

Maya Pipeline Tool

By

Olivier Dral and Dragoş Popescu

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Installation

Maya Plugin

1. Put the whole 'PipelineTool' folder into your Maya scripts folder (Documents > maya > 2023 > scripts).
2. Open Maya.
3. Open the script editor in Maya and paste the follow code in a Python window:

```
import PipelineTool.PipelineToolUI as PTUI
```

```
PTUI.PipelineToolUIFunc()
```

4. In the script editor, go to 'File' > 'Save Script to Shelf...' and save the script to a shelf of your preference.
5. The tool is now set up, press the tool icon to run it.

Unreal Export folder

1. Open Unreal Engine.
 2. Go to 'Edit' > 'Editor Preferences'.
 3. On the left panel under 'General', click on 'Loading and Saving'.
 4. Ensure that under 'Auto Reimport' the 'Monitor Content Directories' is checked on.
 - a. Tip #1: for this you can also add a new array element under 'Advanced' > 'Directories to Monitor'. Here you can set an export directory, from which Unreal will import when that directory is exported to. Then set a target folder in the Unreal Project Contents under 'Map Directory To'.
 - b. Tip #2: after doing tip 1, you can also set wildcards. These basically are file formats that you want to ignore or include. For instance, if you only want to import FBX and OBJ. Then you can set include wildcards for .fbx and .obj.
 5. Unreal is now set up. Now when you set your engine directory (in the Maya tool) to a location in the Unreal Project Contents and press the 'Export to Engine' button, a message will show up in Unreal after a few seconds, asking you to import the new files.
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Current Tool Functionality

- Auto create Maya directory when saving file.
- Auto export to directory with one button press.
- Auto export and import into Unreal Engine with one button press.
- Create UV mapped materials for 512, 1024, 2048 resolutions.
- Create character mesh for scale comparison.
- Create material based on object name with one button press.

Tool functionality chart

