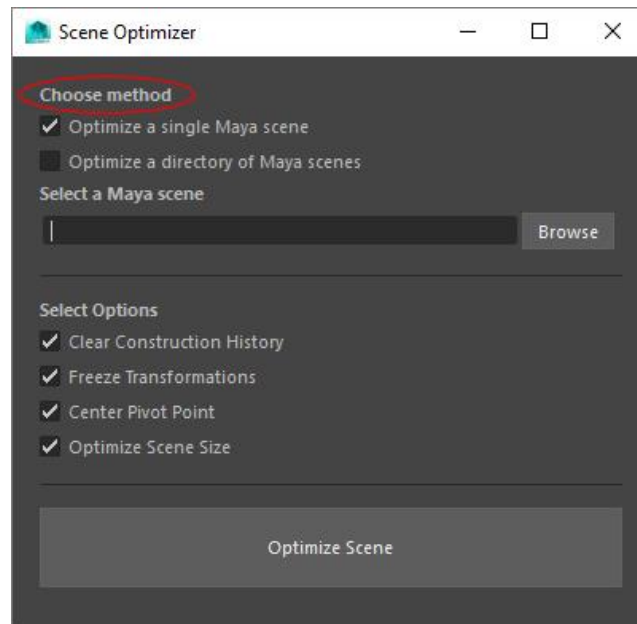
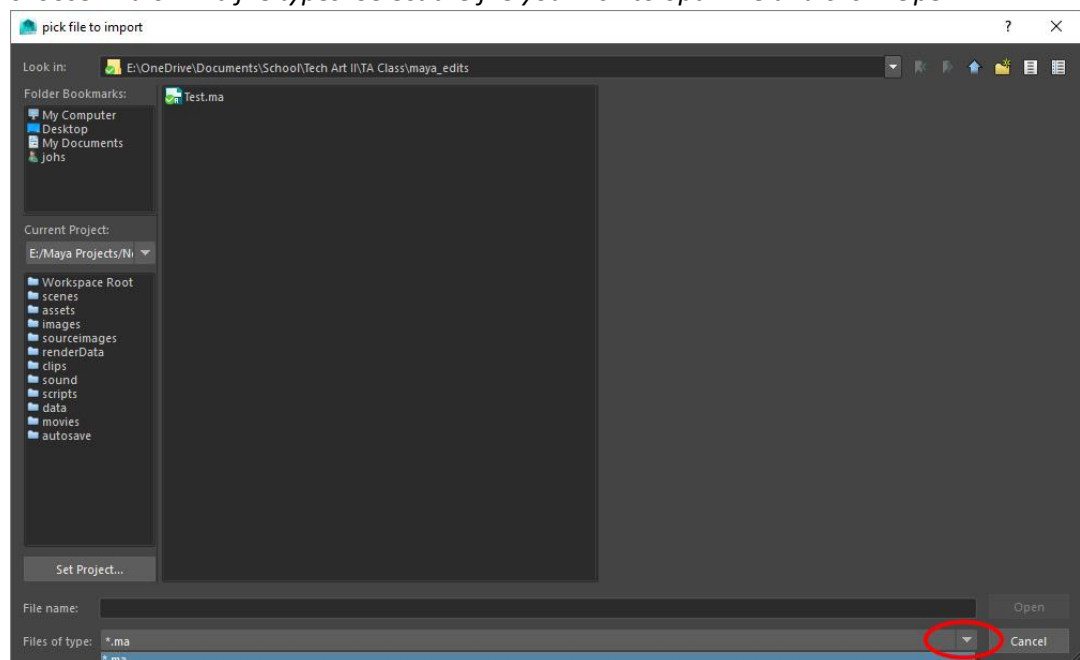


# Maya Scene Optimizer Tool Step-by-step Guide

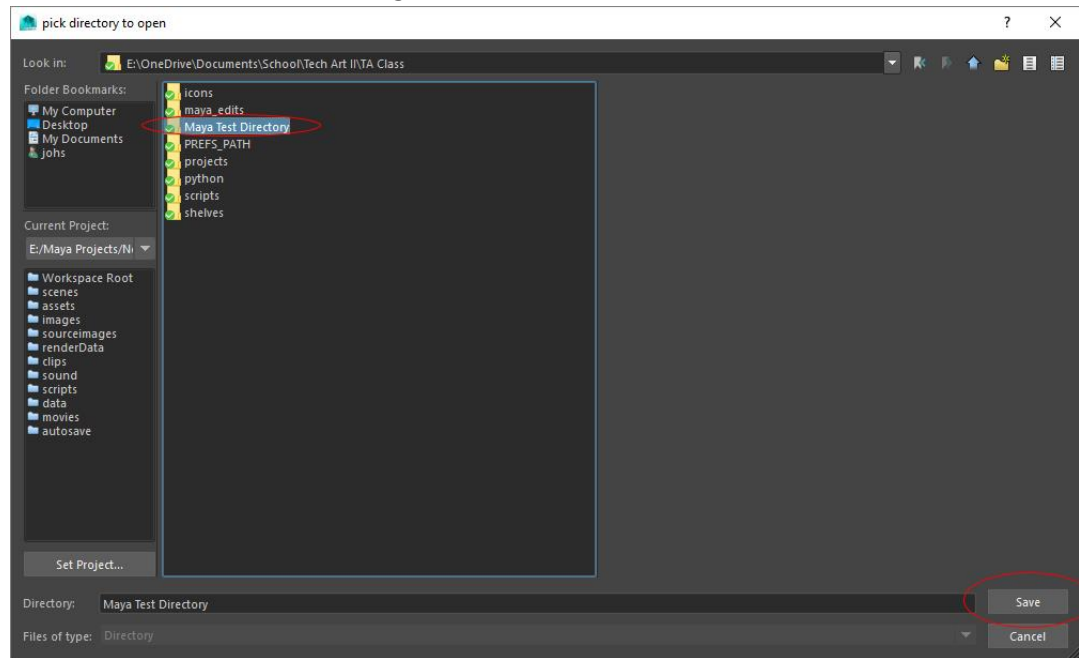
1. Select whether you would like to optimize a single scene or a directory of scenes. If you choose to optimize a directory, all Maya scenes within that directory will be optimized using the SAME settings.



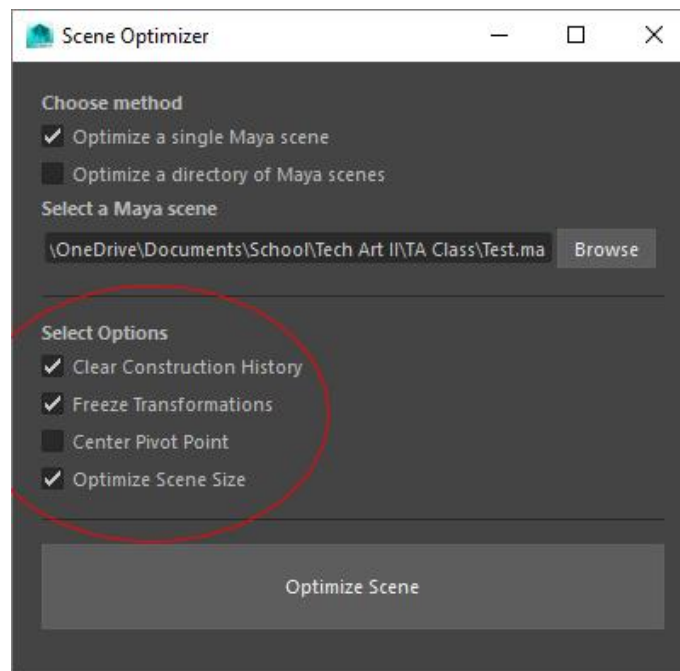
2. Once you have choose your method (single or directory) click on the browse button to select the file or directory to optimize.
  - a. *If you are optimizing a single scene you can change the file type filter at the bottom to choose .ma or .mb file types. Select the file you wish to optimize and click "Open"*



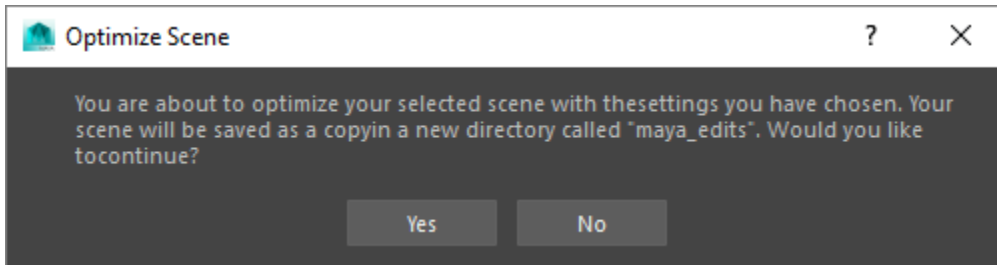
- b. If you are selecting a directory click on the directory you would like to optimize then click the “Save” button in the lower right to continue.



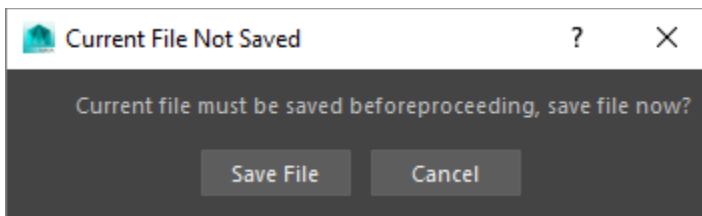
3. Once you have selected a scene or directory to optimize select which options you would like the script to apply to your scene(s). You can Clear Construction History, Freeze Transformations, Center Pivot Points, and Optimize Scene Size.



4. Next step is to click on the “Optimize Scene” button located at the bottom of the User Interface. After doing so you will be prompted that you are about to start the optimization process and can choose to continue or abort the process.



It is necessary that the current Maya scene be saved before the process can start. Scene Optimizer will detect if your scene needs to be saved and prompt you to do so.



You will be prompted once the process has completed. Your files will be found in the root directory of the scene you chose in a new folder called “maya\_edits”. If a directory was chosen the “maya\_edits” folder will be located within that directory. Clicking the “Close” button will complete the process and close the User Interface.

