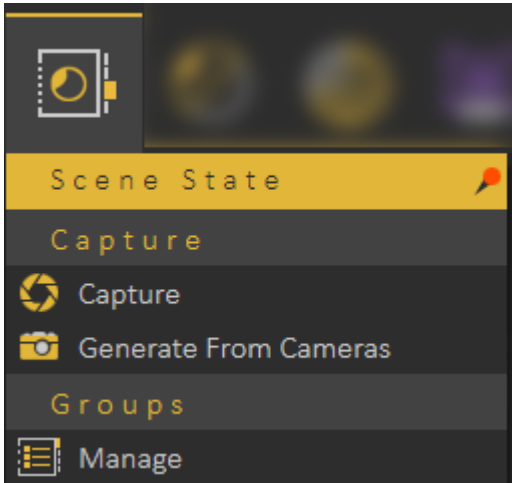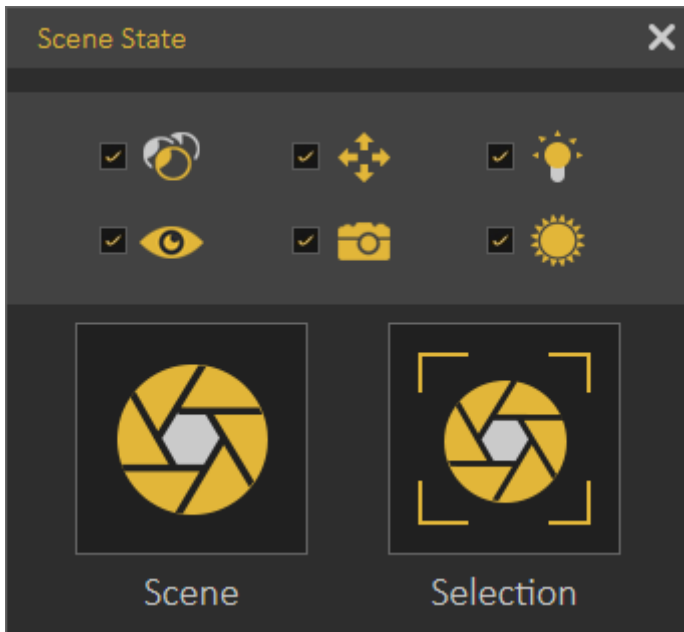# Scene States Menu

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**
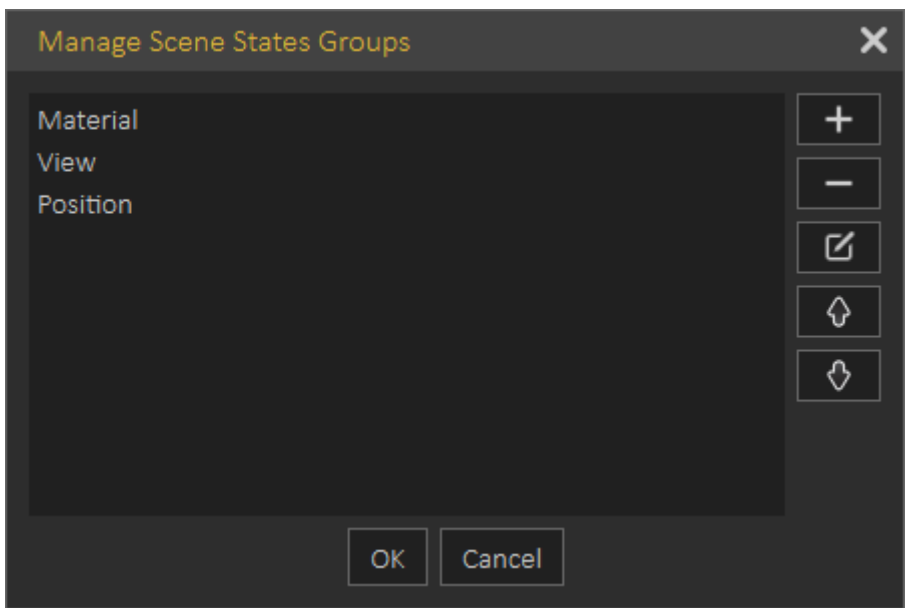
Generate From Cameras

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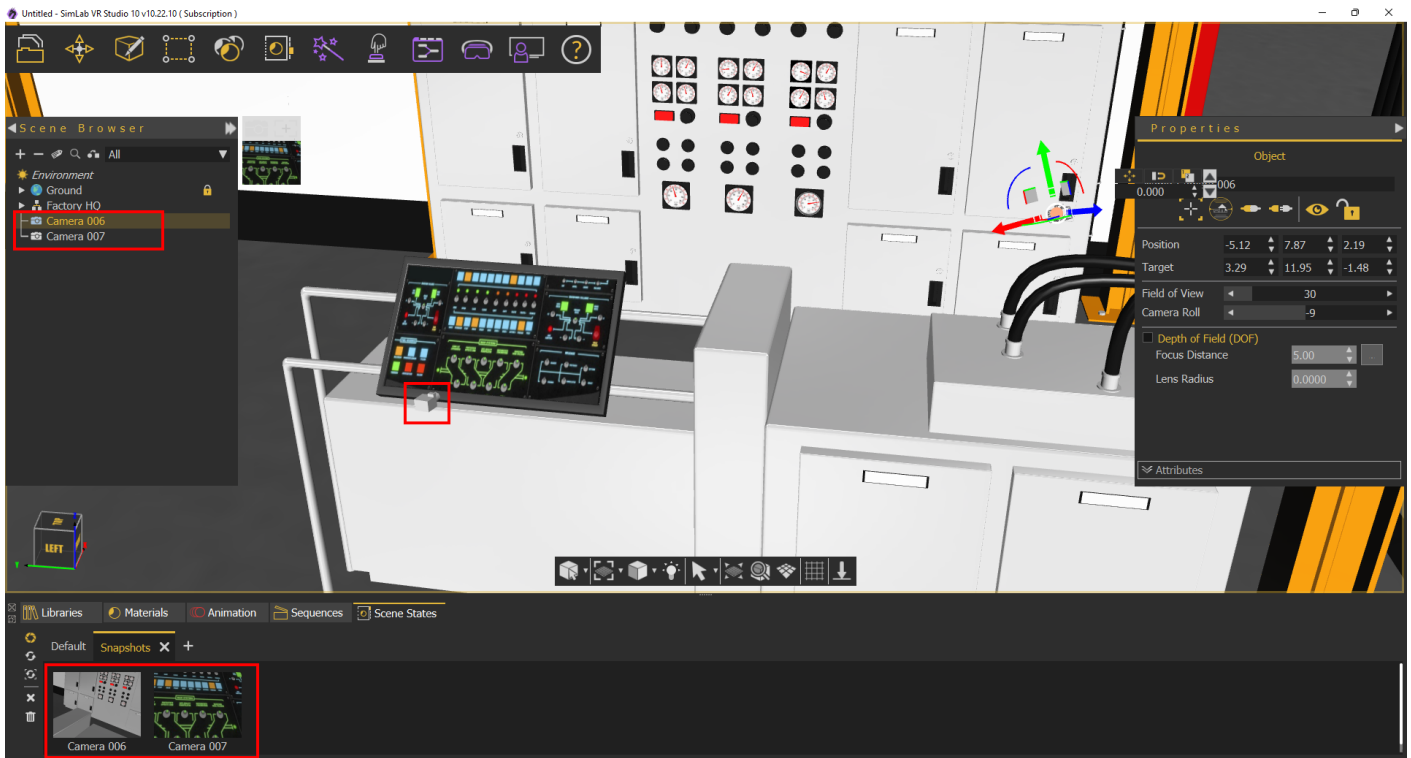
Manage

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