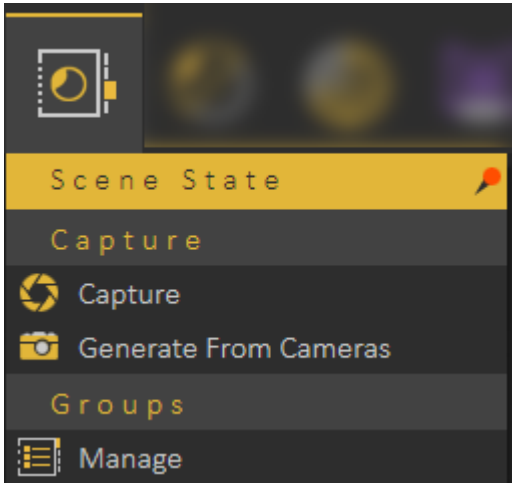


# Scene States Menu



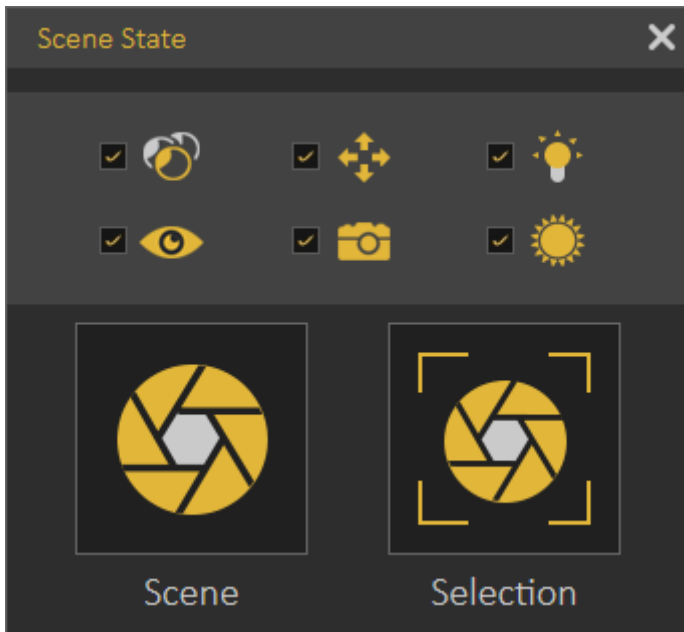
## Capture

Enables the user to capture different configurations for the **selected 3D model(s)** ( **Selection** option), or for the **whole scene** (**Scene option**). The user can check the properties to include in a scene state.

Scene State may include a combination of:

- Material
- Position/Transform
- Lighting
- Show/Hide
- Camera

- Environment

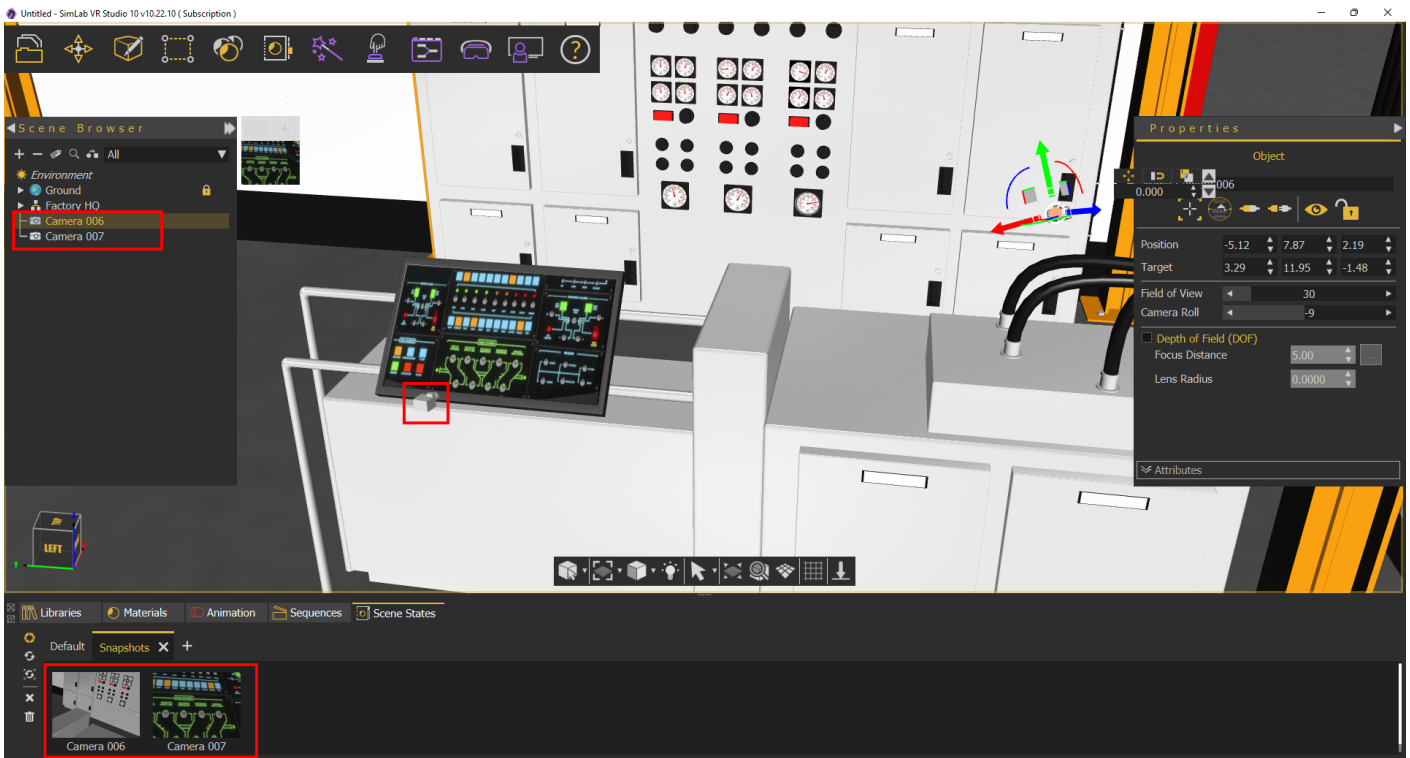


After selecting what to include in the **Scene State**, the user needs to click **Scene** or **Selection** to capture scene state of either one. Captured scene states are added to the **Scene States Library**.

Scene states can be applied as **Object Actions** in the **Properties dialog**. **Apply Scene State** can also be used as a response in [Training Builder](#)

## Generate From Cameras

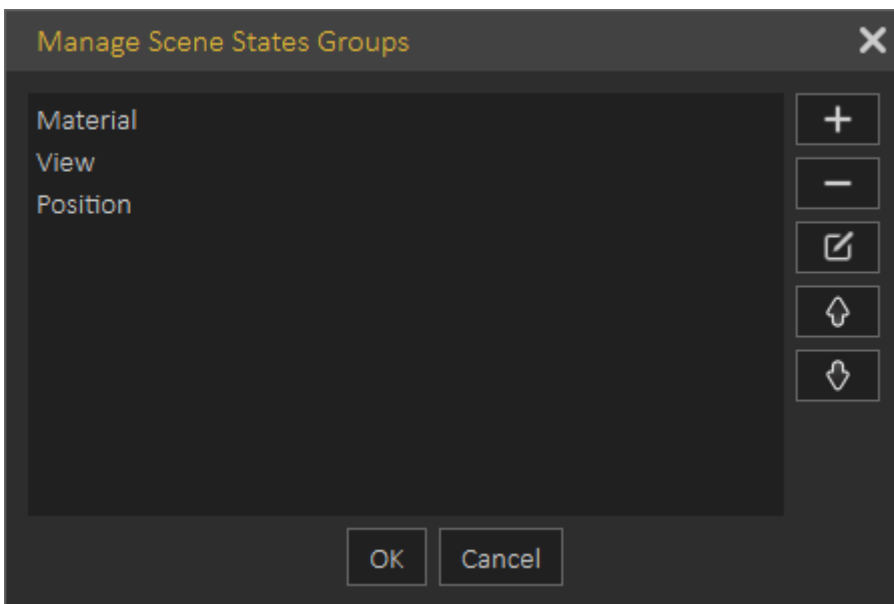
Captures scene states from the created cameras in the scene, as shown in the image below.



# Manage

Opens **Manage Scene States Groups** dialog box, where the user can add a new group, remove, rename, or reorder groups.

When creating a new Scene state it will be automatically added to the active group tab in the **Scene State Library**.



The following tutorial shows how to use **Scene States**

<https://www.youtube.com/embed/RgpNaqO3ocg>

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