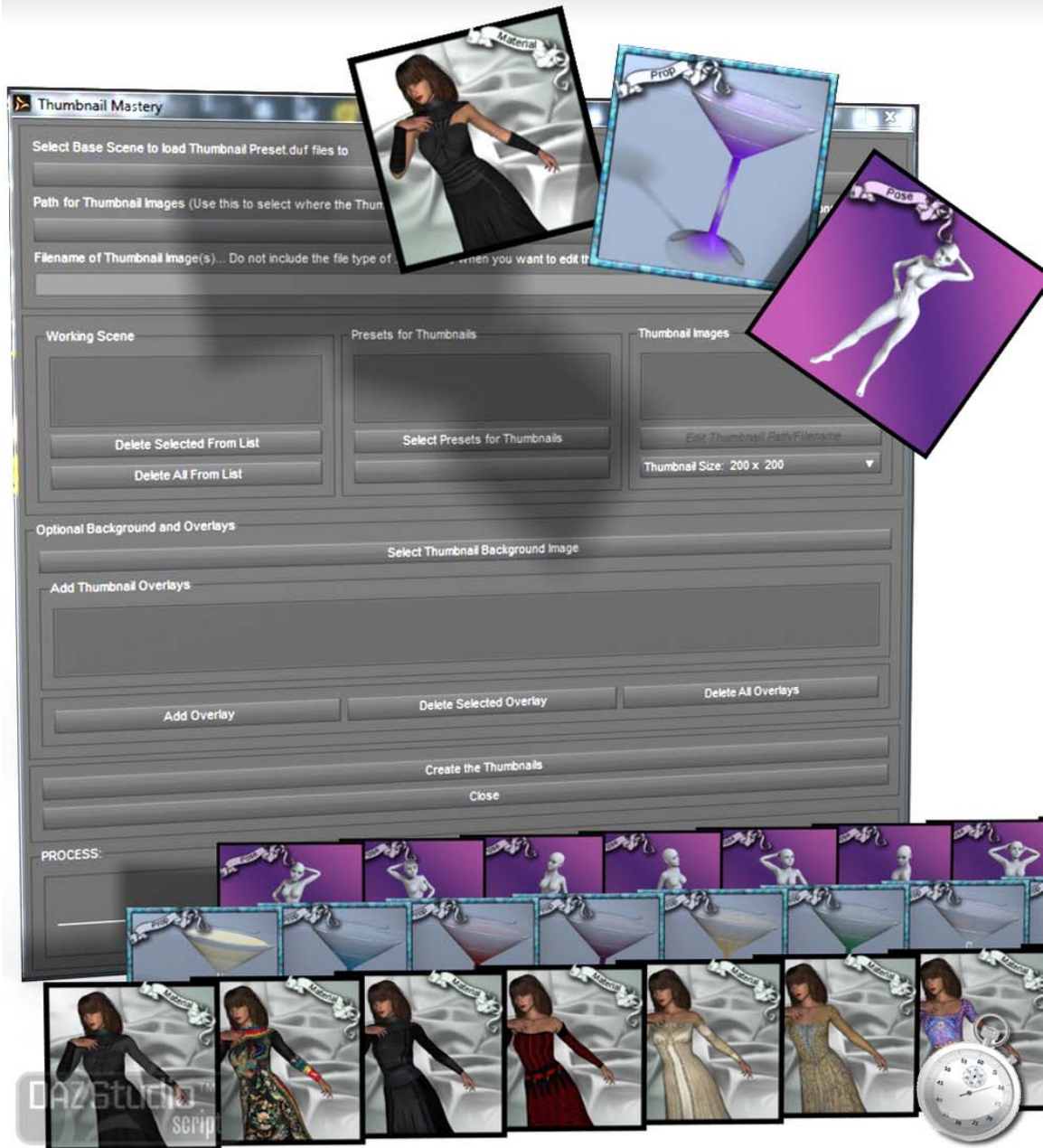
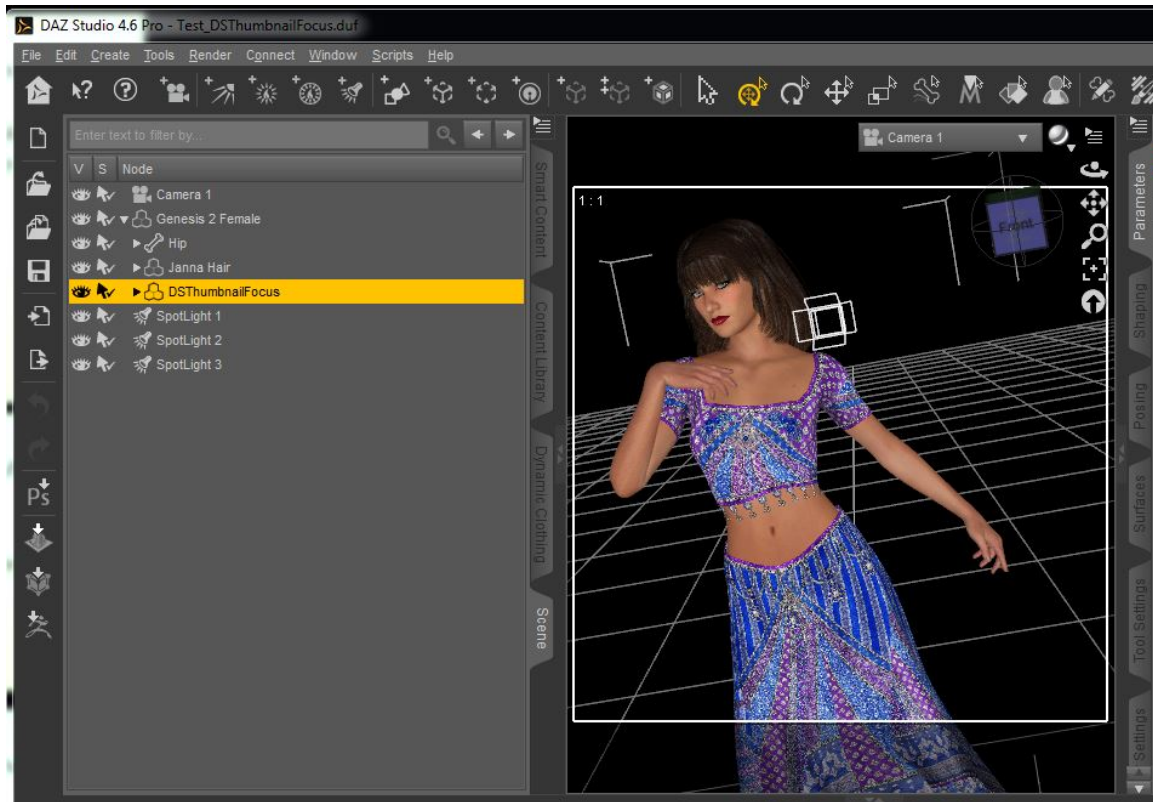


Thumbnail Mastery



!!!! Important !!!!

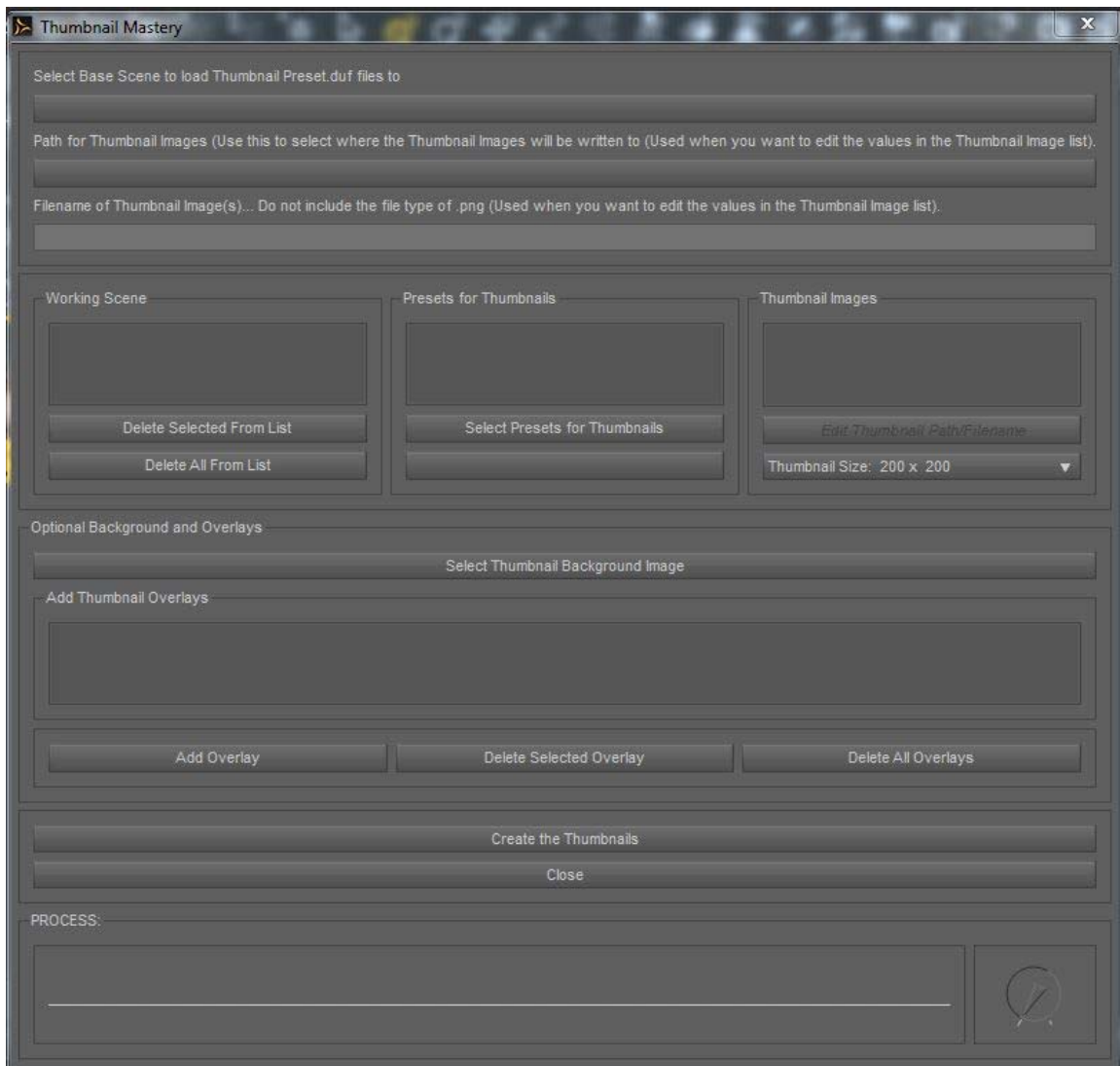


So that the script can select the item that the preset is to apply to You will need to change the name of that item from the Scene tab.

As above, I have selected the Morphing Fantasy Dress for Genesis 2 Female. This product loads into the scene as G2F_MFD. Click on the text G2F_MFD in the scene list, and you will see that the text itself is selected. Change the name of the item to DSThumbnailFocus (case sensitive), then press the Enter key.

The script will then be able to locate and select that item when the scene is loaded, so that when the presets are loaded they will be applied to the correct item.

The Interface



First: Select the scene that will be used for your thumbnails by clicking on the button below "*Select Base Scene to load Thumbnail Preset.duf file to*".

The scene path and name in that button, is what will be used to populate the Working Scene list when you select the presets for the thumbnails.

The next button and field are only used if you want to change the information in the Thumbnail Images list. (Will discuss that later)

Second: Select the presets to create thumbnails for. Under the '*Presets for Thumbnails*' list, is the button named '*Select Presets for Thumbnails*' that is used for this.

When you press that button, a window pops up so that you can navigate to the folder where your presets are. You can select multiple presets to add to the list at one time.

The selected presets will populate the '*Presets for Thumbnails*' list with these presets. At the same time '*Working Scene*' will be populated with the value from the above "*Select Base Scene to load Thumbnail Preset.duf file to*". step. and also populate the '*Thumbnail Images*' list using the same path and filename as the selected preset(s). You can change these values by selecting the '*Path for Thumbnail Images*' and filling in the '*Filename of Thumbnail Image(s)*', selecting the item in the list and pressing the '*Edit Thumbnail Path/Filename*'

Third: Use the combo box below the '*Edit Thumbnail Path/Filename*' to set the size of your thumbnails. This is for all the rendered thumbnails during the run.

To create thumbnails, that is all you have to setup..

Optional: to select a background image and/or any overlay images to the rendered thumbnails. *Again these will be applied to all of the rendered thumbnails during the run.* There are few backgrounds and overlays included with Thumbnail Mastery. You can use those, or create your own.

Create your own.

- Must be png format.
- Overlays need to be transparent so that rendered thumbnail below shows thru.
- Can be any size (script will resize to thumbnail size),
- Can be anywhere you want on your computer, just navigate to it to select.

When you have it all setup.... Press '*Create the Thumbnails*' and sit back.. Take a break... Get a life...



Thank You