Smart Collapse

Control reference · START POINT defines WHAT · SEND TO defines WHERE · PREFERENCES tweak the operation · Execute with Collapse Objects

START POINT — *ZONE 1*

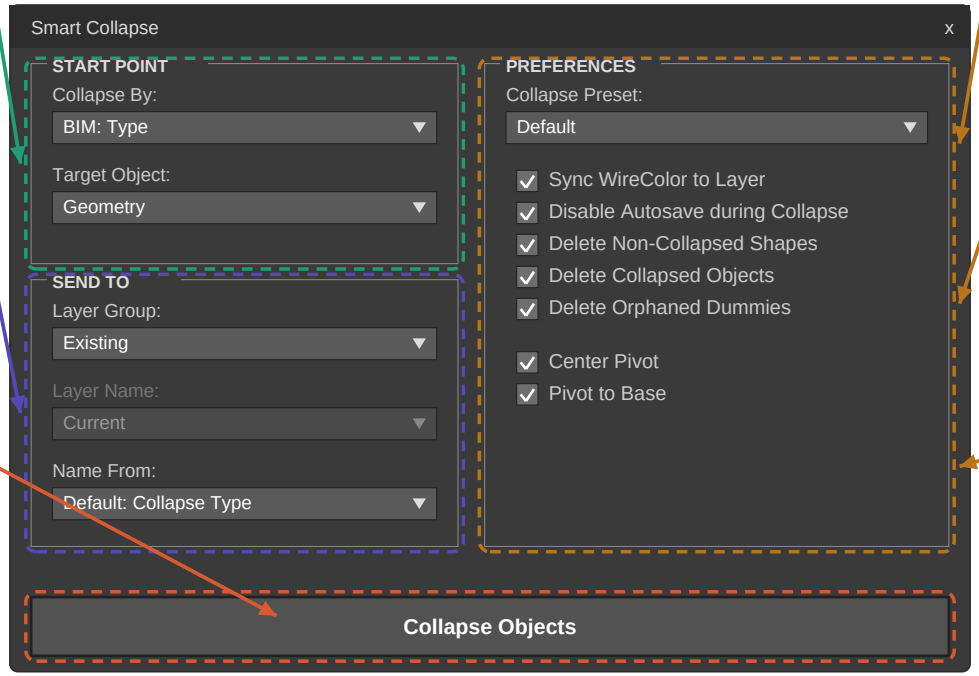
Defines WHAT to collapse.
- Collapse By: grouping criterion (Layer, Selection, BIM, Match)
- Target Object: scope filter (Geometry, Selection, Visible)

SEND TO — *ZONE 2*

Defines WHERE results go.
- Layer Group: parent layer
- Layer Name: target child layer
- Name From: how to name the collapsed mesh objects

Collapse Objects — *ZONE 4*

Executes the operation with all chosen settings. Wrapped in undo. Honors progress bar and supports cancellation. Prints timing to MaxScript.



Collapse Preset — *ZONE 3a*

Quick presets configure both panels at once: Default, Revit, Generic FBX, Rhino FBX, and Sketchup. Each adjusts the dropdowns to suit that source.

Cleanup options — *ZONE 3b*

- Sync WireColor to Layer
- Disable Autosave (faster)
- Delete Non-Collapsed Shapes
- Delete Collapsed Objects
- Delete Orphaned Dummies

Pivot options — *ZONE 3c*

- Center Pivot: recenters the pivot of the collapsed mesh
- Pivot to Base: drops pivot to the object's bottom-most face. Only active with Center Pivot.

Typical workflow — *preset-driven or manual*

1. Pick a Collapse Preset (or manually set Collapse By, Target Object, Layer Group / Name, Name From)
2. Toggle the cleanup and pivot checkboxes → 3. Press Collapse Objects. Results merge per group into a single mesh.

ZONES — **1 START** — what to collapse · **2 SEND** — where results go · **3 PREFS** — preset + cleanup + pivot · **4 ACTION** — execute collapse

Generated reference — Smart Collapse (3ds Max script)