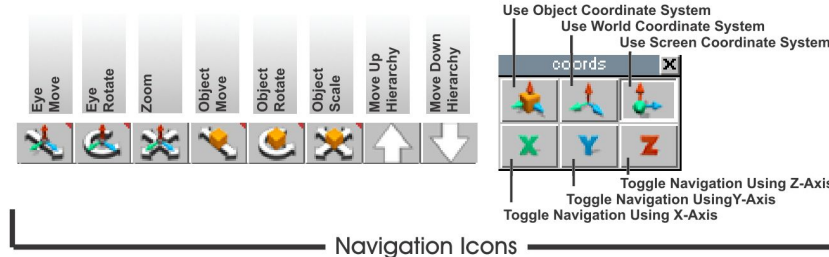


	Back to Start		Advance to End		Look Ahead		Set object as Vacuum Env.		Build Skeleton		Play Scripts
	Back to Prev Keyframe		Adv. to Next Keyframe		Path		Initial Motion Vector		Enable Atmosphere		Attach Skin to Skeleton
	Back to Prev Frame		Advance to Next Frame		Anim. Path from NURBS		Erase Phys. Attributes		Gravitation Pad		Edit Muscles
											Script Editor



	Render Preview		Render Wireframe		Render Hidden Line		Render Quality Low		Render Quality Med.		Scanline		Render Quality High		Raycast		Draft		No Antialiasing		Adaptive Antialiasing		2X Antialiasing		3X Antialiasing		4X Antialiasing		Multi-Threading		Single Sided Rendering		Triangulate		Enable Raytracing		No F.ground Shader		Volumetrics		Depth Cue		Fog		Snow		Scattering		Color		Image		Clouds		Graduated		Tone Mapping		Glows & Lens Flares		Feature Follow AA		Depth of Field		Cust. Global Shaders
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	Set Params. as Rubber		Erase Physics Attributes		Initial Motion Vector
	Set Params. as Glass		Erase Local Env. Attributes		Initial Rotation Vector
	Set Params. as Iron		Center of Obj. Gravity		Acceleration Motion Vector
	Set Params. as Styrofoam		Obj. Fixation Point 1		Accel. Rotation Vector
	Set Params. as Paper		Obj. Fixation Point 2		
	Set Params. as Wood		Attach Skin to Skeleton		2D Spherical Joint
	Set Params. as Cloth		Attach Obj. to the Bone		Add DD Fixed Joint
	Build Skeleton inside the Skin		Edit Joints Directly		Add TD Slide Joint
	Link IK object		Change DoF Values		Add TD Hinge Joint
	Extract Skeleton from IK object		Edit Muscles		Add 2D Slide Joint
	Add new Bone		Edit Tendons		Add Shaft Joint

— NURBS Edit —

Material Editor

New Scene

Screen View Icons