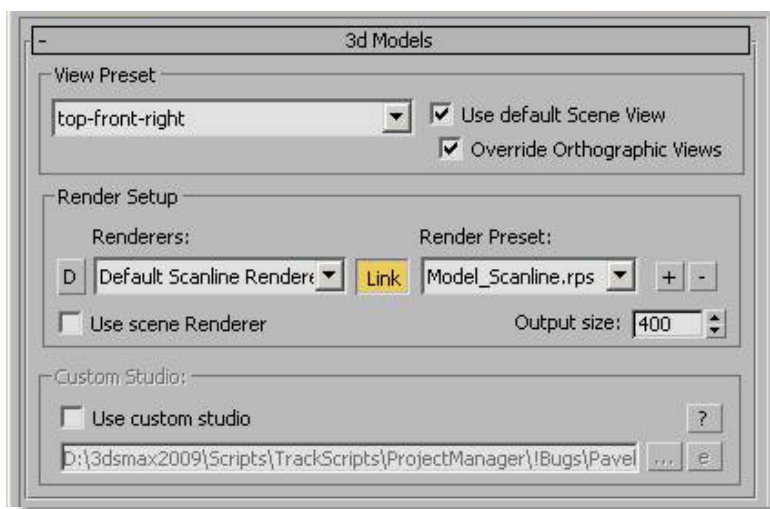
Choose "Explore" to open the file in the Windows Explorer.

*For excluding from the batch rendering files, which is already have the thumbnails, you can set the checkbox "Skip existing thumbnails" in group "Batch-Thumbnail Render".

Rendering the thumbnails for models, materials and IES in a bath mode.

You can work with the utility after installation with default settings, but at desire you can manually set up the process of rendering.

Open the dialog of render settings, by press the button "Settings" in group "Batch-Thumbnail Render".



Batch Render&Relink

Setup a rendering view

You can manually setup a view for render the thumbnail, dependent on model orientation in a scene. As a rule the models are oriented to Front. In that case you can use a default view setting - top-front-right.

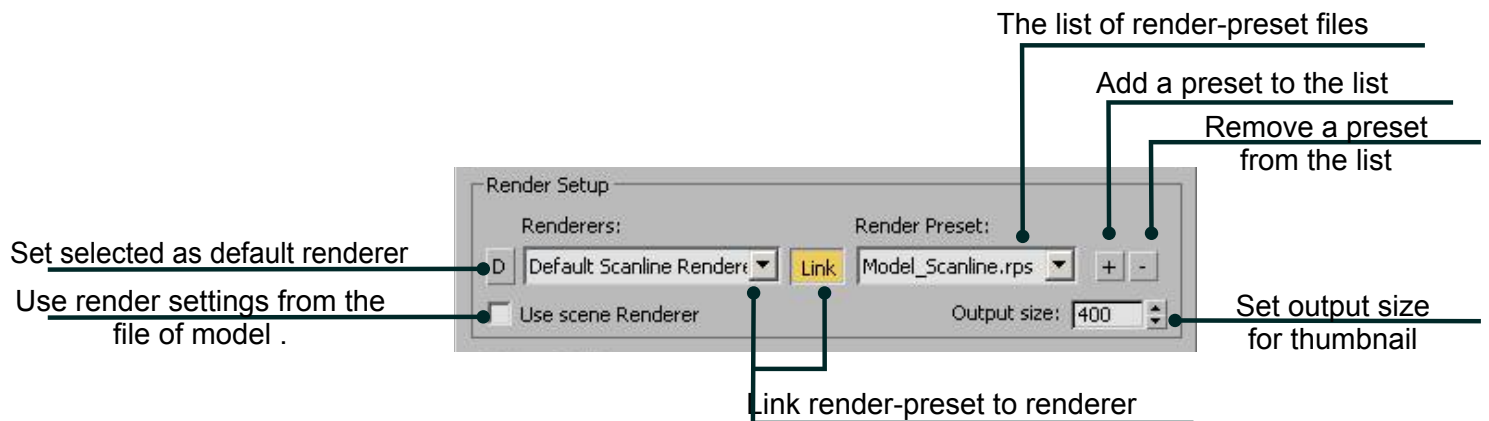
For use the default view point of scene, without changes, turn on the checkbox "Use default scene view". But for reassigning the orthographic views (Top, Front, Right, Left) you can turn on the checkbox "Override Orthographic Views".



Choice and configuring the renderer plugin.

Your library can contains a models and materials which are prepared for for using with different plugins of rendering. The utility can automatically define the compatibility* of your model and material with plug-in renderer.

The utility comes with three render-preset files - for Scanline, Mental Ray and Vray renderers. If you use any other renderer, you can configure and save custom render-preset for use with the utility .**



*Compatibility of the model to renderer determinates by the materials used in the model. For example, "Vray Material" is compatible only to the Vray render, or "Arch & Design (mi)" to the Mental Ray render.

** Do not save your render settings over the render-preset files which are the utility components. Otherwise these savings will be deleted while the installation of the new version of the utility.

Batch Render&Relink

Using the Custom Studio

The program creates the studio while rendering of models and materials by default, but you may create your own file with the studio*, where your models will be rendered in. To activate the ability to create the Custom Studio turn on the checkbox "Use Custom Studio".

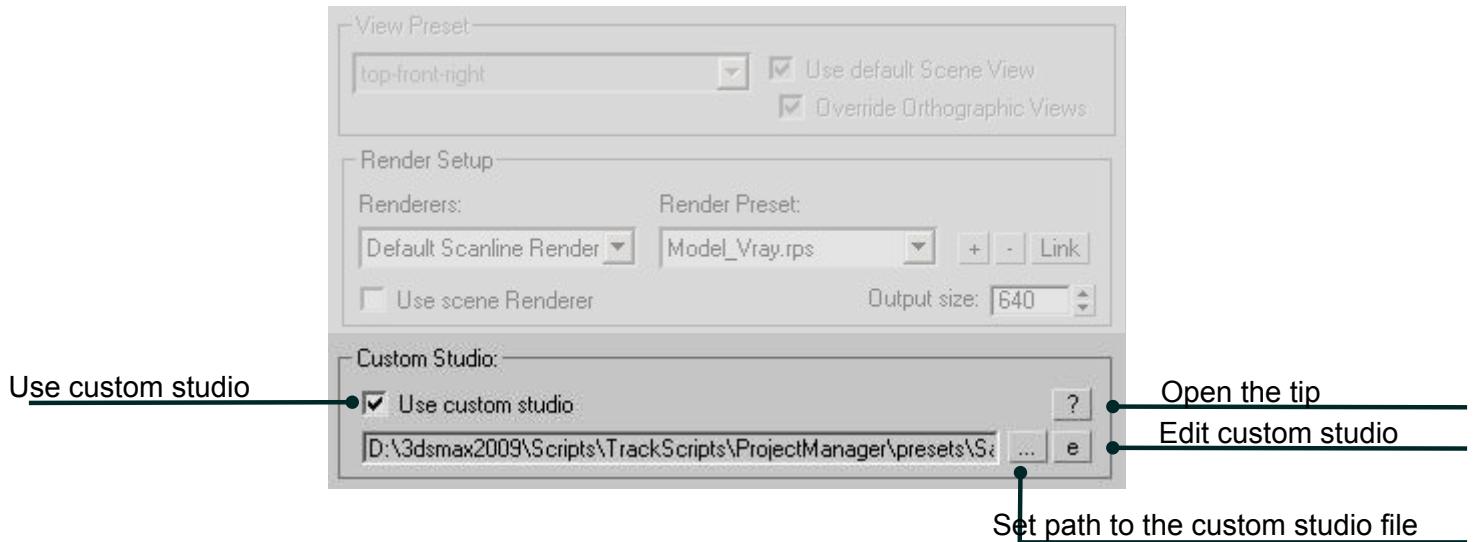
Pay attention, that the settings of the "View Presets" will become unavailable.

The Custom Studio has to contain the camera and the object with the name "SceneDummy" for the correct rendering. (For the Materials renderings the object's name should be "MaterialDummy").

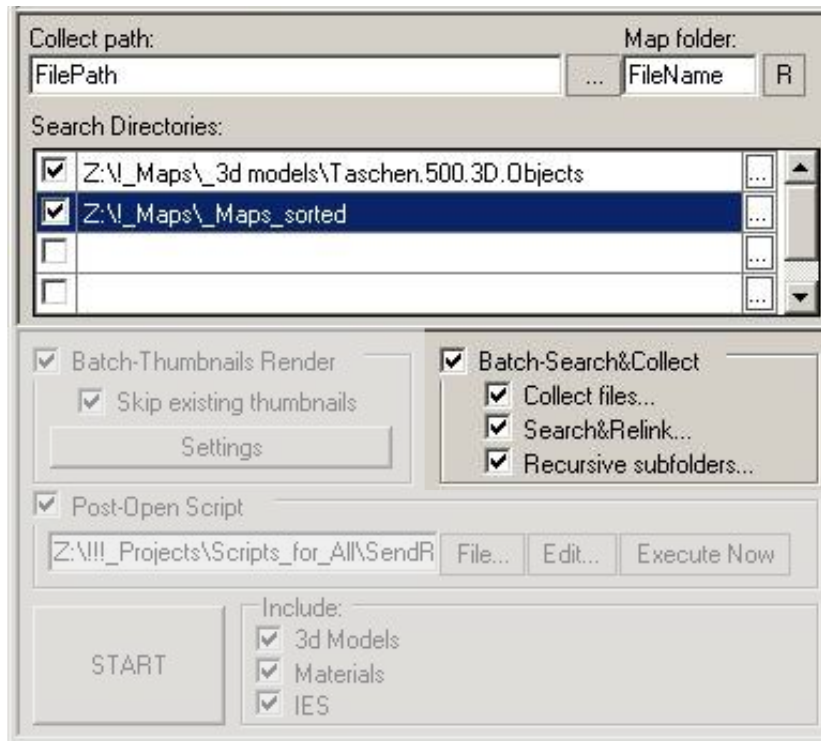
Set the equal size of the final image in the dialog window "Render Setup" and turn on "Safe Frame" in the viewport.

Set the desired view by the object "SceneDummy" or "MaterialDummy".

For additional see the files "Sample_Studio.max" and "Material.max" which go with the utility.



Collecting of textures for models and materials in a batch mode.



*The textures of the materials may appear uncorrect with the mapping by the channel different from 1 when using the Custom Studio.

Also at rendering of multimaterials the materials with the ID more then 1 will be ignored.

Batch Render&Relink

Collect and search the textures.

Turn on the checkbox "Batch-Search & Collect" for collect, search and relink the files in the batch mode.

Turn off all the other checkboxes in the group "Batch-Search & Collect" if you only want to rewrite links to files with the status of # Found.

Collect of textures.



Turn on the checkbox "Collect files" for collecting of textures *.

Following options become accessible:

Collect path: here you can specify a relative or full path to a folder of collecting textures.

"FilePath" in this field specifies that textures will be copied in one folder with a model or material.

Map folder: a name of subfolder in which textures will be collected.

"FileName" specifies, that the name of subfolder will be named by name a file.

Possible options of paths to the collect texture folder:

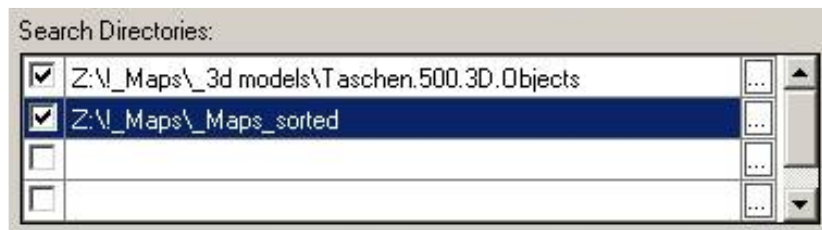
FilePath\FileName – in this case the texture will be copied to the subfolder, named as the file, to the same folder where the file is saved to.

FilePath (the field in the Map folder is empty) – the textures will be copied to the common folder for the file.

Also in the field Collect path you may put the full path to the collect texture folder and put your own name for the subfolder – "Maps" for example.

Press the button "R" for return of settings for collecting folder to their default.

Search of textures.



For search of the textures turn on the checkbox "Search&Relink"*

The settings of the folders for the search will become available.

You may add nearly unlimited quantity of folders for the search.

In order to add the folder type in the path to the field and press the button with three dots.

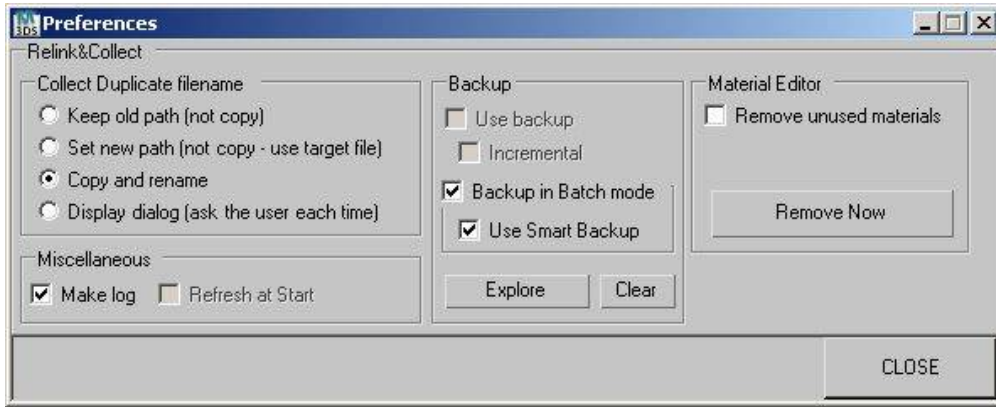
In order to exclude the folder out of search turn off the checkbox.

In order to delete the folder press the "Delete" button.

* The links to the textures will be automatically corrected.

Batch Render&Relink

Settings for collect of textures



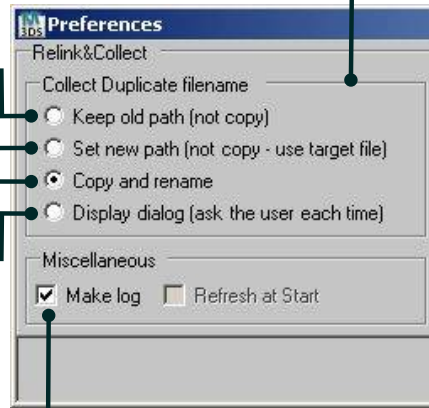
Configuration for copying the files with the same name, but different in content.

Do not copy the file and not to change the link

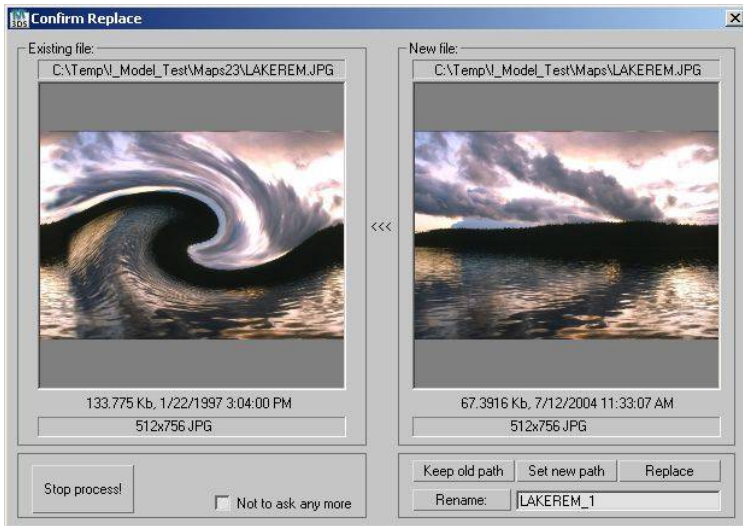
Do not copy the file and set the link to existing file in the collecting folder.

Copy and rename the file automatically

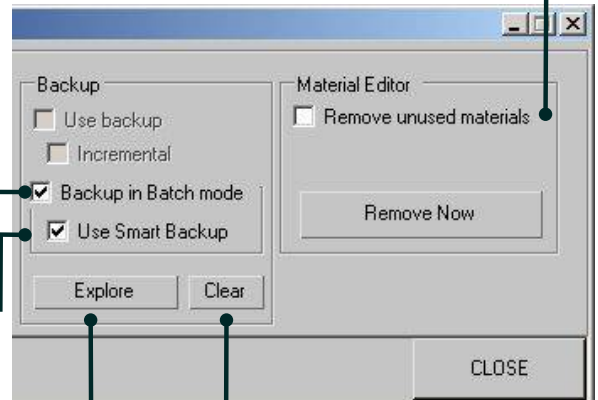
Display a dialog with ability a choise of action.



Save a log (The log will be saved to folder "UserScripts\ProjectManager\Temp\Log")



Remove unused materials from the Material Editor



Keep a copy of the file in the folder "Autoback\FPF_Batch_Backup"

Keep a copy of only the last file.

Open Backup folder ("autoback\FPF_Batch_Backup")

Clear Backup folder