# Renderpeople Resizer
# User Manual

**for plug-in version 1.0 for Autodesk 3ds Max**

## Table of Contents

# 1   General information

The Renderpeople Resizer plug-in has been developed for the software Autodesk 3ds Max and works with all versions from 3ds Max 2013 up to 3ds Max 2018. Please notice, that we cannot give any support for older versions of 3ds Max. Moreover the plug-in does not work for any other 3D applications like Cinema 4D or Autodesk Maya, yet. However, please feel free to send us your feedback on the plug-in or any other of our products via mail at info@renderpeople.com. We always try to improve our service and the quality of our products.

The plug-in is free to download and to use for everybody.

# 2   What is the Renderpeople Resizer plug-in used for?

High-resolution textures, e.g. the 8K textures that we hand out with our Renderpeople characters, give a huge advantage in terms of quality and sharpness. However, you do not always need such high resolutions for objects in the middle- or background of your 3D scenes. In addition to that, having hundreds of high-res textures in your scene can clutter your system's memory and thereby slow down your working performance intensively.

Manually resizing huge amounts of textures can be a very tedious process. The Renderpeople Resizer plug-in can resize and relink hundreds of textures in your 3D scene within only a couple of seconds and with only a few mouse clicks. Of course, your original textures stay untouched and can be relinked at any time. So the plug-in enables a fast and efficient texturing workflow, which can be a real time and money saver.

# 3   Installing the plug-in

**Before installing our plug-in, please save your current custom user interface as a backup. To save your user interface, use the "Save Custom UI Scheme..." under the "Customize"-tab.**

Please download the latest plug-in version on our website. After downloading the plug-in, unzip the renderpeople_resizer_max_v1.0.zip file and move the unzipped **renderpeople_resizer_max_v1.0** folder to the following location on your hard drive:

…\3ds max installation path\scripts\startup\
The concrete file path depends on the installation path of Autodesk 3ds Max on your system.

After placing the folder properly, simply start 3ds Max and the Renderpeople Resizer plug-in will install automatically. A message (see figure 01) will pop up, which asks you to restart 3ds Max to finish the installation process. After restarting 3ds Max, the Resizer plug-in's toolbar will appear and so the plug-in is ready to use.
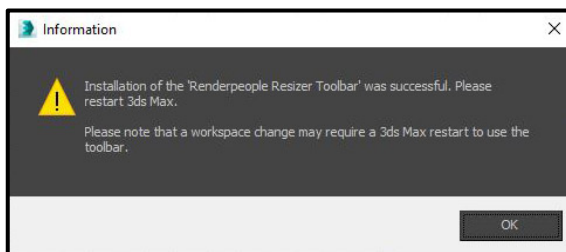


figure 01 – Renderpeople Resizer Installation

# 4   How to use the plug-in

Figure 02 shows the plug-in's toolbar, which you can place freely within your 3ds Max user interface. Each of the icons in the toolbar represents one of the functions integrated into the plug-in. In the following, the use of every of those functions is explained in detail.



figure 02 – Renderpeople Resizer Toolbar

### Resize

This function resizes all textures, which are connected to any of your selected objects or hierarchies, to a target resolution of your choice.

To use this function please select at least one or more objects in your 3D scene. Selecting the top of a hierarchy is also an option and will resize all textures connected to any of the objects within the given hierarchy. After selecting objects, please click on the Resize icon and choose a target resolution of your choice in the upcoming window (see figure 03). The following target resolutions can be chosen:

- 256 px
- 512 px
- 1024 px
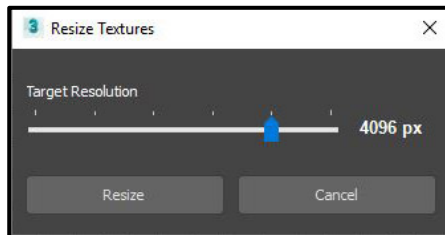- 2048 px
- 4096 px
- 8096 px



figure 03 – Target Selection Window

After choosing a target resolution, please click on Resize to start the resizing process. A status window (see figure 04) will show you the recent progress. Depending on the amount of connected textures, the process might take between a couple of seconds and a few minutes to finish.
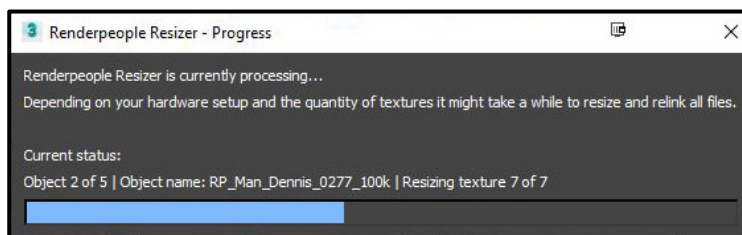


figure 04 – Progress Bar Window

The resizing process is finished when the status window closes. An error message with detailed information will pop up, if any errors occurred during the resizing process. (see figure 05 as an example for the error message window)

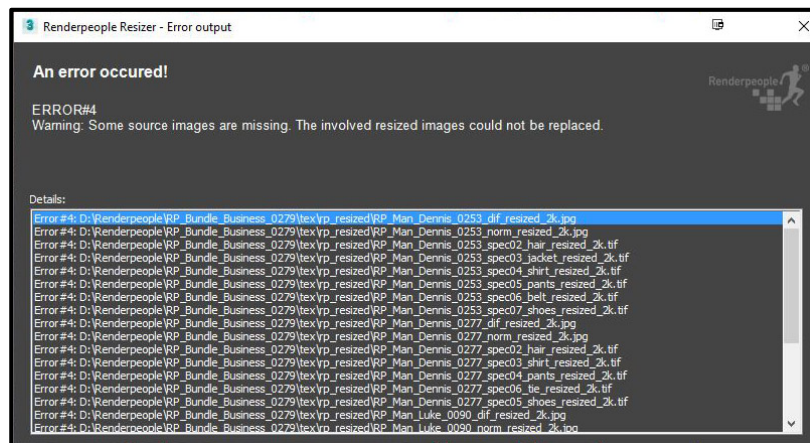For further details on the resizing process please refer to chapter 5.

figure 05 – Error Message Window

### Resize to 1K

Technically this function is a shortcut to using the standard Resize function and choosing 1024 px as target resolution.

Please refer to the description of the Resize function to get more information about its usage and the functionality.

### Resize to 2K

Technically this function is a shortcut to using the standard Resize function and choosing 2048 px as target resolution.

Please refer to the description of the Resize function to get more information about its usage and the functionality.

### Resize to 4K

Technically this function is a shortcut to using the standard Resize function and choosing 4096 px as target resolution.

Please refer to the description of the Resize function to get more information about its usage and the functionality.

### Select all resized objects

This function automatically selects all objects in your 3D scene, which already have any resized textures connected.

To use this function, simply press the button once. Doing so will automatically select all objects in your 3D scene, which already have resized textured applied. Thereby you can easily identify which 3D objects are still connected to their original non-resized textures and which ones are not. This might help you with getting a better overview regarding texture sizes in your scene.

### Reset all objects

This function relinks the original non-resized textures for all objects in the scene.

To use this function, simply press the button once. Doing so will automatically reconnect the original non-resized textures for all objects in the scene. As a result, everything is back to normal and none of the objects will contain resized textures any more.

### Reset selected objects

This function relinks the original non-resized textures for selected objects.

To use this function, first choose and select one or more objects or any hierarchy that you would like to reset in terms of textures. After applying your selection simply press the button once. Doing so will automatically reconnect the original non-resized textures for all selected 3D objects in the scene.

### Information

This function opens a window, giving you information about Renderpeople and the Resizer plug-in. You can also check for updates for the Renderpeople Resizer.

To use this function, simply press the button once. **Figure 06** shows the information window which will pop up. The Check link will guide you to the plug-in's page on the Renderpeople website, where you can check for updates or any other plug-in related information.
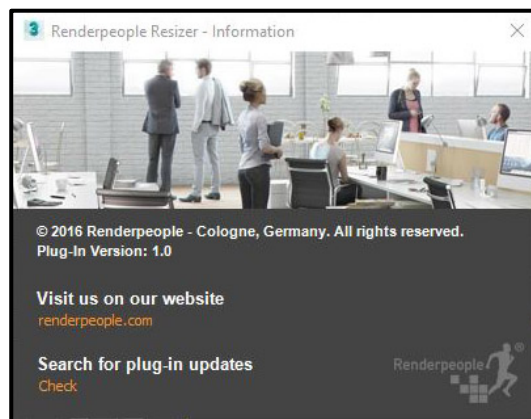


figure 06 – Information Window

## 5 Detailed information about the resizing process

### Supported image formats

The Renderpeople Resizer plug-in only supports image formats with a JPG, TIF, PNG or TGA ending. Alpha channels are supported for TIF, PNG and TGA files.

### Image proportions and sizes

The Renderpeople Resizer plug-in will always refer to the horizontal resolution when resizing an image. As a result the proportions of an image will never be changed. Some examples on how the plug-in will resize an image are shown below in figure 07.

| Resolution of the original image | Target resolution | Resulting resolution of the resized image |
|---|---|---|

| 8192 x 8192 px | 1024 px | 1024 x 1024 px |
|---|---|---|
| 8192 x 4096 px | 2048 px | 2048 x 1024 px |
| 16000 x 5000 px | 8192 px | 8192 x 2560 px |
| 2048 x 4096 px | 512 px | 512 x 1024 px |
| 2000 x 500 px | 256 px | 256 x 64 px |

figure 07 – Table of resulting resolutions

## Channels (RGB and RGBA)

The Renderpeople Resizer plug-in will recognize and retain an existing Alpha channel when resizing a TIF, PNG or TGA image file. However, if the source image only contains RGB channels, the resulting resized image will also always be an RGB image without Alpha Channel.

## Bit depth of an image

The Renderpeople Resizer plug-in will save all resized image files as an 8 bit per channel image, regardless of what the bit depth of the non-resized source image is. This will happen concerning improvements in terms of file size and your 3D software's performance. Since the Resizer plug-in is mainly designed for shrinking images due to unnecessary high resolutions, a loss in bit depth won't affect the result of your renderings in most cases.

## File location of resized images

The Renderpeople Resizer plug-in will save all resized images in a specific folder named rp_resized. The folder will automatically be created in the existing file path of the non-resized original textures. If the original textures are spread over several locations, one rp_resized folder will be created in each of the given directories.

## Resizing an already resized texture

If an object is already connected to a resized texture and you try to resize it again, the Renderpeople Resizer plug-in will of course use the non-resized source image for the resizing process to prevent a loss in quality.

Example: In its material an object has an 8K texture, named myTexture.jpg, connected. Using the Resizer plug-in the original texture is now being resized to a 1K resolution. The resulting image file will be saved as myTexture_resized_1k.jpg in the corresponding rp_resized folder and of course will also be reconnected in the 3D scene. When selecting the object again and choosing Resize to 2K, the Resizer plug-in will use the original non-resized texture myTexture.jpg for resizing to 2K. The resulting image file myTexture_resized_2k.jpg will also be saved in the rp_resized folder and connected to the corresponding material in place of the 1K texture.

## Deletion of resized images

The Renderpeople Resizer plug-in will never delete any of the resized images nor the corresponding rp_resized folder. Of course, you can delete the files or even the entire folder manually if needed.

If any of those deleted resized files were still connected in your 3D scene and thereby get disconnected accidentally, you can easily use the Reset all objects or Reset selected objects function to reconnect the original textures to fix any broken texture links in your scene.

## Absolute and relative paths

Concerning the resized images in the rp_resized folder, the Resizer plug-in will always connect all files through absolute paths. However, when reconnecting the original non-resized files via the Reset all objects or Reset selected objects function, two possible scenarios can occur.

- If the original textures were connected via relative paths prior to resizing, the Resizer plug-in will recreate those relative paths when using the above mentioned functions.
- If the original textures were connected via absolute paths prior to resizing, the Resizer plug-in will recreate those absolute paths when using the above mentioned functions.