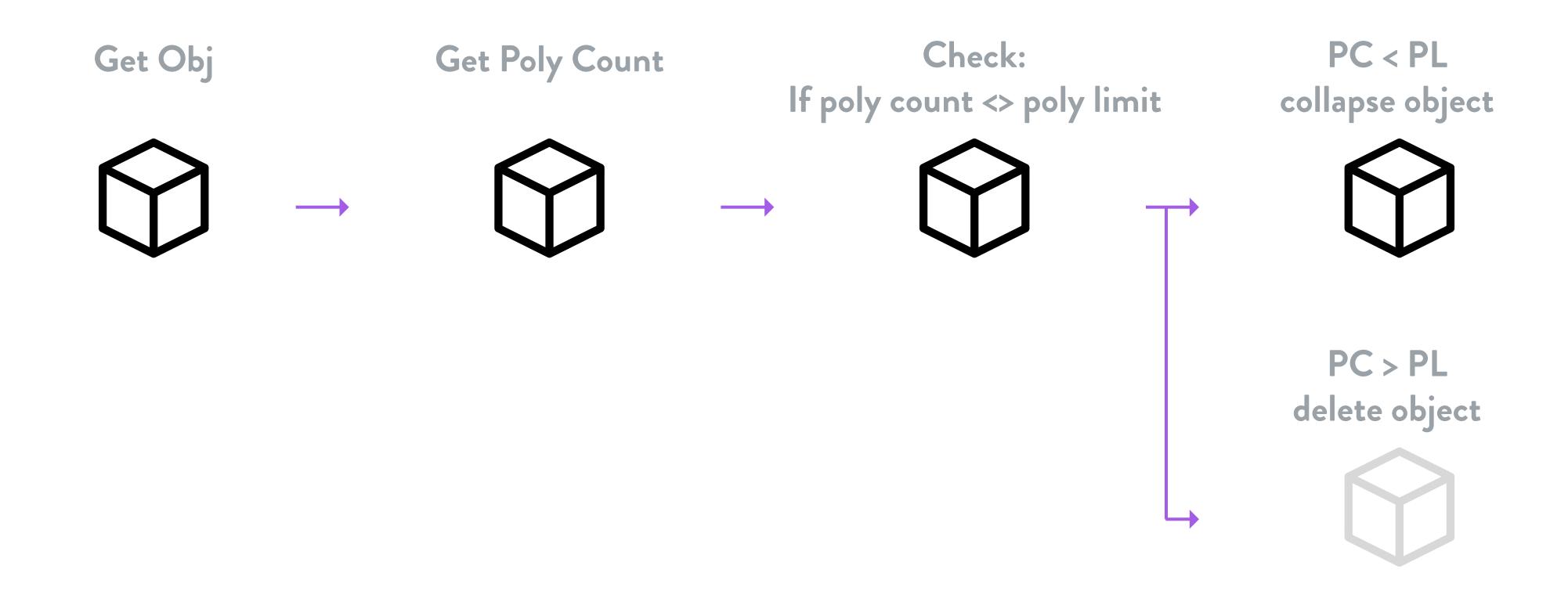
#### Quick Proxy Creator - Proxy Baker

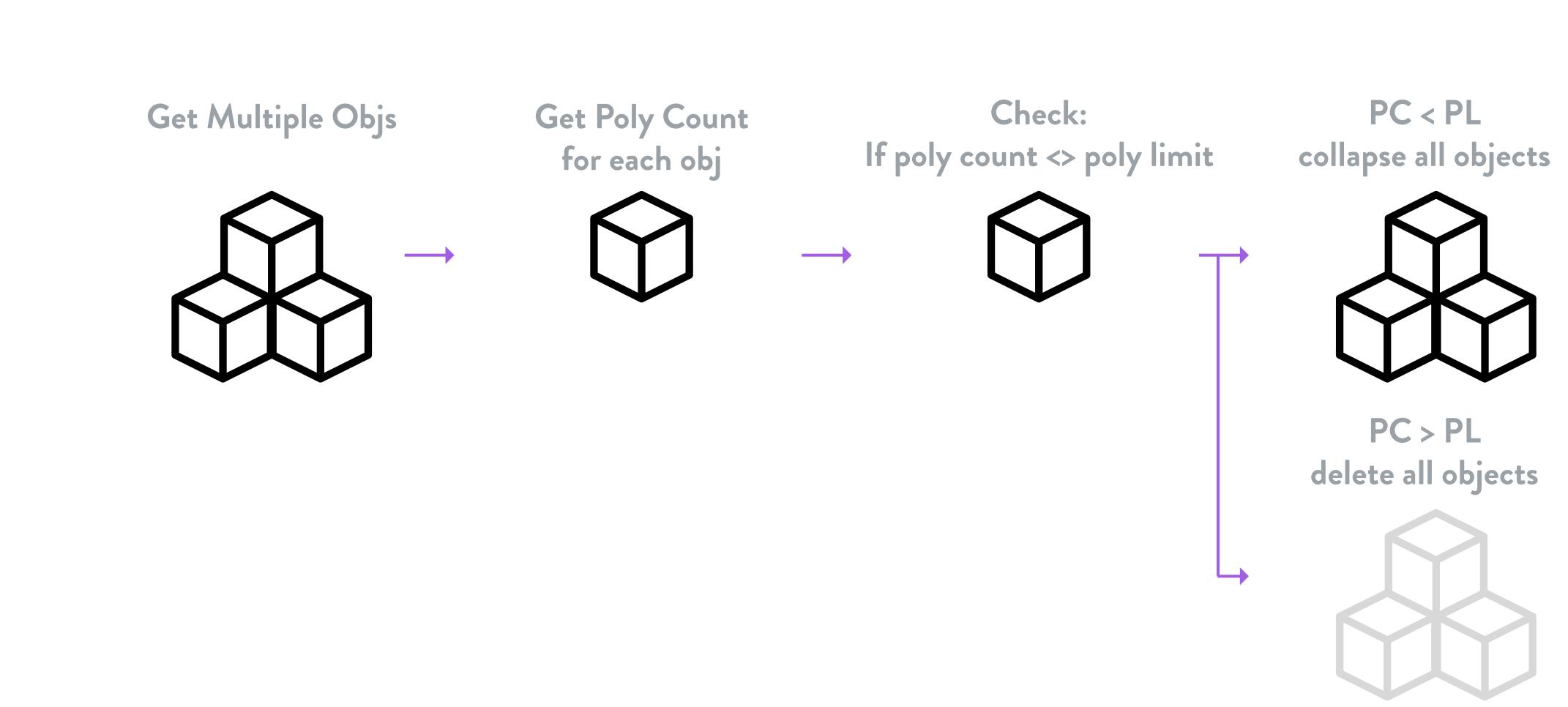
# Process

v01 - basic



## Process

v02 - basic

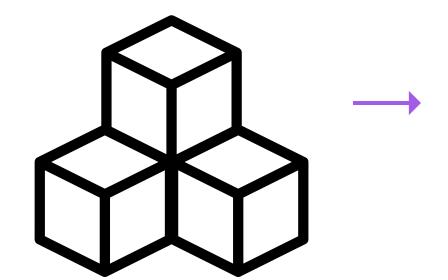


#### Quick Proxy Creator - Proxy Baker

Process

v03 - medium

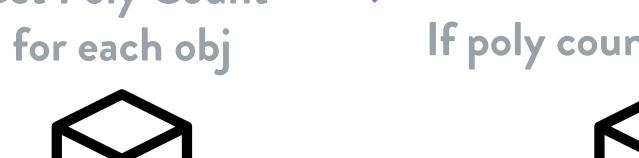
Get Multiple Objs

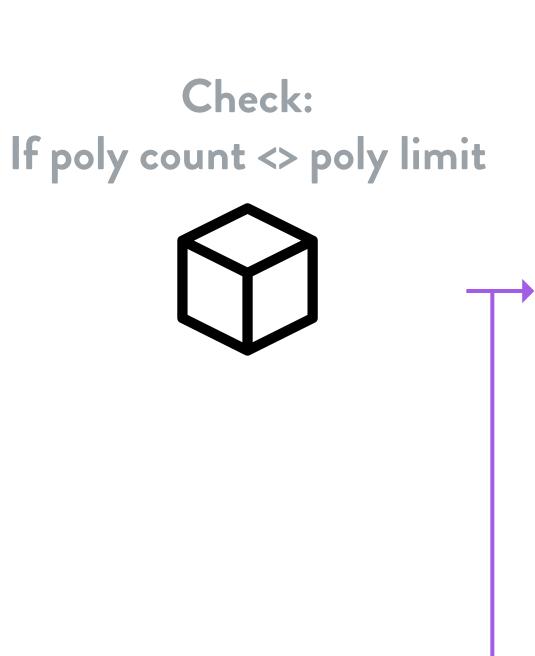


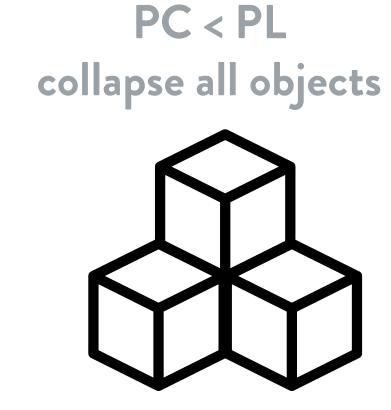
Set poly limit dialog

get poly limit

Get Poly Count

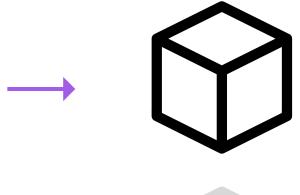








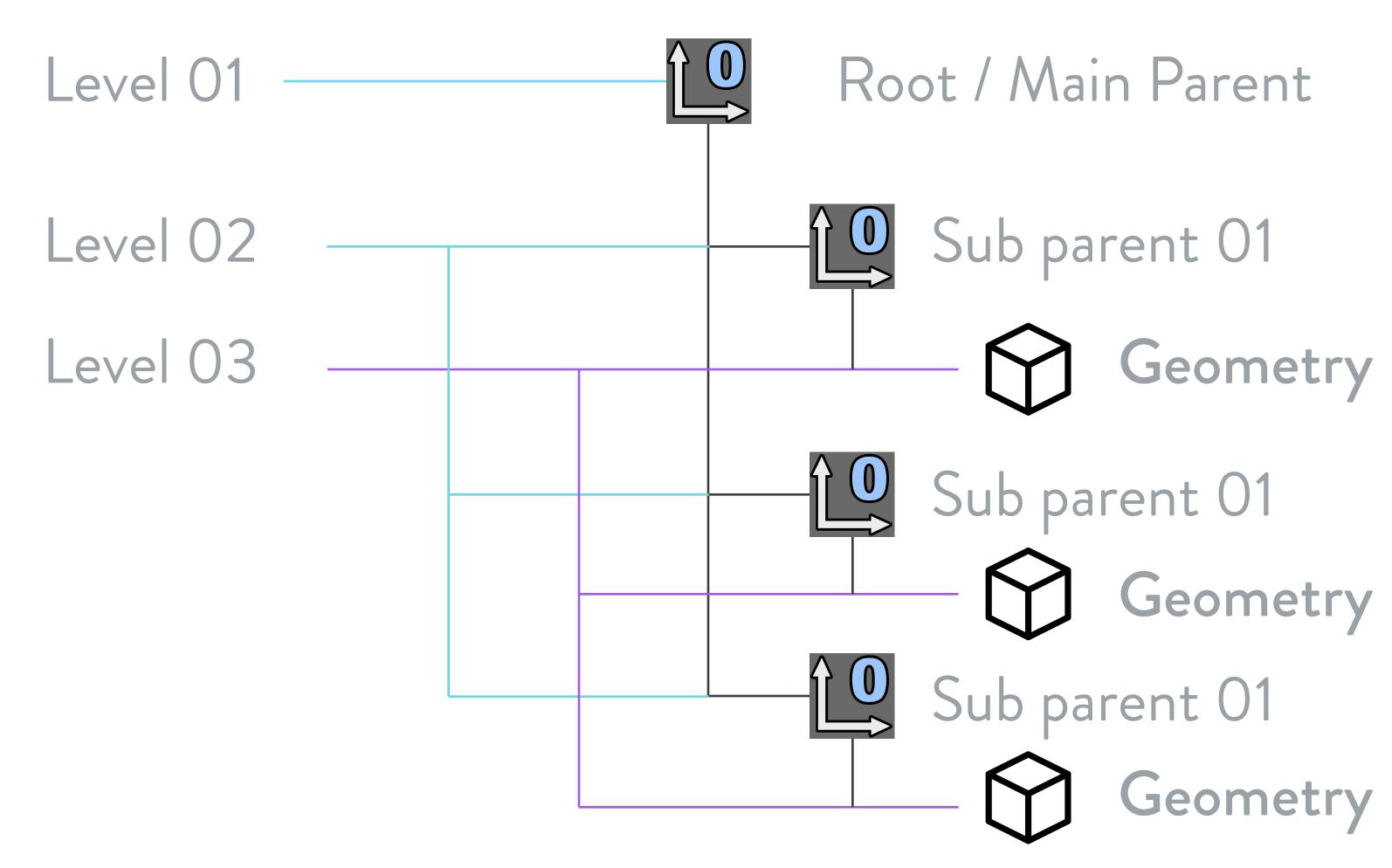
Delete old objs or make a new one





Set poly limit dialog Process delete original dialog v04 - advanced get poly limit PC < PL Check: Delete old objs **Get Poly Count** Get Multiple Objs collapse all objects or make a new one If poly count <> poly limit for each obj PC > PL Polygon reduction make editable delete all objects from each obj

# Hierarchy guide



#### Quick Proxy Creator - Null cleaning

# Process

v01 - basic

Get Hierarchy Levels

Get Child Geometries

Create new groups

Delete old groups based on old levels insert geometries into new groups

