**Maya Mash Notes**

*MASH is a network/instancer that lets you generate objects in a scene.*

Optimization

* If the network is making the scene run slow, there are a few things you can do to optimize the viewport:
  + Use a standin/proxy file
  + Adjust the instancer settings (\_Instancer object in the outliner)
    - Change “Level of Detail” to “BoundingBox.”
    - Change the “Display percentage” to a lower number.
* The render view will still display the generated objects.