

Saving and Loading a Layout Scene

Saving the Components

Each component type should be saved in separate folders for organization. You should have a main project folder with a descriptive name (such as “Car Chase_Project”), and a minimum of three subfolders: Objects, Images, and Scenes. You may create more folders for other functions, such as motion files and sky maps. Save ALL files in these folders.

Saving a Scene

1. Go to File > Save > Save All Objects. This is immensely important, unless you like losing all the texturing and resizing you’ve done and being forced to do it over next time you load a scene. This should always be the first type of save you do.
2. Go to File > Save > Save Scene (or press “s” on your keyboard). Always choose to save this in your scene subfolder.
3. If you have used a displacement map (such as to make a landscape), you may choose to use File > Save > Save Transformed Object while the object is selected. This will allow you to save the transformed mesh and manipulate it in Modeler.
4. Make sure you save all textures you use (in the Textures or Images subfolder). If you do not, your object will not be textured when you next load it. Procedural textures built into the program do not need to be saved.

Loading a Scene

1. To load a scene you have previously saved, go to File > Load Scene. If you have recently loaded the scene, however, you can find it in File > Load > Recent Scenes > [your filename].
2. The program may be unable to find a file. If so, a screen will pop up saying: “Cannot find ‘[file]’. Select an alternate file?” Choose “Yes” and locate the file in its folder. If you select “No,” the file will be missing when you load the scene.
3. Be sure to save your scene after you’re done working with it.