

SMART CAMERA VIEW 2.68 QUICK GUIDE

UPDATED DATE: 2021.10.19

FULL MODE

Full mode is the default mode of smart camera view when you start the script. This mode includes full features of switching, tweaking, settings and batch rendering.

"Select Camera" group

- Camera list: show all cameras in scene. You can use mouse actions to interact with the camera right in this list by left clicking, double clicking or right clicking. You can customize the function of these mouse buttons in settings.
- "A" button: click to select all cameras in scene. Right-click to select only cameras that are not hidden.
- "N" button: click to select all cameras with the same prefix name. You must select exactly 1 camera to perform this function.
- "R" button: click to select all cameras with the same aspect ratio. You must select exactly 1 camera to perform this function.
- "V" button: click to select current active camera node.
- "▲" and "▼" button: click to select the camera above / below current selection. Right-click to select the first / last camera.
- "IV" button: click to invert current camera selection.
- "LT" button: click to lock transform of the selected cameras.

"Camera Name" group

- Camera name text field: enter new name for selected cameras.
- "X" button: click to clear camera name in editable text field
- "Apply" button: click to rename selected camera.
- "Auto" button: click to rename all cameras with current 3dsmax filename as prefix.
- "Prefix" button: click to add [l]andscape, [s]quare or [p]ortrait prefix based on aspect ratio. Right-click to remove aspect ratio prefix in camera name.
- "Reset" button: click to erase all script data in camera name.

"Ratio Preset" group

- "X : Y" button: click to set x:y aspect ratio to current selected camera, Right-click to set y:x aspect ratio to current selected camera. For "1:1" button, Right-click will set "gold" ratio to selected cameras (approximately equal to 1.618).

- “A x B” button: click to apply this preset to the selected cameras. Right-click to set current W x H as resolution preset for this button.

“Render Output” group

- W, H, R spinner: set new Width, Height, Aspect Ratio for selected camera. The effect will be immediately visible in the viewport, but you must click Apply to save it to the camera.
- Small “L” button: click to lock aspect ratio.
- Small “O” button: click to enable overscan function.
- “Apply” button: apply render width & height to the selected cameras.
- “Invert” button: click to invert selected cameras render resolution.
- “Double” button: click to double the selected cameras render resolution.
- “Halve” button: click to halve the selected cameras render resolution.

“Batch Render” group

- Output path text field: show current output folder. Note that it is read-only to prevent users from making the wrong path, and you will not be able to edit the path here.
- Small “...” button: click to choose new output folder.
- “Open” button: open render output folder.
- “Default” button: click to use default path for output folder. You can change the default path in settings.
- “Current” button: click to use current 3dsmax file path for output folder.
- “Last” button: click to use last batch render output path for output folder.
- File type radio button: click to change output file type.
- “Render All” button: click to batch render all cameras. Right-click to batch grab viewport all cameras.
- “Render Sel” button: click to batch render selected cameras. Right-click to batch grab viewport selected cameras.
- “Render Last” button: click to render last batch.

“Smart Camera View” group

- “Lite Mode” button: click to switch to lite mode.
- “Setting” button: click to open smart camera view setting.
- “About” button: click to view information of current version.

LITE MODE

Lite Mode is a super-simplified mode of Full Mode, in this mode, it will only display the extended camera list (23 line vs 14 line). Camera interaction features work exactly the same in Full Mode.

SCRIPT SETTINGS

You can access the settings from both Full Mode and Lite Mode by clicking the Settings button located in the middle at the bottom of the script. This will store all the settings of the script for users to customize.

“Camera Icons” group

- “Use custom color” checkbox: enable to Use custom color for cameras wireframe.
- “Default” button: click to reset camera wireframe color.

“Lock Viewport” group

- “Enabled” checkbox: enable to lock switch camera function to viewport ID. It will automatically disable if you use maximize viewport.
- “Current Viewport Lock ID” button: show ID of viewport locked with script's camera switch function. Click to update Lock ID to current Viewport ID.

“Select Camera Settings” group

- “Selection sync” checkbox: enable to synchronize selection of camera list and selection of camera in viewport. Disabling it will slightly increase the performance of the camera interaction features
- “Only in Full Mode” checkbox: enable to use selection sync only in full mode and disabled Selection Sync in Lite mode.
- “Fast select mode” checkbox: enable to automatically switch to the Create mode if you are in the Modify mode when selecting with script open. It will increase the performance of 3dsMax significantly when switching cameras in particular, and selecting objects in general.
- “Auto safe frame” checkbox: enable to only use 'Fast select mode' when selecting or switching to a camera. The selection of other objects will not be affected.
- “Run in background” checkbox: enable to automatically turn on safe frame when switch viewport to a camera view.
- “For cameras only” checkbox: enable to keep using 'Auto safe frame' function even when the script is close.

“Mouse Function Settings” group

- “Right-click function” drop-list: select the function when right-clicking a camera in the list.
- “Double-click function” drop-list: select the function when double-clicking a camera in the list.

“Camera Name Settings” group

- “Automatically rename duplicate cameras” checkbox: enable to automatically rename duplicate cameras when importing into camera list (recommend).
- “Remove space” checkbox: enable to remove space when apply new camera name.
- “Replace with _” checkbox: enable to replace space with the underscore character.

“Default Output Path” group

- Default output path text field: show current default output path. Note that it is read-only to prevent users from making the wrong path, and you will not be able to edit the path here.
- Small “...” button: click to choose new default output path.

“Output Path Settings” group

- “Create subfolder” checkbox: enable to create a subfolder inside output path. You can enter new name for subfolder in text field in the right.
- “Always use current project output path” checkbox: enable to always use current project render output path. When enabled, it will disable “Default”, “Current” and “Last” button in main interface.
- “Save rendered images in date folder” checkbox: enable to save rendered images in a folder named with current date.

“When Render Complete” group

- “Open output folder”checkbox: enable to open the output folder in window explorer when batch render complete.
- “Show prompt ”checkbox: enable to show prompt to open the output folder when batch render complete.

“Other Setting” group

- “Switch on start” checkbox: enable to change the active viewport to the selected camera view when opening the script. You must select exactly 1 camera not the target to perform this feature. If the selection is invalid, the script will start normally.
- “Use hot switch” checkbox: enable to prevent script from opening when successfully executing switch on start function
- “Use sticky dialog” checkbox: enable to stick the setting dialog to the script's main interface while moving across the screen.
- “Reverse order” checkbox: enable to reverse order of setting dialog and script's main interface when using sticky option.
- “Save dialog pos.” checkbox: enable to save the position of dialogs on the screen. Disabling it will make the script always start in the center of the screen.
- “Save dialog state” checkbox: enable to save the open state of setting dialog when closing the script. This option may make the script open a bit slower than usual.
- “Save” button: click to Save current settings preset.
- “Load” button: click to Load settings preset.
- “Reset” button: click to Reset all settings to default value.