

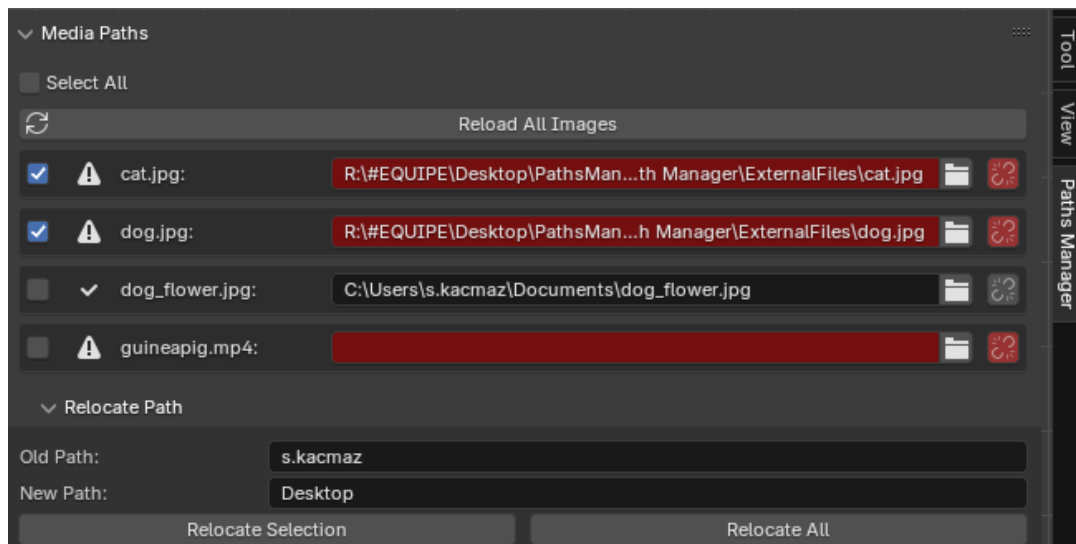
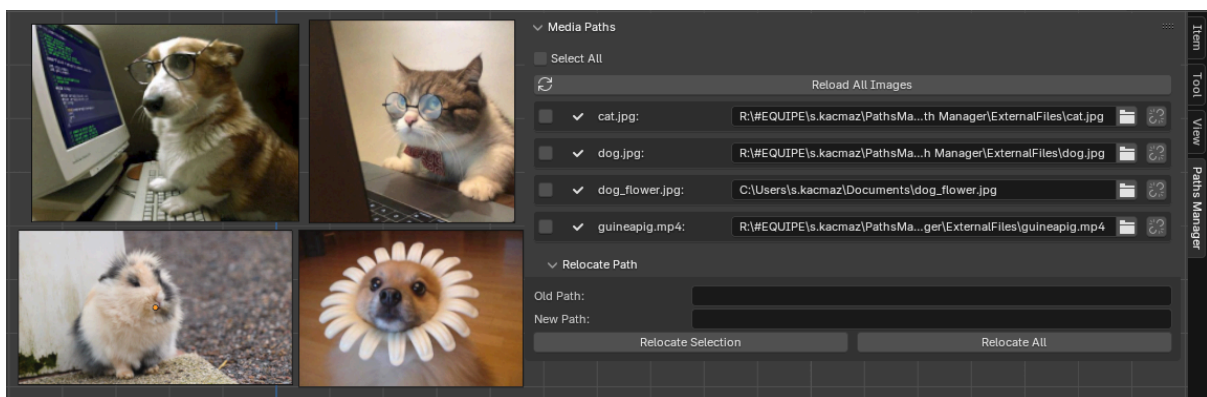
# Paths Manager

DEVELOPED FOR EDDY STUDIO : <https://www.eddy.tv/>

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SOFTWARE : BLENDER 4.2

Paths Manager is a tool that allows you to easily manage and modify the file paths of images and videos used in a scene. It enables you to list these media files and edit their file paths to relocate them if needed (for example if they have been moved on your computer and you need to update their location.). Additionally, if a path is corrupted and the media is not used in the scene, you have the option to unlink them to avoid issues when sending files to the render farm.



If you want to relocate specific media files, select them by checking the appropriate **tick box**, enter the **old path** you want to change (this can be the entire path or just a portion), and enter the **new path**. Click on **Relocate Selection**. This process has been applied to Image 1 and Image 2. You can apply the relocation to all media files by clicking on **Relocate All**.

The video has been unlinked by clicking on the **unlink icon** on the right. The media will remain in Blender's files but will be unlinked from its object.