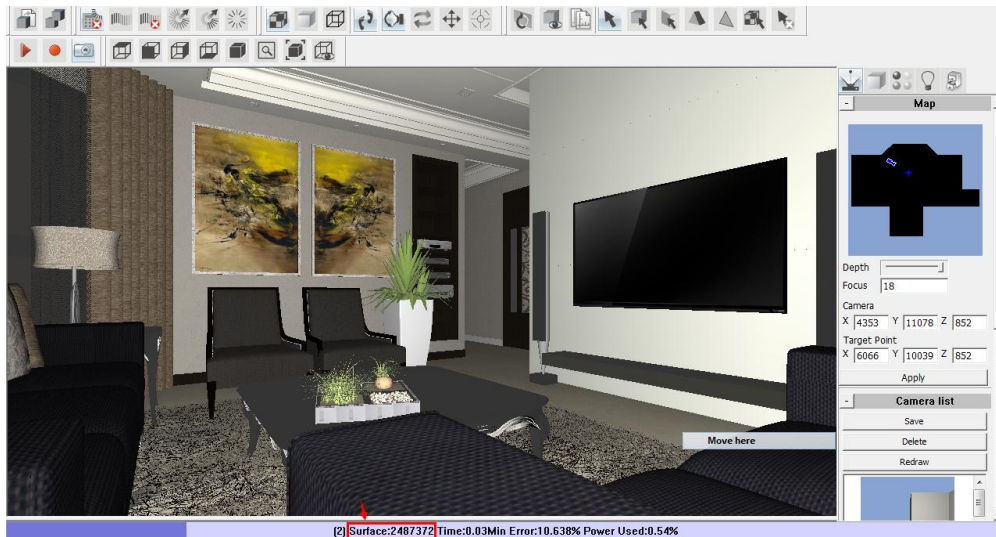


Why can't I save 3D file?

Big scene fails to save because of excessive patches

Patch is the smallest unit in a scene that is for calculating surfaces' brightness in Radiosity. The more the patches, the longer it takes to calculate lights. A scene's patch should be controlled under 1.5 million. Otherwise, accidental issues such as saving failure or even program crash would occur.



Eg: When start Radiosity, there are 2,487,372 surfaces (patch) in the information bar. Obviously, the quantity of surface is far beyond our limit. As a result, calculating lights becomes very slow, and it would probably pops out "out of memory" when save as *.mrs file with lights on.

To avoid these problems, we have to control the total quantity of surface under an acceptable range in these ways:

1. Try to use less elaborate or detailed models in areas that cannot be seen in the final camera views.
2. If using elaborate models are unavoidable, you may prepare several identical *.mrs file with lights off. In each *.mrs file, choose 1-2 camera view for saving image, and delete objects that are not in the chosen camera views.
3. Use stencil texture to replace extremely detailed models such as trees, decorative walls and so on.