Smartools Render Elements

Control reference · Top: presets and bulk toggles · Center: V-Ray render element picker · Bottom: create / clear scene

Presets — *ZONE 1*

Quick-pick checkbox sets:
- Essential — beauty pass rebuild elements
- Standard — common Zapviz custom render elements

Clear Selection — *ZONE 3*

Unchecks every checkbox in the grid below and resets the preset dropdown to '--> Choose'. Hides optional name fields.

Create — *ZONE 5*

Adds the checked render elements to V-Ray Render Setup. Auto-renames duplicates and enables the denoiser channel on each element.

Elements Active — *ZONE 2*

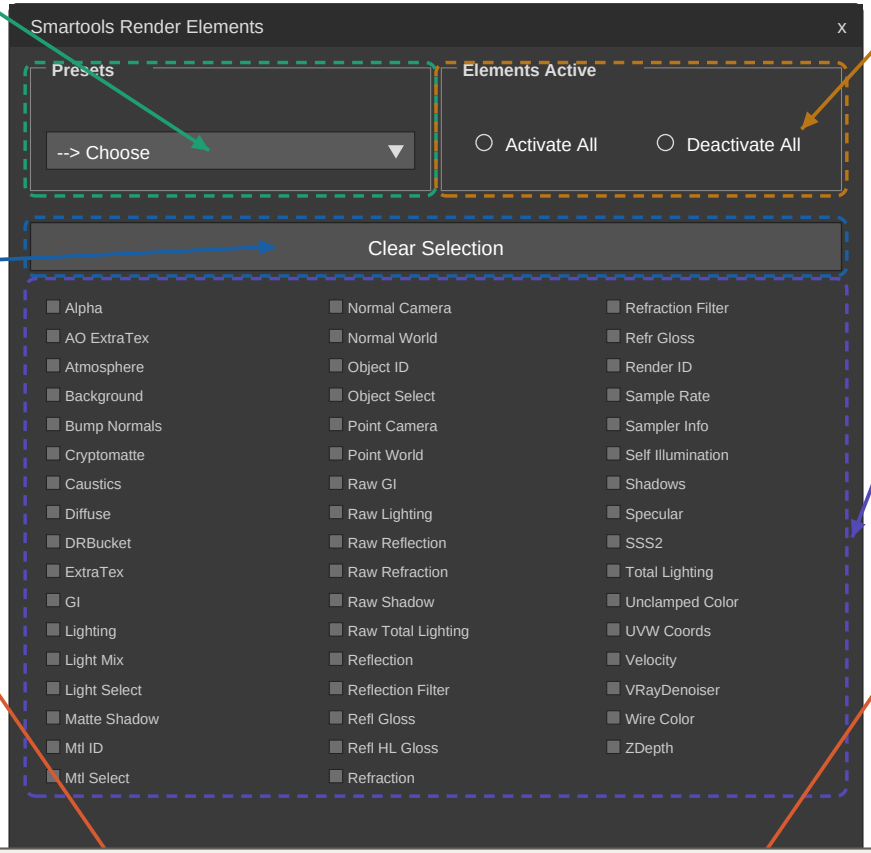
Bulk enable/disable of ALL render elements already in the scene. Toggles enabled + filterOn flags in Render Setup.

Element checkboxes — *ZONE 4*

50 V-Ray render elements in 3 columns. Some (ExtraTex, LightSelect, MtlSelect, Object Select) reveal a name field when enabled.

Clear All — *ZONE 5*

Removes every render element currently in the scene (calls Render Element Manager's removeAll). Destructive — no undo prompt.



Typical workflow — *left to right, top to bottom*

1. Pick a Preset (or check manually) → 2. Press Create → 3. Use Elements Active to bulk toggle the scene's render elements
Use Clear Selection to reset only the checkboxes; Clear All deletes the actual render elements from the scene.

ZONES — **1 PRESETS** — checkbox sets · **2 ACTIVE** — bulk enable/disable · **3 CLEAR SEL** — uncheck all · **4 ELEMENTS** — V-Ray checkboxes · **5 ACTIONS** — create / clear scene

Generated reference — Smartools Render Elements (3ds Max / V-Ray)