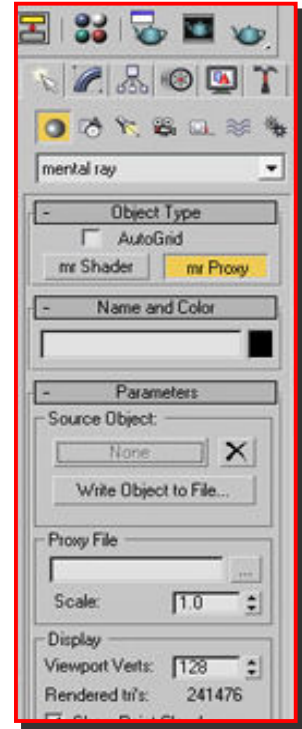
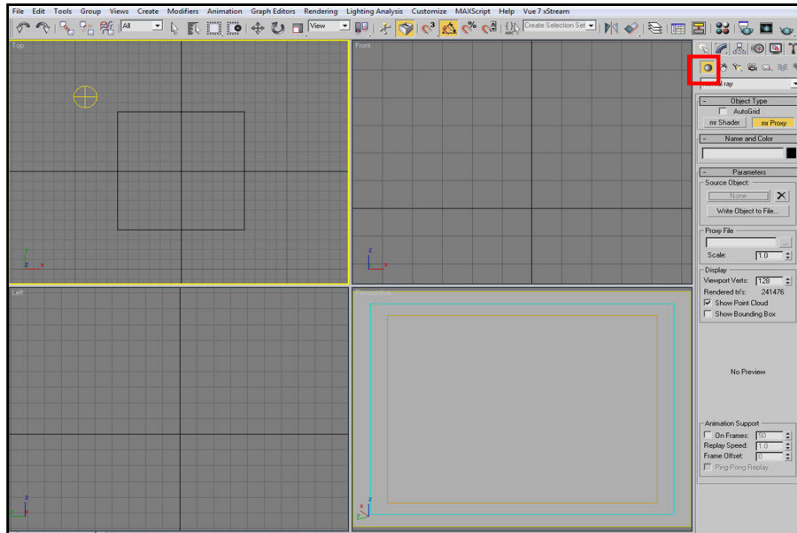
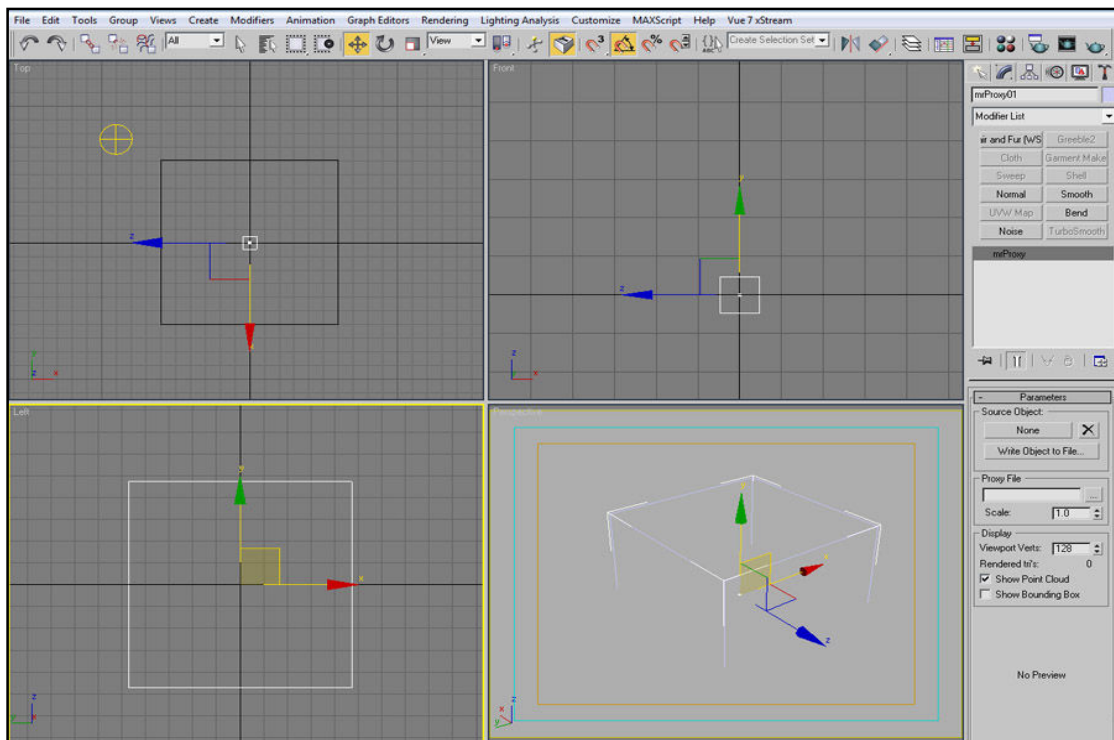


## HOW DO I USE MENTAL RAY PROXIES?

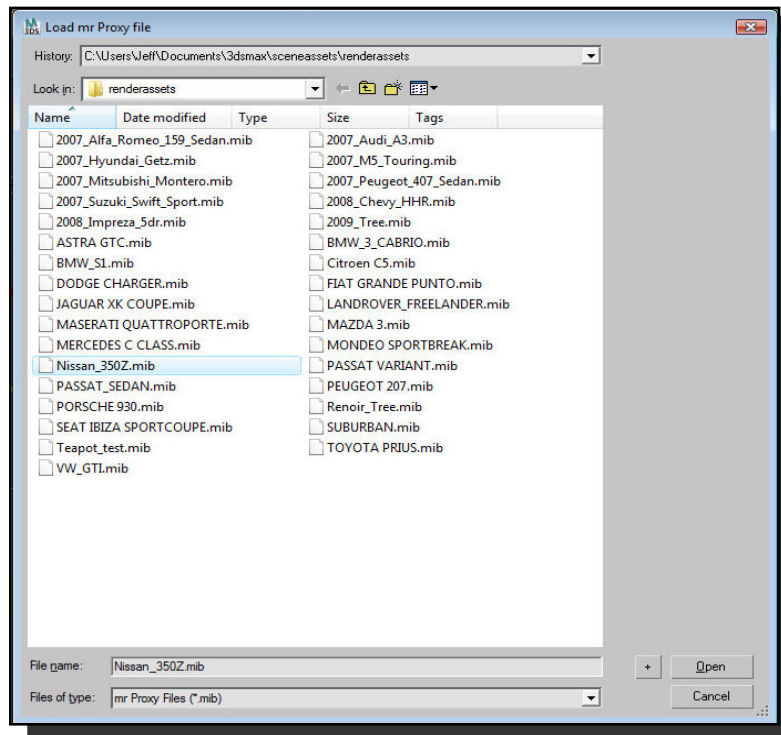
1. Install the .mib & .bmp files in the renderassets sub-folder of your 3ds Max install.  
Example: "C:\Users\Myname\Documents\3dsmax\sceneassets\renderassets\Nissan\_350Z.mib"
2. Locate the mr Proxy object in the create panel.



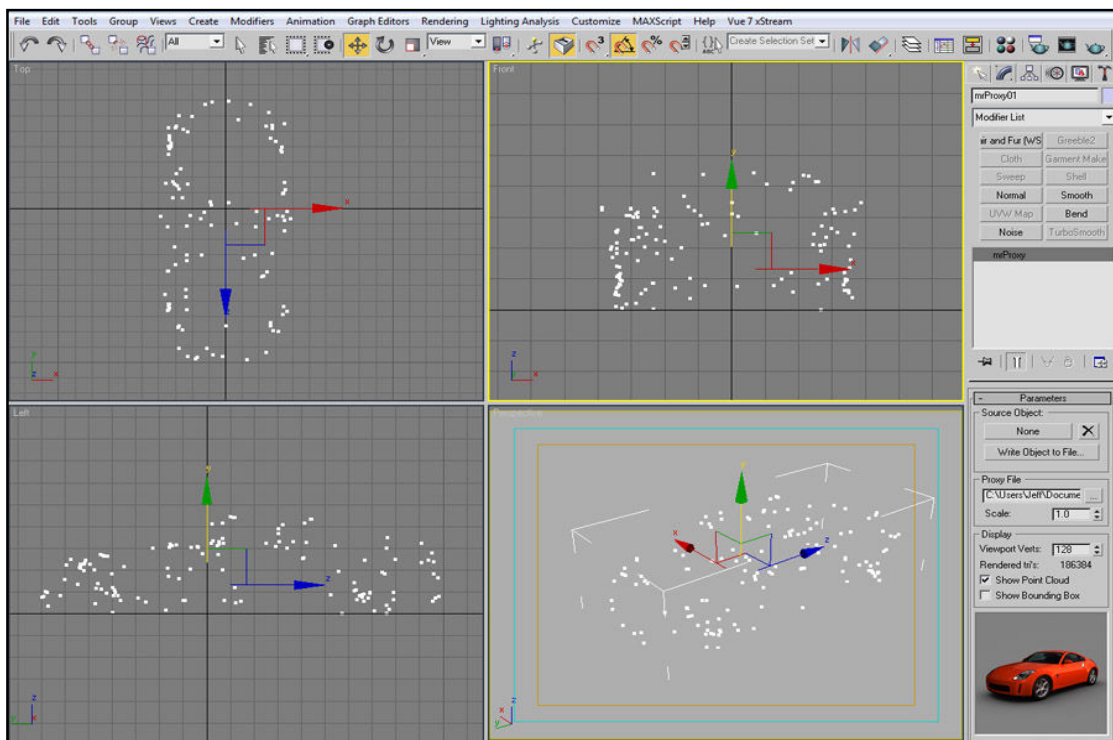
3. Simply Click&Drag in a Viewport to create an empty proxy object in your scene.



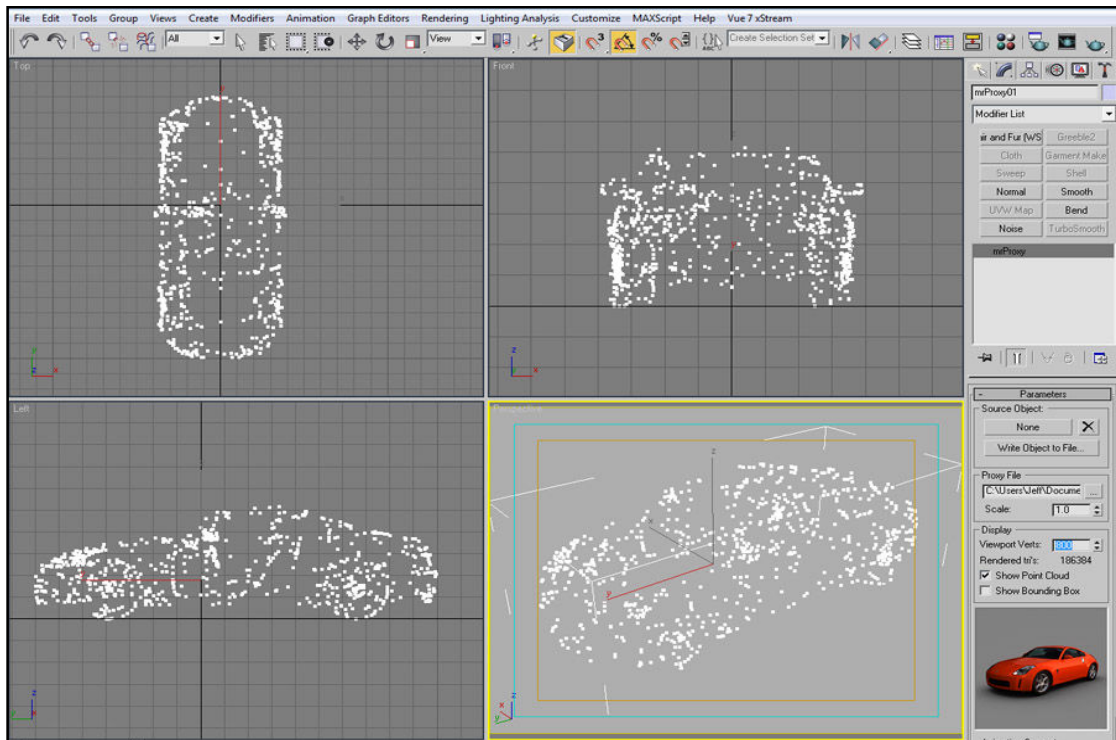
4. Locate the folder where you installed the proxy meshes (.mib files) and select the proxy you wish to use.



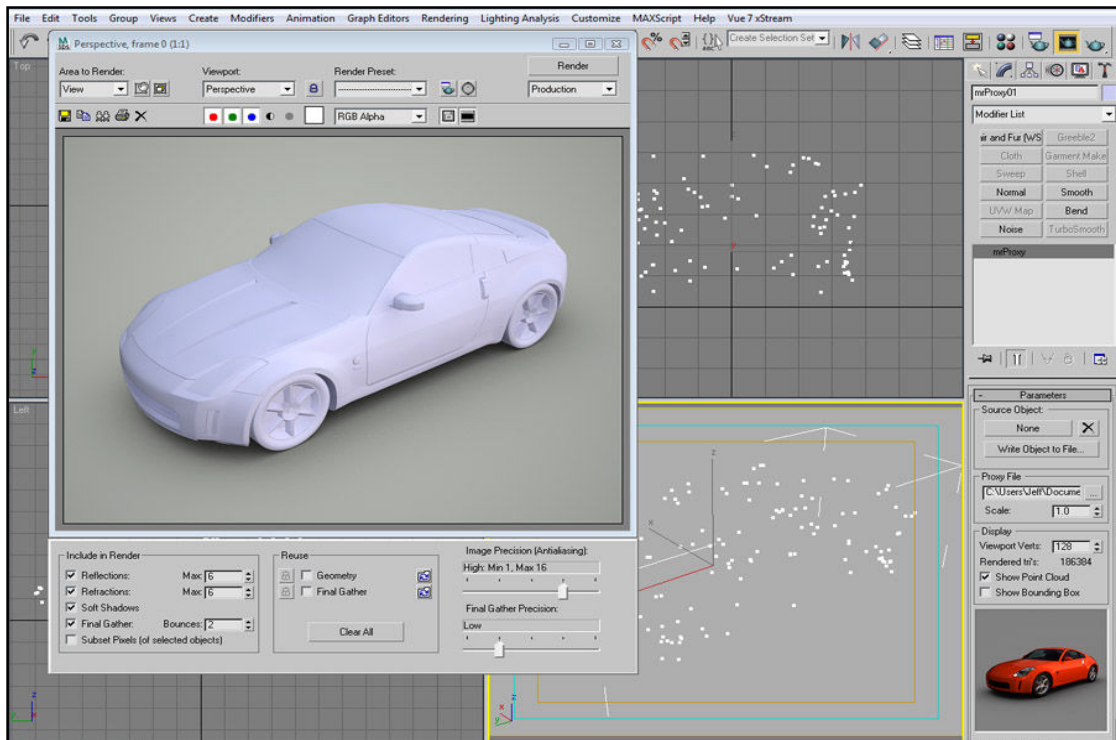
5. After loading the file, you will see the proxy file loaded in your Viewport as a point cloud.



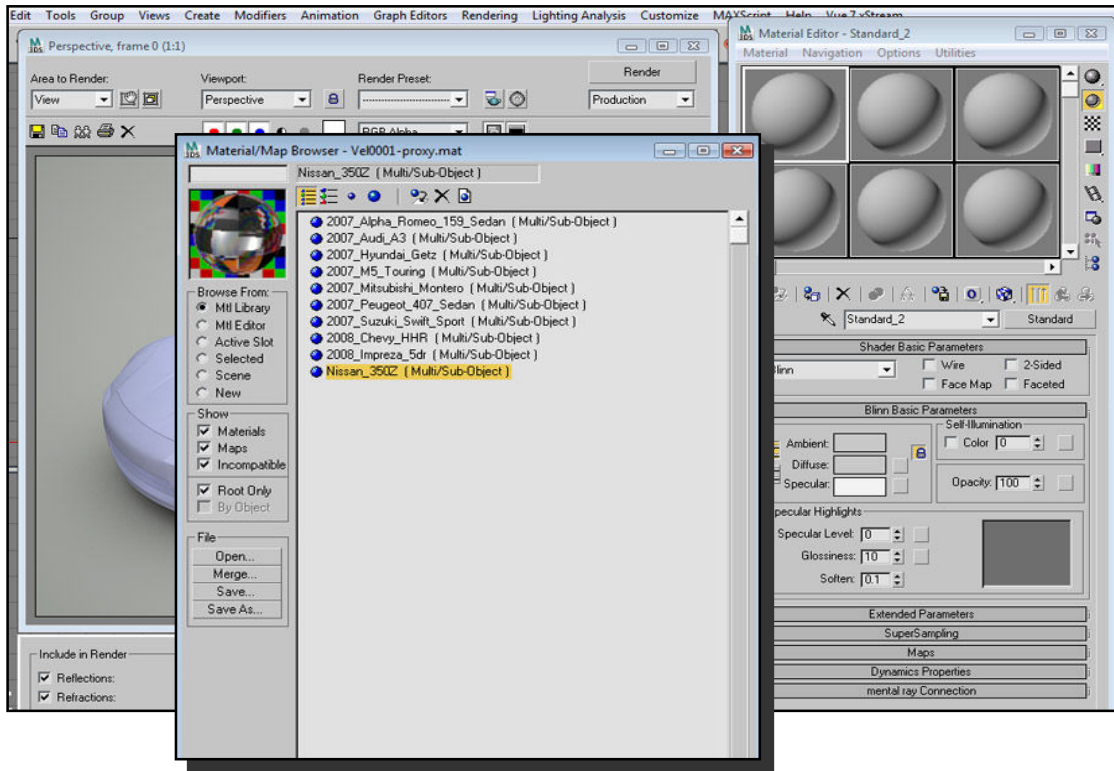
- You can increase the “viewport Verts” setting if you want to see the proxy in more detail. Of course doing so will use more memory, so you may want to reset that back to the default value of 128.



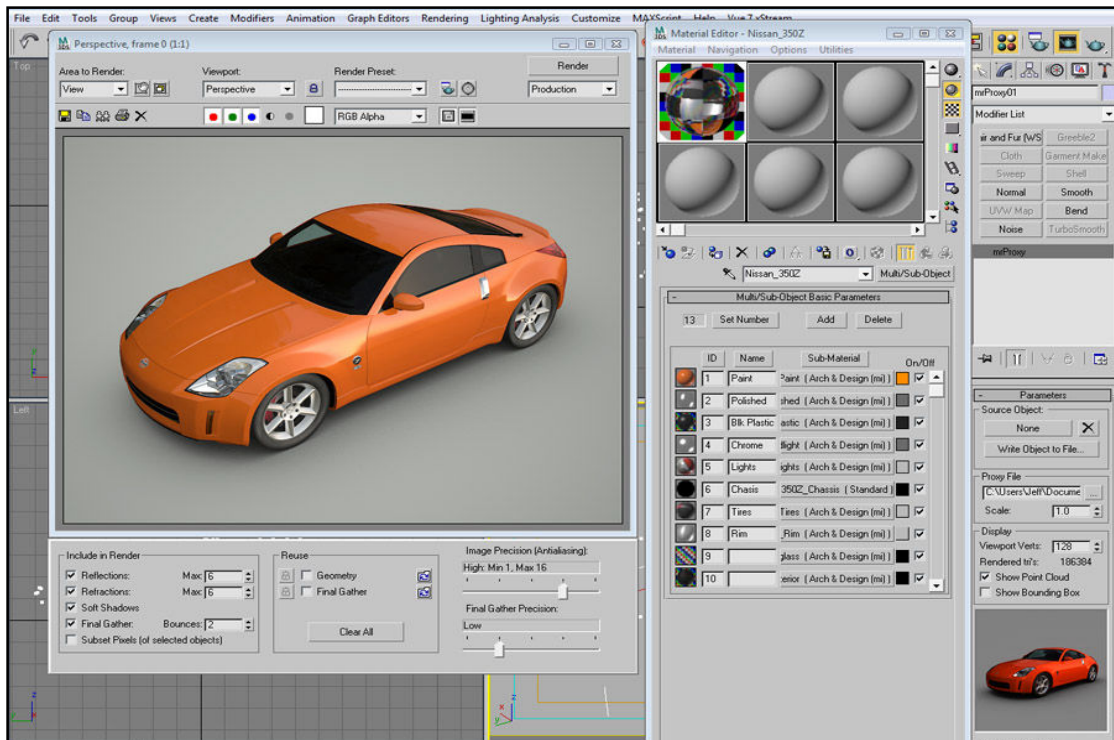
- If you render now, you’ll see the proxy does not have materials. Proxy objects currently do not contain material definitions, so a material will need to be applied to the proxy.



8. We have included a material for each proxy vehicle.  
Simply open the material editor and load the appropriate .mat file (ex. Vel0001-proxy.mat) and select the material that matches the vehicle used in the mr Proxy.



9. Once the material is loaded into the material editor, apply it to the proxy object and you're ready to render.



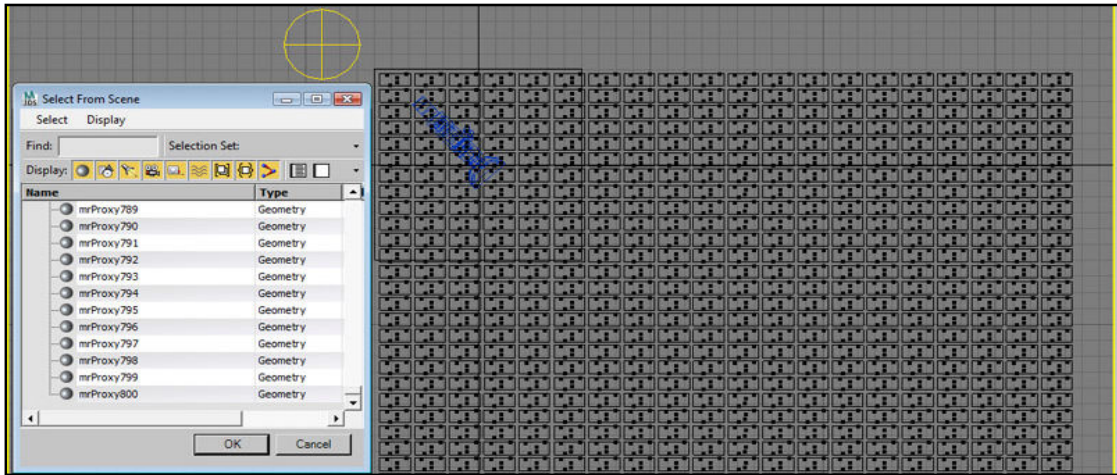


Fig. Render & Screen Shot with 800 cars showing the benefit of using proxy versions of the vehicles.

**Congratulations!**

You can start to use Velocity 3D Cars Proxy objects when rendering with mental ray.