

Scene Analyzer

This page offers information about the Scene Analyzer tool in V-Ray for 3ds Max.

Overview

The Scene Analyzer is a built-in tool that checks the compatibility of your scene for rendering in [Chaos Cloud Rendering](#) before submission.

Scene Analyzer

The **Analyze compatibility** button is located on the **Submit to Chaos Cloud rendering** window that appears when you [submit a scene to Chaos Cloud through 3ds Max](#). It scans your scene and prints out information about any textures, materials, plug-ins and assets, incompatible with Chaos Cloud Rendering.

The **Preview** button scans your scene and runs a preview of it with V-Ray Standalone.



1,000 credits

LT

Submit scene to cloud rendering job

Select project

+ Create

abc_advanced_override.max

Job name

abc_advanced_override.max

Job credit limit ⓘ

0

Export region

Preview width

640

Preview height

360

Pre

Analyze compatibility

Upload only ⓘ

Ignore warnings ⓘ

Render & output settings ⓘ

Render & output settings ⓘ

Renderer

Width x Height (px)

Type

Render mode

V

1280

In

Progre

Submit

Switch the view between **View by errors** and **View by nodes**. Double-clicking on any unsupported node opens and highlights it within its corresponding window (Material Editor, Scene View, etc.).



1,000 credits

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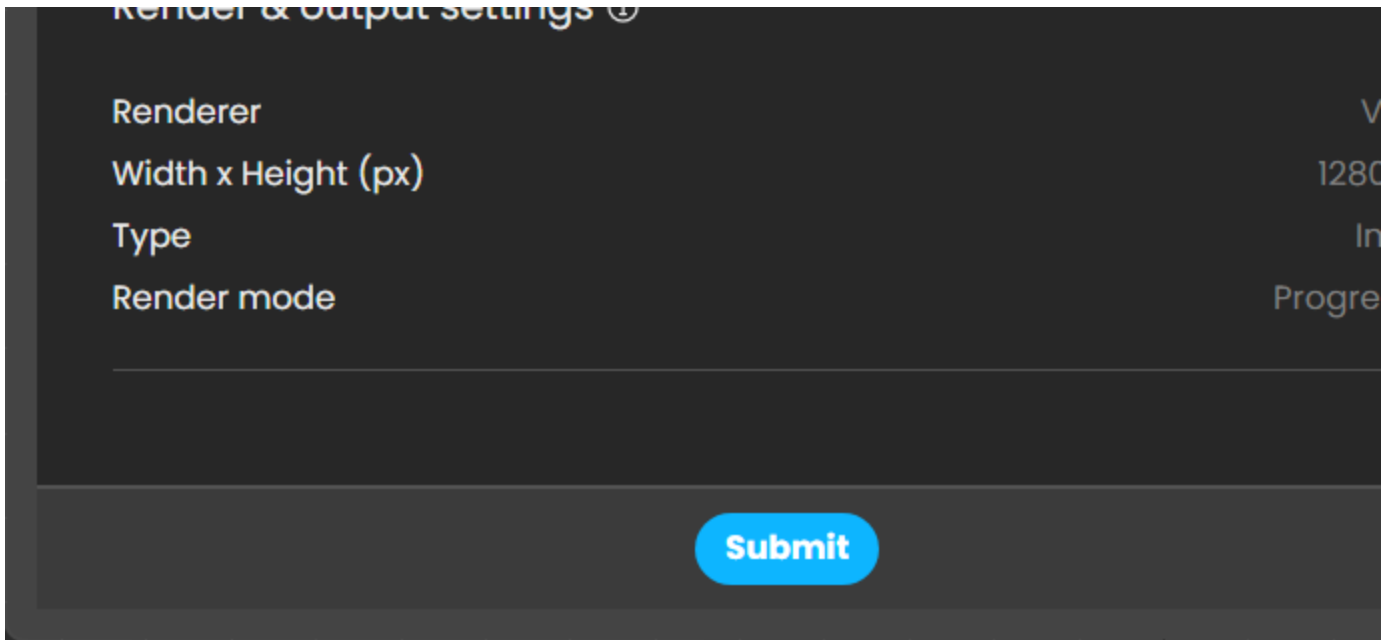
Pre

Analyze compatibility

Upload only ⓘ

Ignore warnings ⓘ

Render & output settings ⓘ



The **Preview** and **Submit** buttons also run the Scene Analyzer and provide information on any existing errors in the scene.

For 3ds Max versions later than 2018, when you export and render with New V-Ray Frame Buffer enabled, the scene analyzer prints the following warning: "Vrscenes rendered with V-Ray 5 Standalone will only output files without a preview buffer".

When you click on the **Preview** button in the Cloud submitter, the same message is printed, along with a pop up: "Interactive preview is not supported yet, please wait until the end of rendering". Then an auto-saved preview file opens automatically when the rendering is finished.

Users of V-Ray 5, Update 1, will no longer encounter these warnings.

Shortcuts and multi-selection

The Scene Analyzer also supports various multi-selection features and shortcuts that can be utilized in the following ways:

Selection related:

- **Left-click** – Selects a single item and deselects all previous selections.
- **Shift + left-click** – Selects a range of items in a single branch. The range is between the currently selected item and the previously single-selected item.
- **Ctrl + left-click** – Selects cumulatively. If an item is already selected, clicking on it again deselects it.
- **Ctrl + Shift + left-click** – Selects a range of items and adds them to the current selection.

Context menu related (right-click):

- **On selected item(s)** – Displays the context menu for the selected items.
- **On non-selected item** – Selects the item and displays the context menu for it.
- **On empty area with Ctrl-down** – Displays the context menu for all currently selected items.
- **On an empty area** – Removes the selection.

Double-left-click:

- Selects the item and opens the corresponding material or node within the material editor or the scene view(s).

Ctrl+C

- Copies the current text selection to the Windows clipboard.