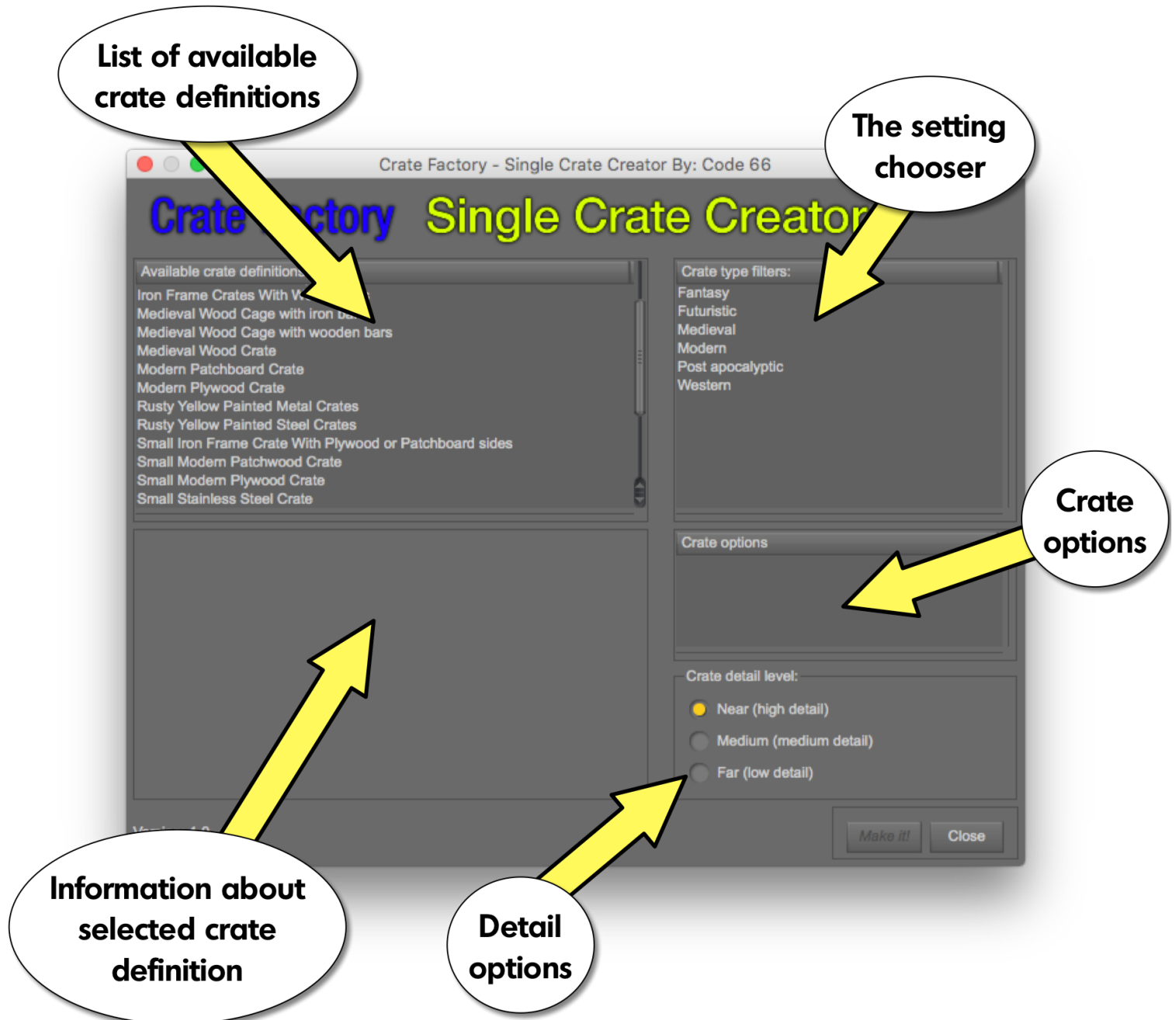


Single Crate Creator

User Manual

This manual is for the **Single Crate Creator** script and will teach you how to create a randomly setup create using it. First we start the script and the script dialogue is shown. Everything is done from this one dialogue screen, the script is done to be very easy to use. So, what do we have in the dialogue that we can work with?



As you see, the dialogue has five main areas of interest.

The crate definitions list: Holds all different crate definitions that come with the product.

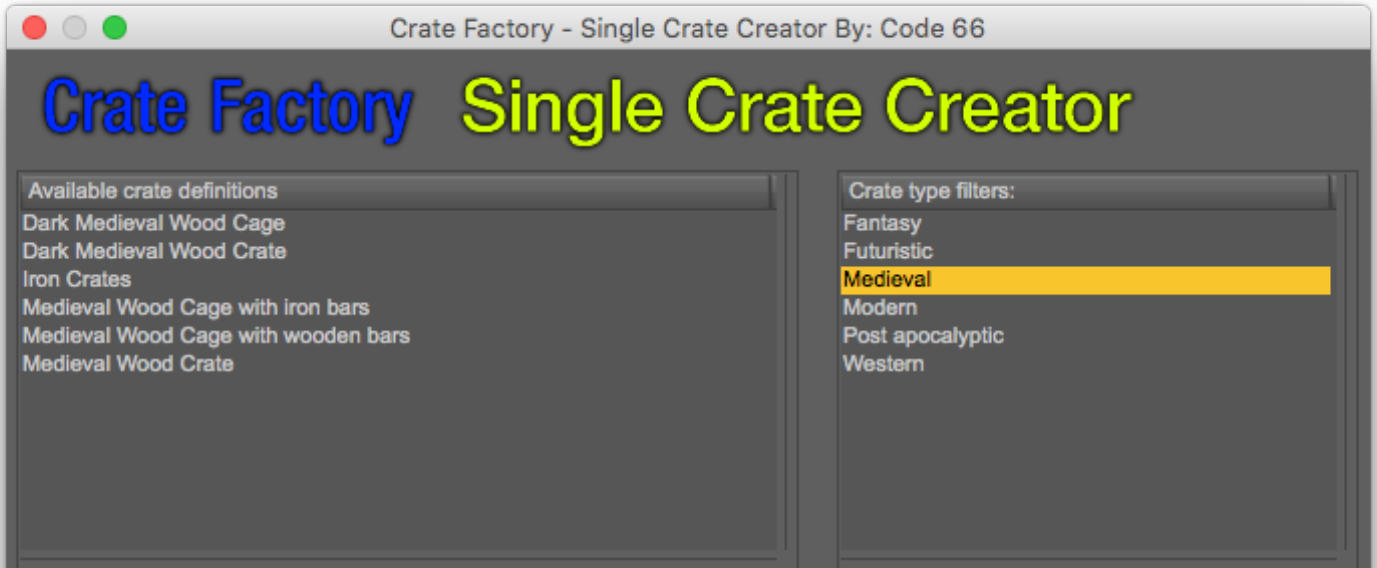
The Settings chooser: Where you can select a setting and only crate definitions that would be suitable for that setting are visible. You can select multiple settings to extend your selection. If no selection is made, all available definitions are visible.

The information box: We come to that later.

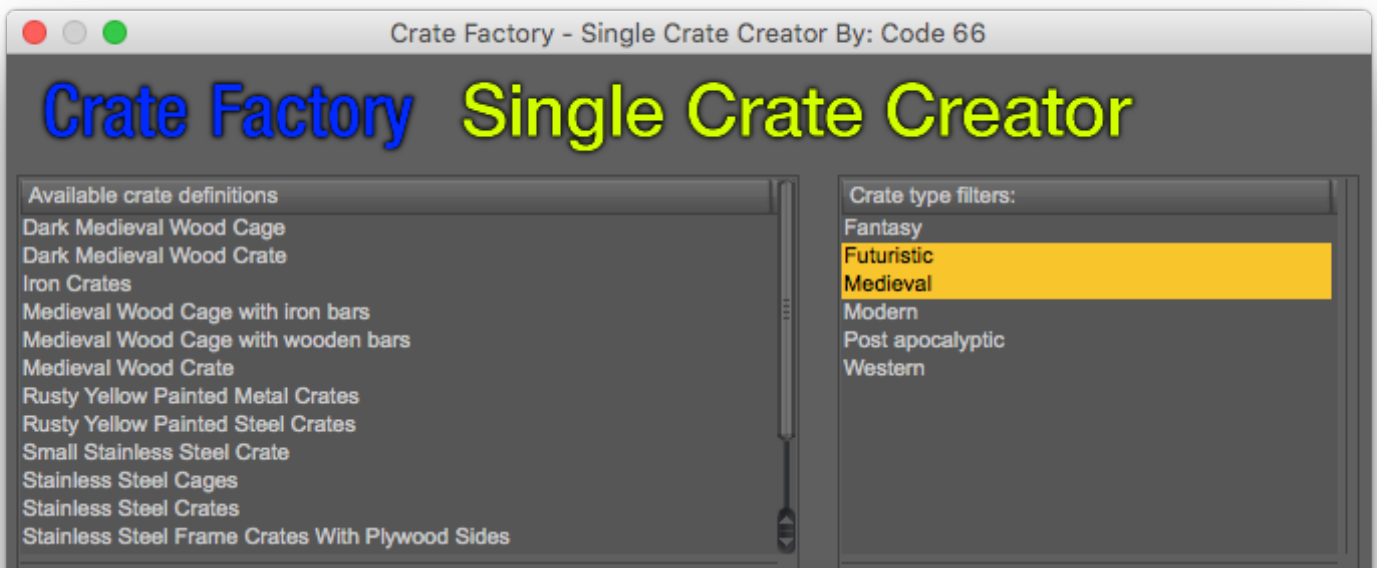
The crate settings: Unique settings per crate definition, not all crate definitions have setting.

Detail level: Where you selected the detail level of the crate to be created. The lower the level the less load on your system. High detail is suitable for close up renders, and medium for medium range and low, you guessed it, for long range.

Let's take a quick look at the settings chooser. As the Crate Factory product comes with over twenty different crate definitions, and there might be more available in the future, the settings chooser is a tool to help you filter the crate definitions list to only show crates for settings you currently are interested of and want to make a crate for. In the example below, the filter for Medieval has been selected, and only crate definitions that would suite a medieval scene are visible.



For example, fantasy and medieval has some small differences, where plywood crates are available in the fantasy setting while not in the medieval settings. In the example below we select both Medieval and Futuristic, who knows Science-Fantasy might be the next big thing, and the result looks like this.

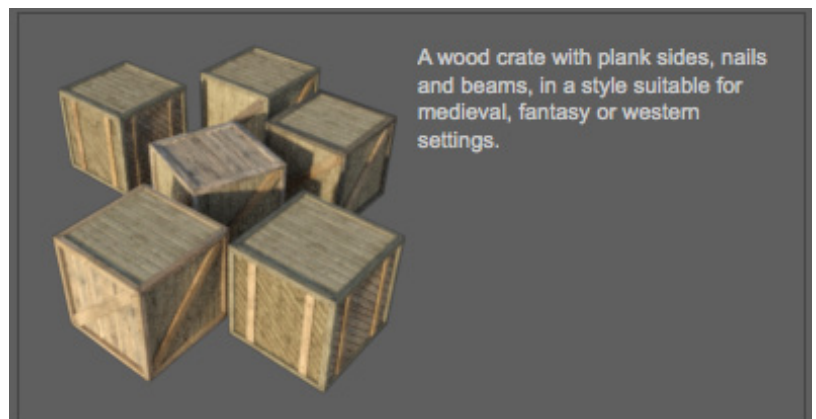


Not all alternatives are visible as the list is quite long. So, I hope you got a grip in this, it's not really a key feature you need to use all the time, more like a hand helper to let you quickly move on to the next task, selecting the actual crate definition to use for creating the crate. Let's select the classic Medieval Wood Crate and see what happens.

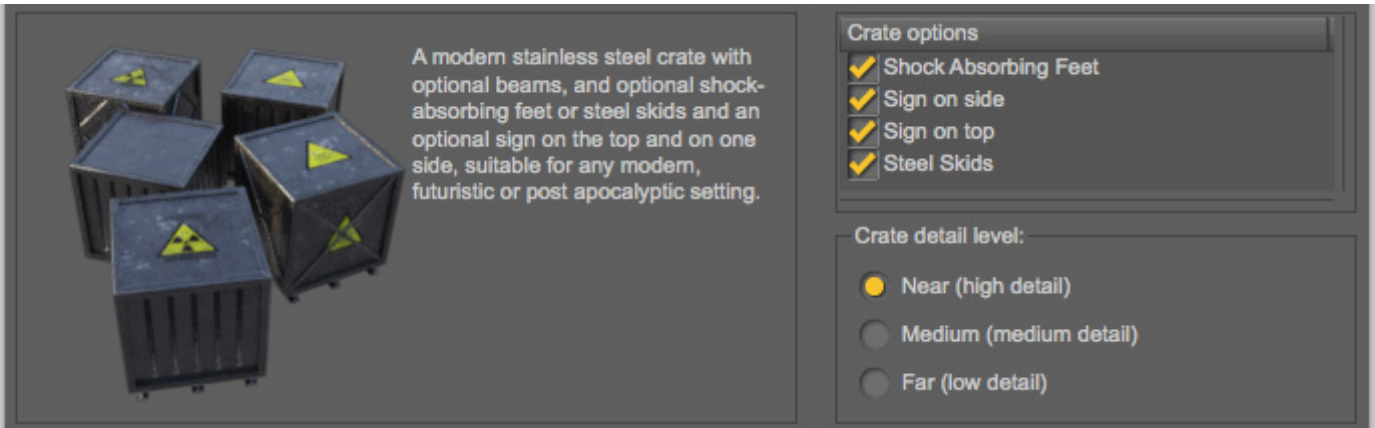
See, when a crate definition is selected, a small thumbnail showing some different crates and a text describing the capabilities of this crate definition is shown in the information box, here cut out for clarity.

This is a good way to see that the crate will look like when you select which definition to use. After a while you will know and you will have your favourites that suits your renders and the settings you render in.

Now let us move forward to the next box, the crate options. When a crate definition that has user controllable options is selected, those options are shown as check boxes.



You can check on or off those check boxes to your liking to generate the crate you are looking for. In the example below, we have selected a crate definition with many options.



As you can see, this crate definition has four different user controllable options, they are:

Shock Absorbing Feet: Feet with a shock absorber and a spring, it's a one or the other with the Steel Skids, never both.

Sign on side: A sign on one of the sides.

Sign on top: A sign on the top.

Steel Skids: Steel skids from I beams it's a one or the other with the Shock Absorbing Feet, never both.

Checking an option will not always make that possible as some settings do have a random probability to be activated, but turning it off will guarantee that it will not show up.

So, I think that's about it. When you have made your selections, just click the **Make It!** button. The script will not close when you have created your crate, so you can continue to create some more crates before you close it. So, let's make a Modern Plywood Crate, the kind that Dr. Jones finds in large warehouse.

