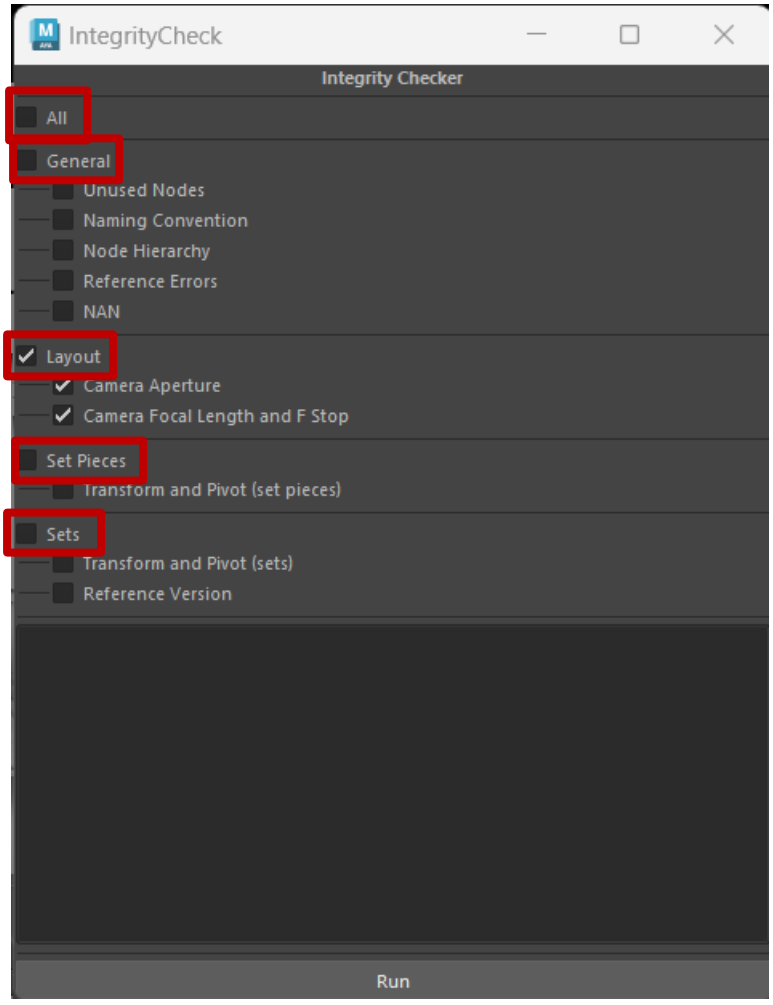
Integrity Check Tool – User Documentation

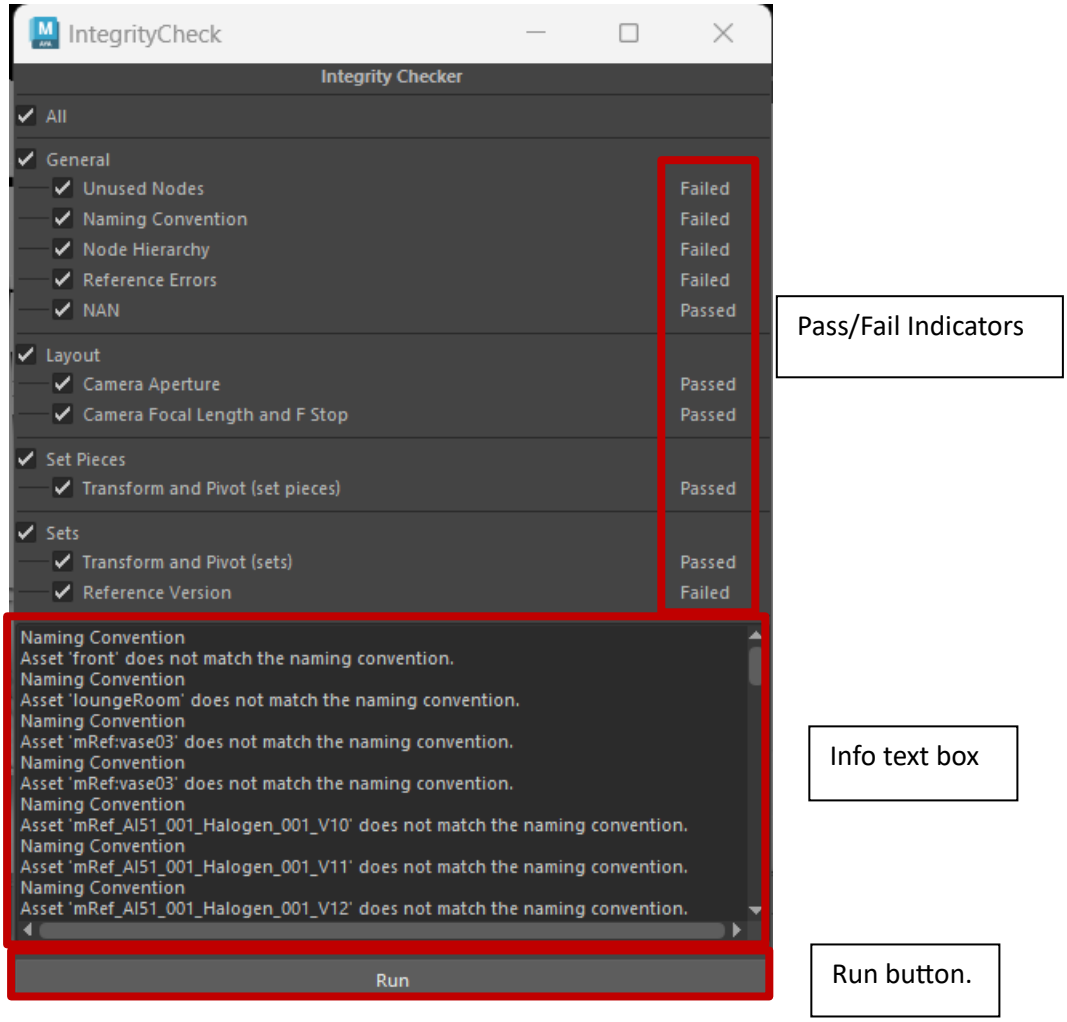
Keegen Wallis – 14272266

The integrity check tool provides an easy way for users to ensure their peace of mind when finalizing work on a given scene, by fixing or highlighting common errors that can occur when working on a scene. These errors include: the inclusion of unused nodes in the scene, incorrect names for assets, incorrect node hierarchies, reference errors, inclusion of NAN values in asset attributes, use of non-existent camera apertures, focal lengths and f stop values, as well as the incorrect pivot of sets and set pieces, and the use of set pieces that are not the most recent version. Continue reading for instructions on the use of the integrity check tool as well as details on the functionality and limitations of the tool.

1. After opening the tool, you should be greeted with the interface below. When opening the tool, all checkboxes will be unticked, but checking the ‘General’, ‘Layout’, ‘Set Pieces’, or ‘Sets’ checkboxes will select all checkboxes in that section, as seen in the image below. Selecting ‘All’, will select all checkboxes.

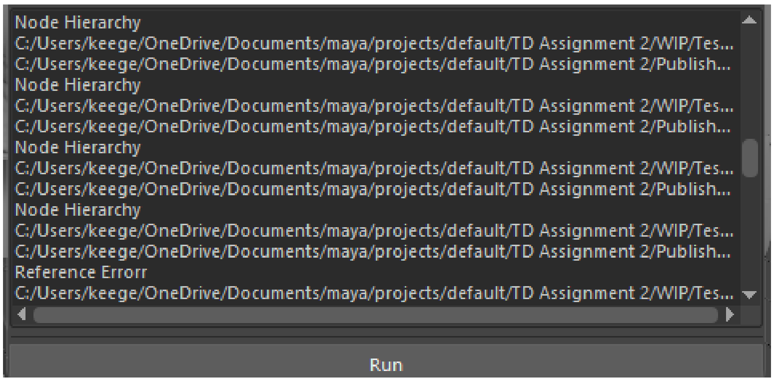


2. After selecting the tests that you would like to run, click the run button, at the bottom of the interface. After doing so a mix of pass and fail tags will indicate which tests have been past and which have been failed. Along with this, some tests will grant additional information in the info text box.

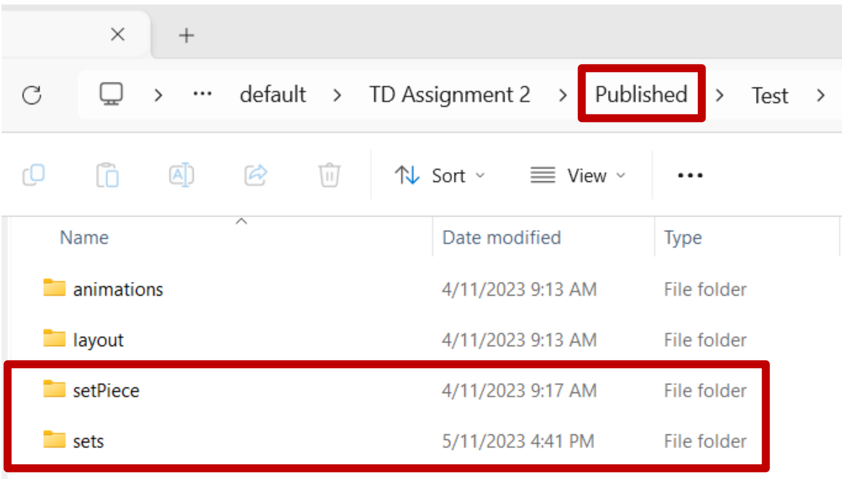


3. The Unused Nodes check will give a “Passed” indicator if there are no nodes in the scene that have no connections with other nodes and will attempt to delete empty nodes if they can be deleted.
4. The Naming Convention check will check all groups of assets in the scene and will check if they have the prefix “mRef_” and a two digit suffix, if all groups follow this naming convention a “Passed” indicator will be shown, if not then the “Failed” indicator will be shown and all assets that do not match the naming convention will be listed in the in the info text box as seen above.
5. The Node Hierarchy checkbox will check the file paths of all assets on the scene and compare them against the correct file path for published assets being used in the scene. In the image below you can see the current path that the asset is using is displayed in the info text box and right below that is the correct hierarchy that the asset should exist within. In the example you can see that the assets are in

the WIP folder and should not be used in this scene, but this tool will check for any error in the pathing of the assets.



6. The Reference Errors tool works very similarly to the node hierarchy tool, however, will only ensure that each asset is in the Publish folder and not in the WIP folder, and so allows for the user to pass this mark without necessarily passing the entire node hierarchy test.
7. The NAN test will ensure that each assets attributes do not have NAN values or any decimal that is longer than 4dp. For these attributes it will round the value to the nearest decimal place.
8. The camera aperture tool will set all cameras in the scene to have the aperture of 16:9. If the tool is run the first time it may fail but it will also change all camera apertures in the scene. After running the second time, it should pass if no changes have been made to the cameras.
9. The Camera Focal Length and F Stop tool works in the same way as the Camera Aperture tool and after running the second time it should pass.
10. The Transform and Pivot tool for both sets and set pieces works in the same way and sets the local pivot variables (both scale and rotate) of the groups for each asset to be at the origin. The set pieces check will test all assets that come from the published set pieces folder and the sets will come from the published sets folder. This means that for these tools to work correctly, the node hierarchy for these assets needs to be correct.



11. The final tool will output into the info text box, all of the most recent versions of each file in every folder for assets in the scene. This can then be compared with the version that is being used, to ensure that the reference version of each file is up to date.