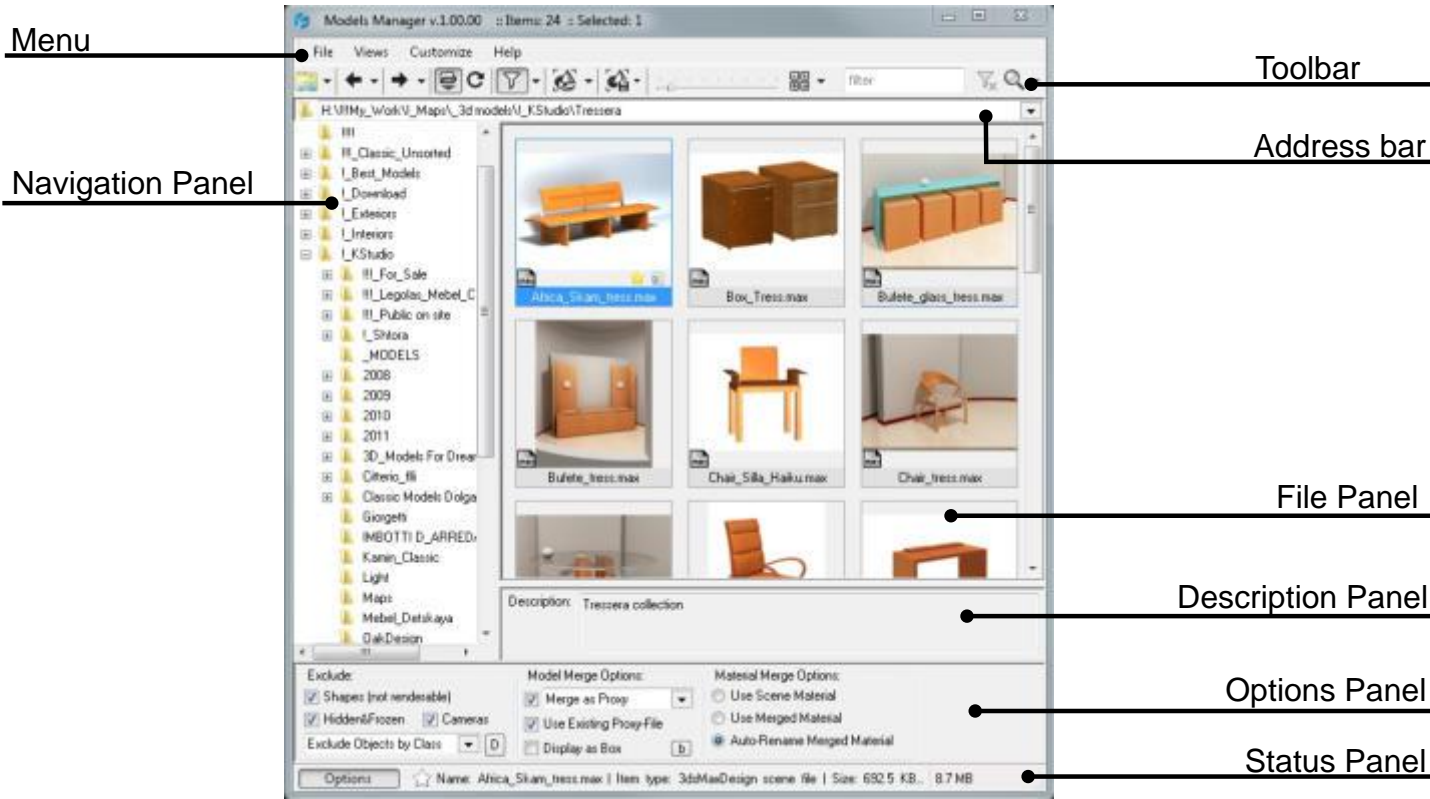
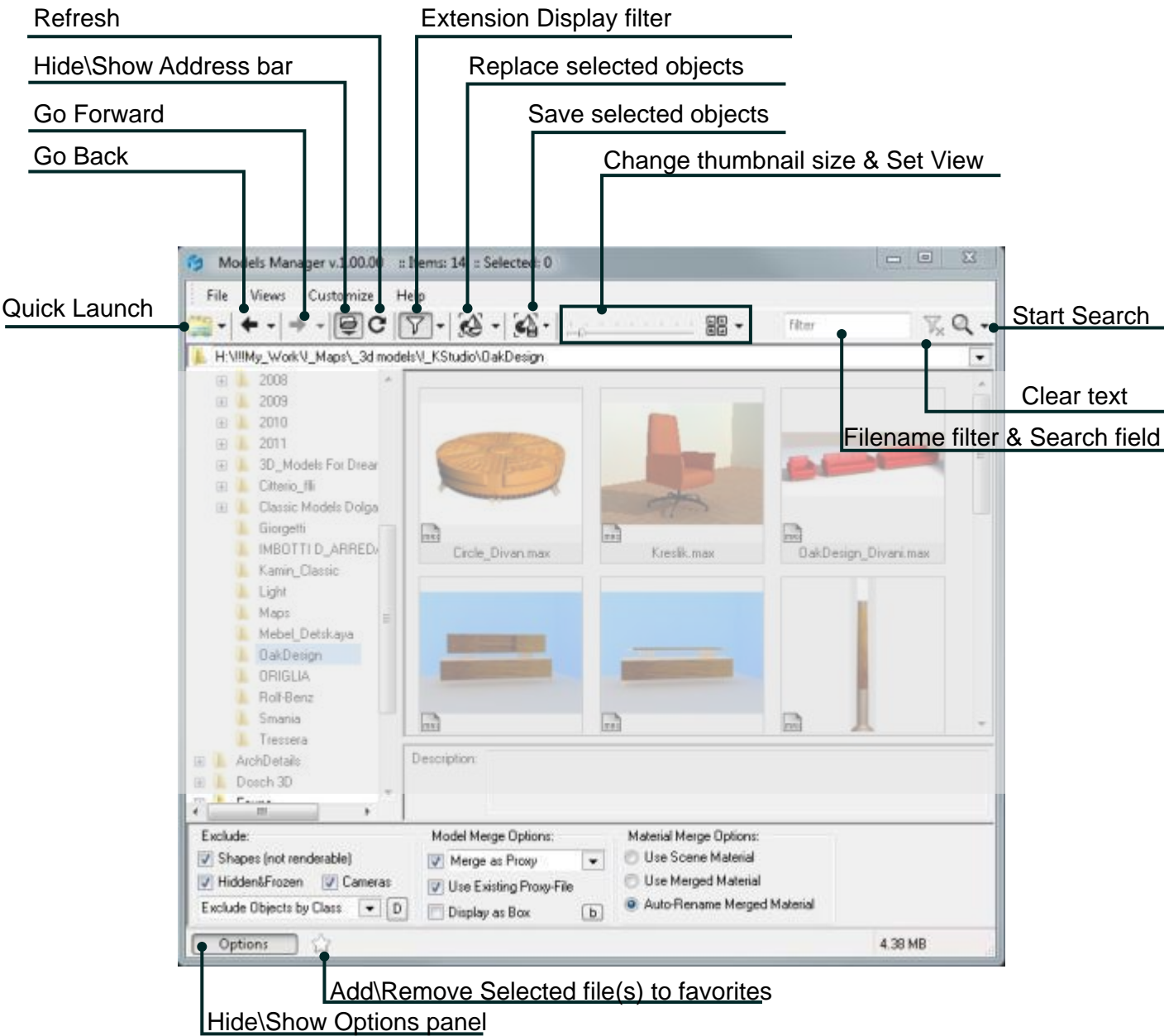


# MODELS MANAGER

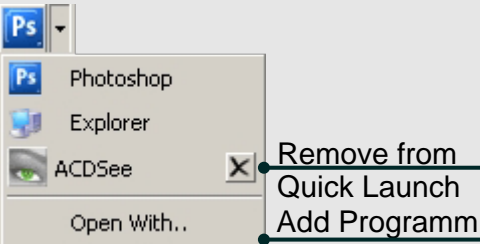
# Interface



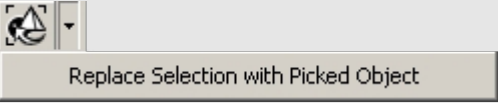
# Interface



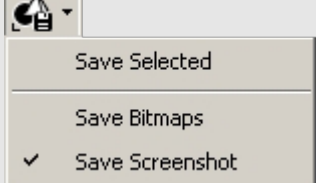
## Quick Launch



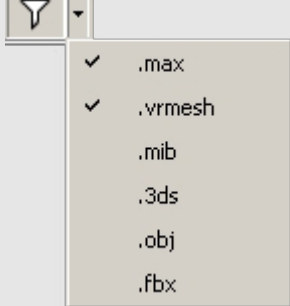
## Replace selected objects



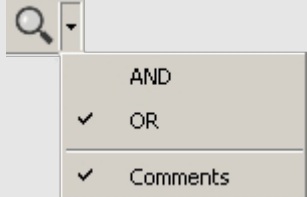
## Save selected objects



## 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		
Thumbnail	▶	Add Custom Menu		
Windows Explorer Menu	▶			
Reveal in Windows Explorer				

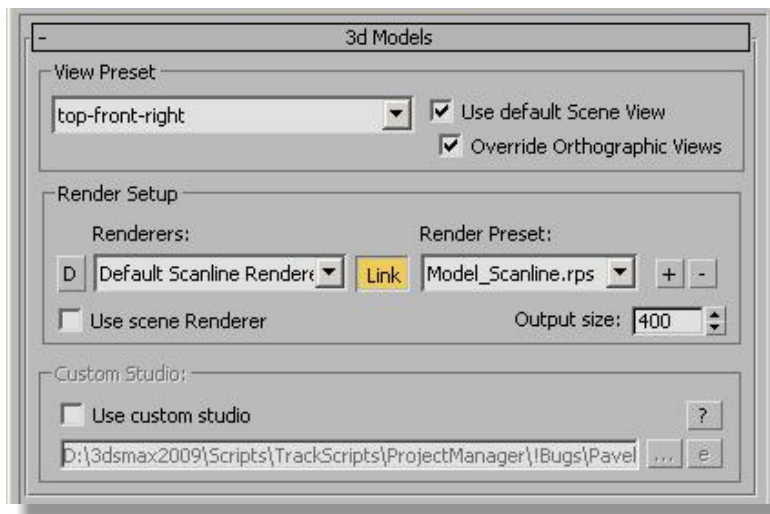
Render Thumbnails

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

## Rendering the thumbnails for models.

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 pressing the item "Settings" from menuitem "Thumbnail" in context menu.

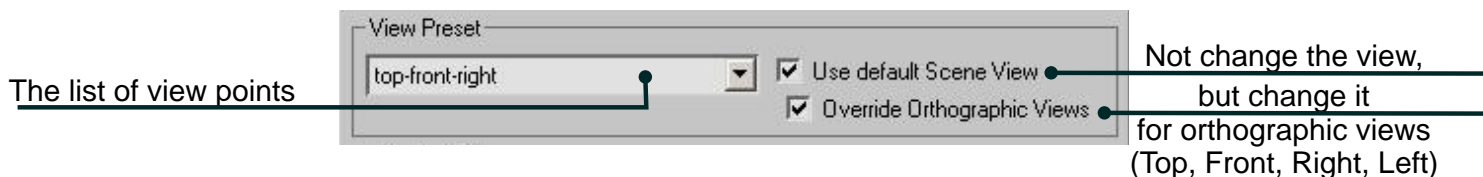


### Setup a rendering view

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".

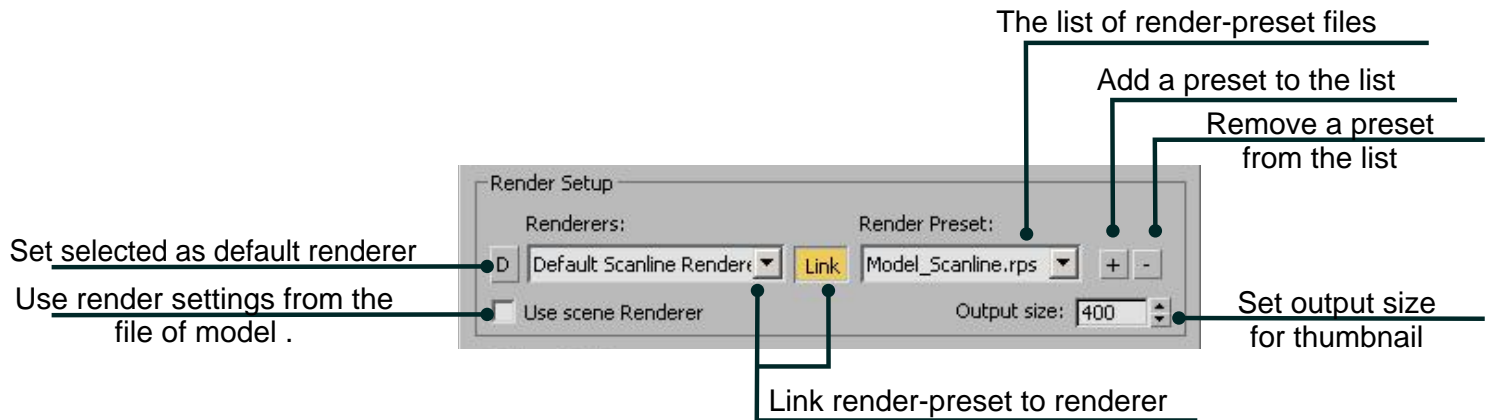


## Choice and configuring the renderer plugin.

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 with plug-in renderer.

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



## 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".

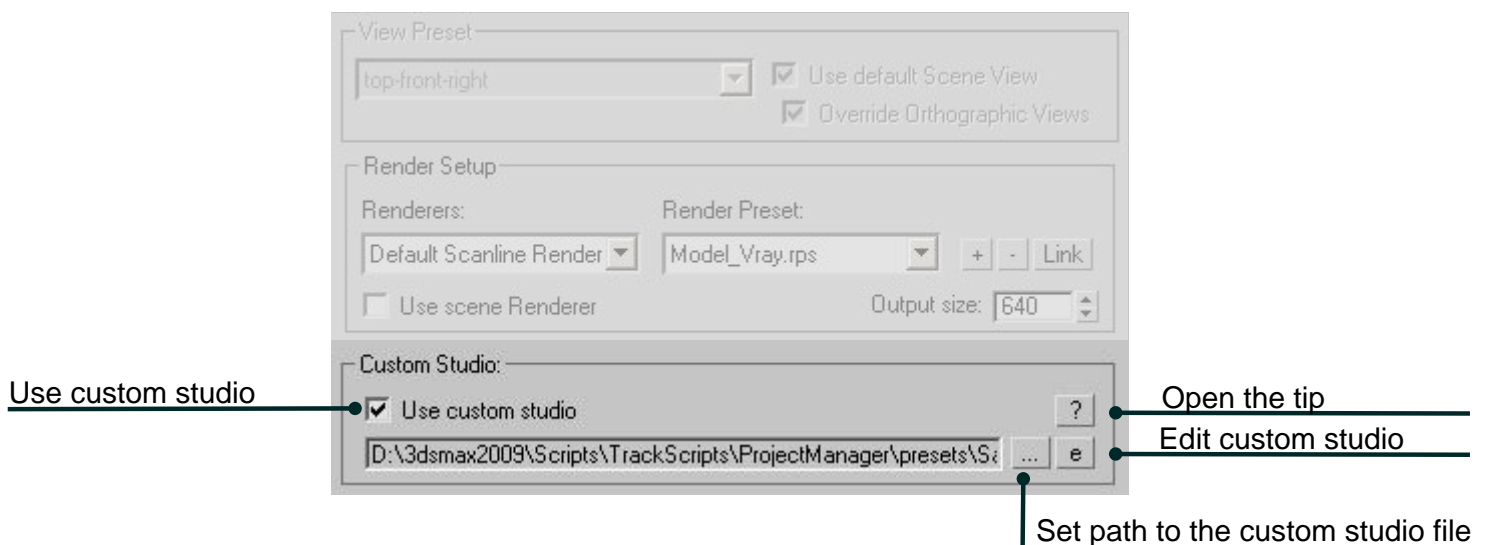
Pay attantion, that the settings of the "View Presets" will become unavailable.

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.



\*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.

\*\*\*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.