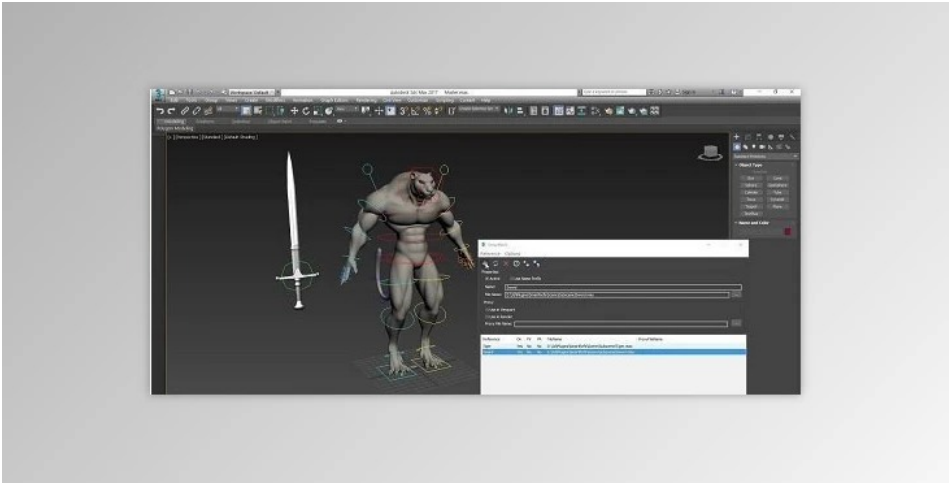# SmartRefs 1.09.02 for 3ds Max 2018 - 2025

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**SmartRefs 1.09.02 for 3ds Max 2018 - 2025:** SmartRefs is an advanced external reference plugin that works with Autodesk 3ds Max. This tool lets you reference external files but with the capability to alter and even animate objects from this reference, like the reference of Autodesk Maya and Autodesk Maya, but more sophisticated.

**How to have a 3D design?**

You can have a 3D design using "SmartRefs".

**Where can I download the product?**

After subscription, You can download it for free from here.

## Gfx plugin details of SmartRefs for 3ds Max

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To search for similar products to SmartRefs for 3ds Max,

- Configure according to the 3Ds Max software
- Operating System: Windows 7/8 / 8.1 / 10/11
- Memory (RAM): Requires 1 GB of RAM.
- Space on the hard disk: 1GB of space free.
- Processors: Intel Dual Core processor or greater.

- External 3D Max files that can be referenced contain any object.
- Modify the references to objects from the main scene. You can even animate them.
- Changes are made to the referenced files, and locally-made changes are saved.
- A character with a rig may be animated and referenced on the scene master.
- A character with Biped or CAT could be animated and referenced in the main scene.
- Animation controllers can be altered by adding or deleting. It is not necessary to freeze the transformations to be able to animate the reference. After loading the reference, the altered controllers will preserve their animations while the other will be updated with the changes made to the reference source file.
- Modifiers can be altered by adding or removing them from the main scene.
- Materials can be altered, assigned to, or taken away from objects.
- You can create and utilize an example scene for materials in any scene.
- Hierarchies can be altered in referenced and master files, and the changes will be reflected in the master scenes. It is beneficial to make modifications for characters that are rigged.
- Proxies are available of complete scenes.
- Only the modified data is saved in the master file to keep the scene as light as possible.
- A second option is that the objects they referenced are saved to the master scene. This way, sharing files with no hassle of searching for and sharing multiple files is more convenient. If the referenced files are accessible, they are automatically changed in the master scene.
- References can be nestled to the extent you want.
- Compatible with all of the most popular tools used today with 3Ds Max, such as Vray and many other plugins.
- And many and more...

**What is SmartRefs?**

SmartRefs is a 3D software plugin, primarily used with Autodesk 3ds Max. It is designed to streamline the process of working with external references or linked assets in a 3D scene. External references, often referred to as "XRefs" or "references,"

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allow 3D artists and designers to incorporate elements from other files into their main 3D projects. These can include objects, models, animations, or entire scenes.

SmartRefs enhances the functionality of external references by offering advanced features and tools for better management, organization, and interaction with these linked assets. Some common features and benefits of SmartRefs may include:

**Object Management:** SmartRefs allows you to easily control and modify objects within the external references directly within your main scene. This includes the ability to animate or make changes to the referenced objects without needing to go to the source file.

**Version Control:** It provides options for managing different versions or iterations of referenced assets.

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