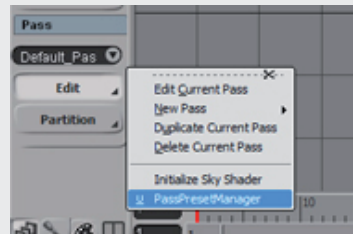


1- Installation :

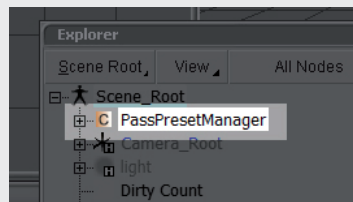
Drag&Drop « ToolsPass_Julien.xsiaddon » into the softimage xsi viewport.

2- Launch the Plugin :

At first the plugin can be find in
Render->Pass->Edit->PassPresetManager :

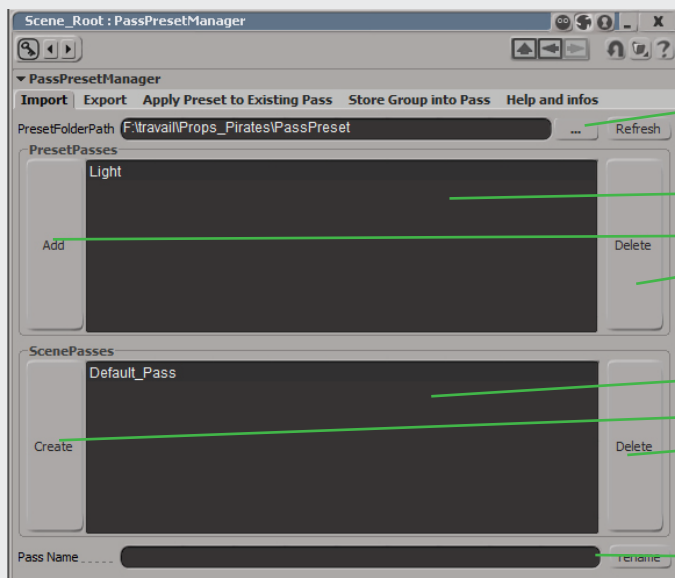


Then you can find the plugin directly in the
sceneRoot (Explorer) :



3- Interface :

Import:



Path of your 'preset Pass'Folder
(by default = [ProjectPath]\\PassPreset)

'list' of the preset present in the folder

'add' add preset to a new pass

'delete' delete a preset in the folder

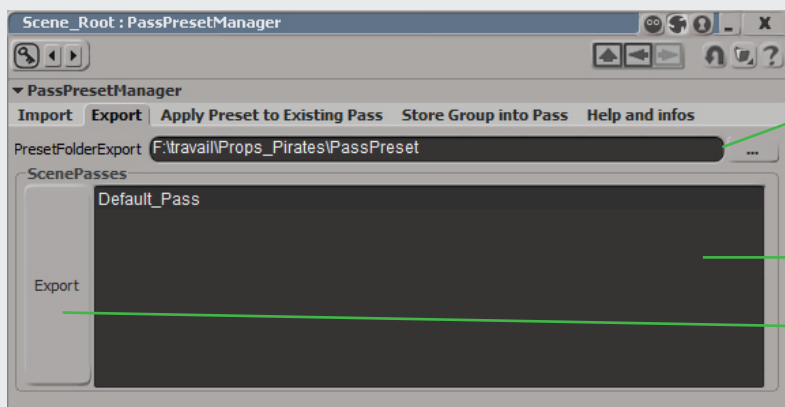
'list' display the passes present in the scene

'create' create new pass

'delete' delete the passes selected in the list

'rename' rename the passes selected in the list

Export :



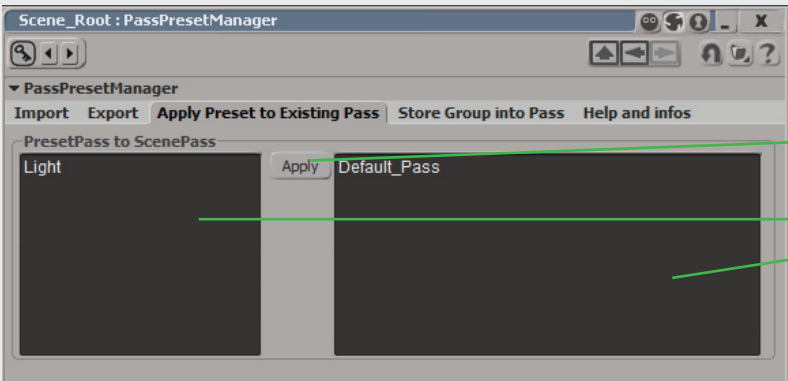
Path of your 'preset Pass' Folder used for
export
(by default = [ProjectPath]\\PassPreset)

'list' display the passes present in the
scene

'export' export preset pass from the scene

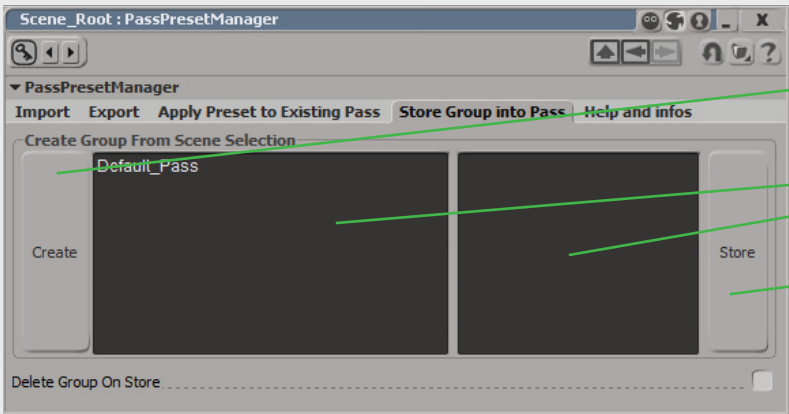
3- Interface :

Apply:



- 'apply' apply a preset to a pass from the scene
- 'left list' display preset pass
- 'right list' display scene pass

Store:



- 'create' create a group from scene selection (ex: Part_I_Default_Pass_I_Background_Objects_Partition)
- 'left list' display scene pass
- 'right list' display Partitions of the pass selected on the left
- 'store' move the groups members created to the Pass and Partitions