


- Playblast script for **Outsource Studio** -

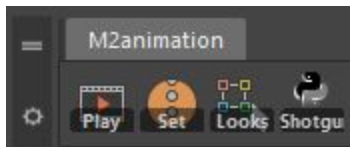
1. Go to "https://github.com/M2ools/outsource/tree/master"

 GitHub, Inc. [US] | <https://github.com/M2ools/outsource/tree/master>

2. Find the green "Clone or download" box (right hand-side of page).



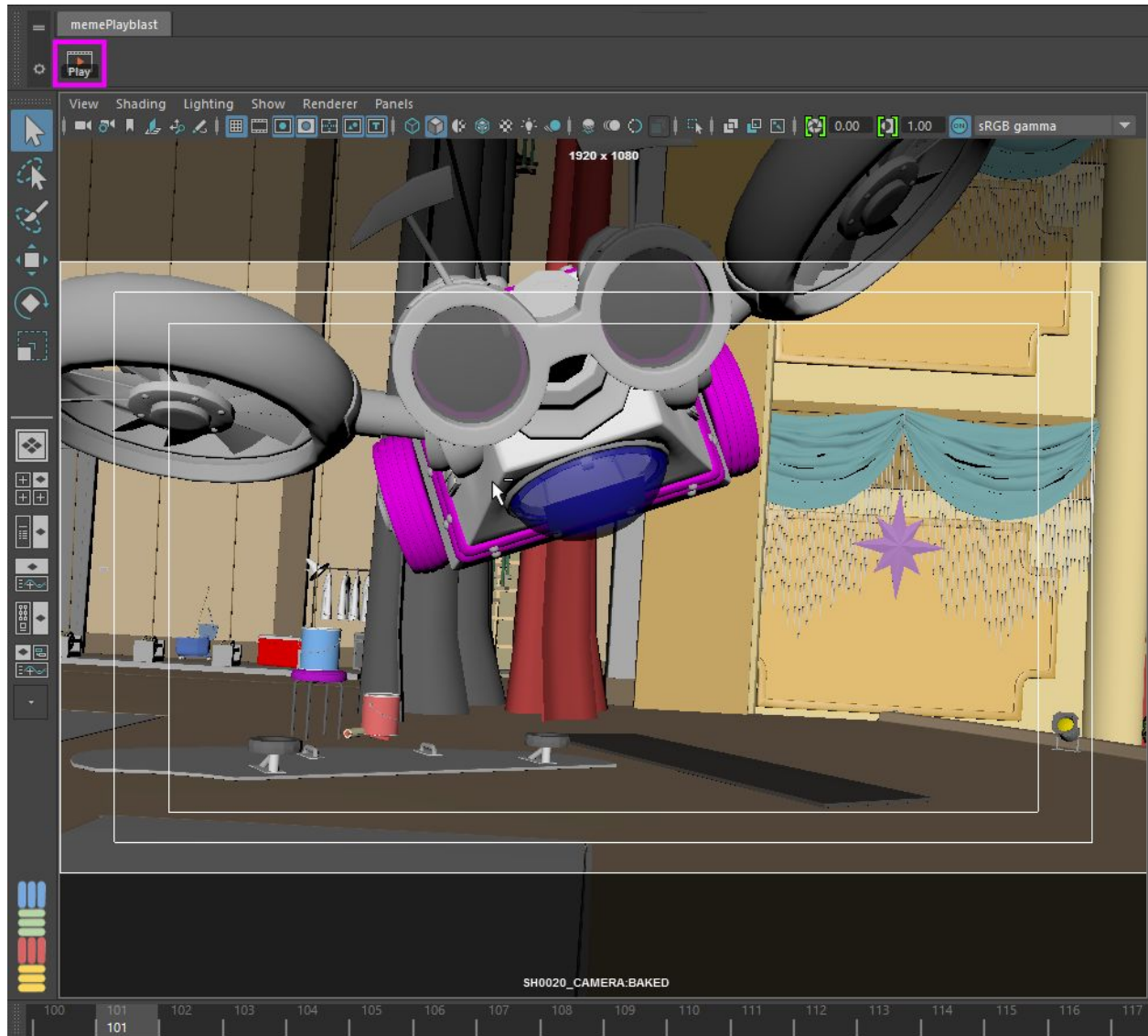
3. You will get "outsource-master.zip" then Unzip the folder.
4. Copy "Playblast", "Shotgun" and "Xplorer" folders to your ~Document/maya/script
5. Copy "shelves" folder to your ~Document/maya/2016/prefs
6. Then open the Maya program. You will see the "memePlayblast" shelf.



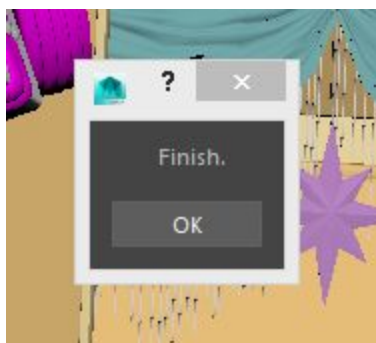
There are 4 functions

- Playblast: getting Playblast
- Set: if set didn't come into the scene, just press
- Looks: if any textures looks not proper, just press
- Shotgun: uploading movie file to Shotgun. BUT! You must have the movie file on your local first.

7. If you need to playblast a movie, press the “Play” icon on "memePlayblast" shelf.



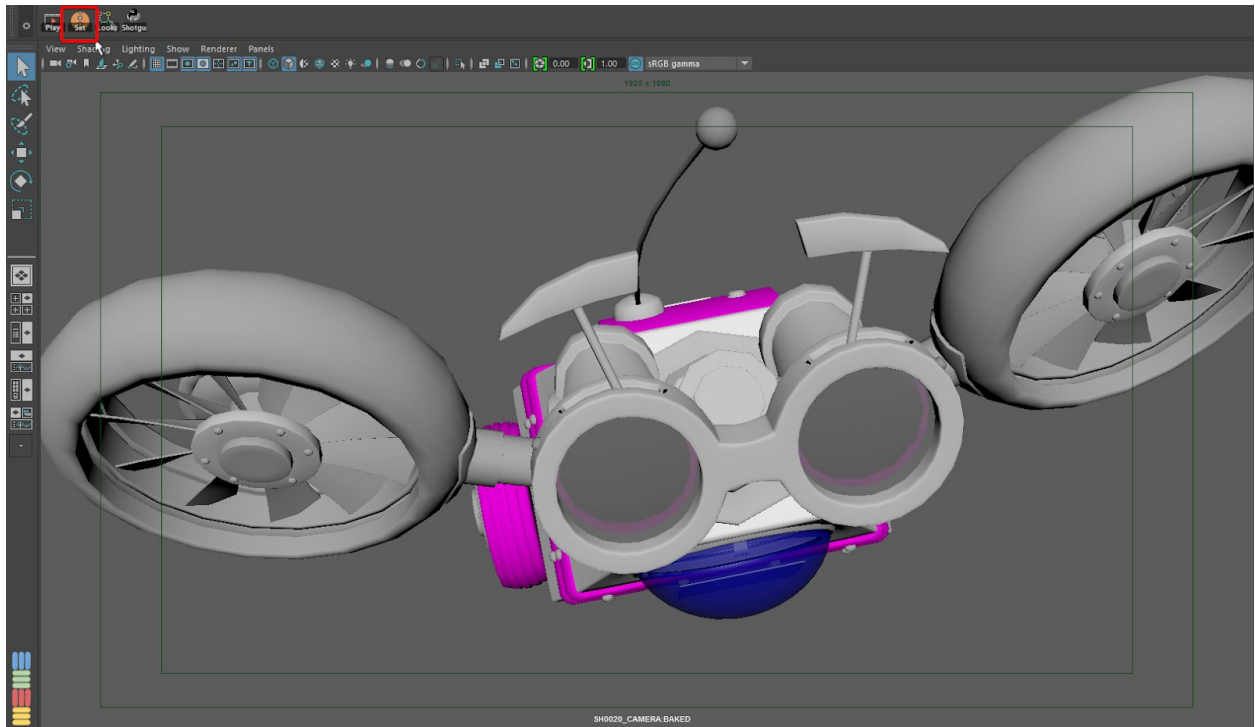
8. After finished the script processing, it will show a pop-up window for telling the destination folder, just click “OK”



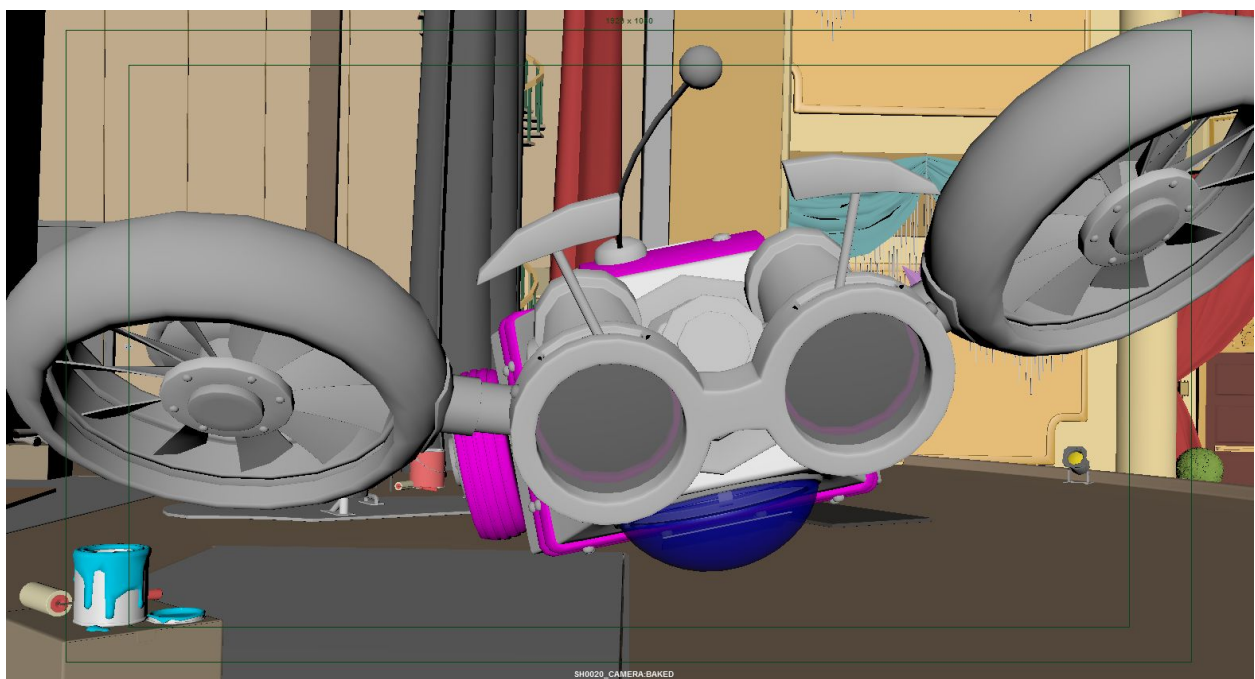
9. This is the destination folder. Every time you playblast, the movie files will go to the same destination.



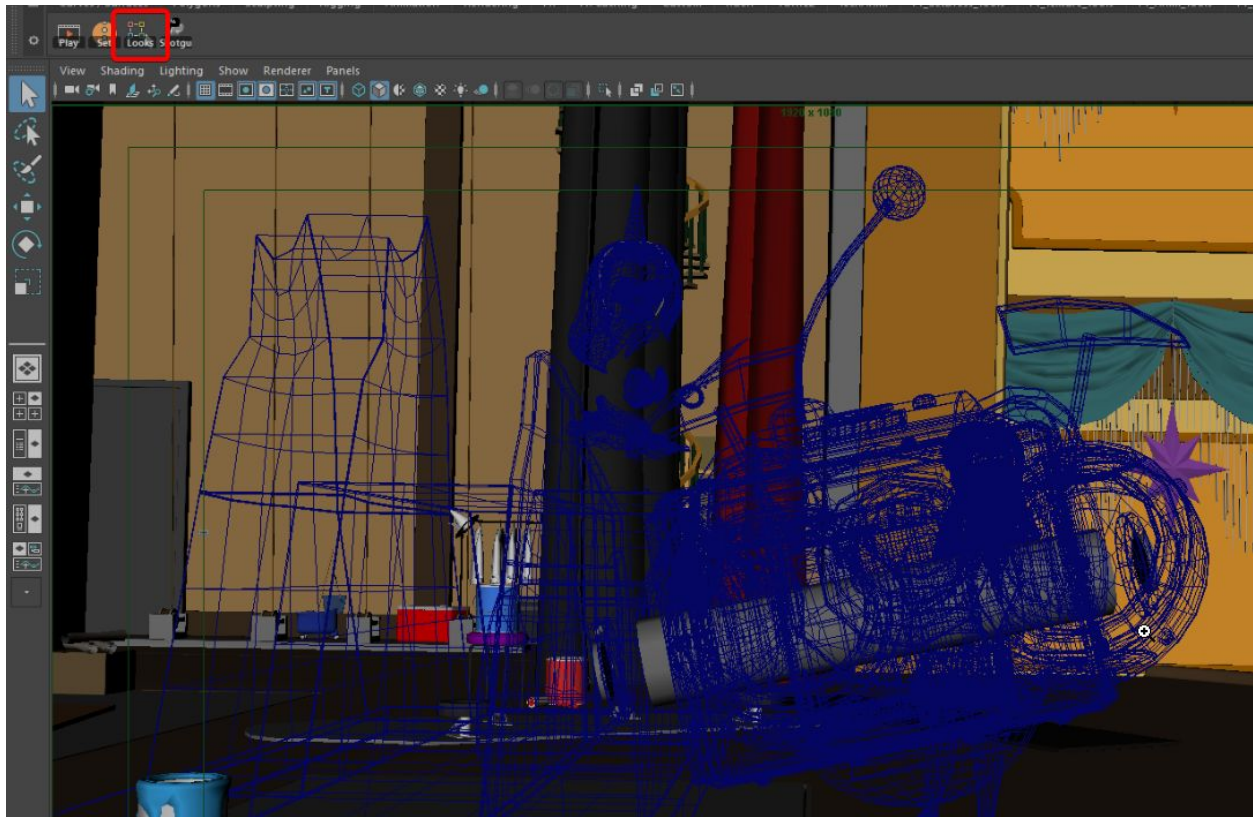
10. If SET didn't come into the scene, just press the "Set" icon. It will get back the set.



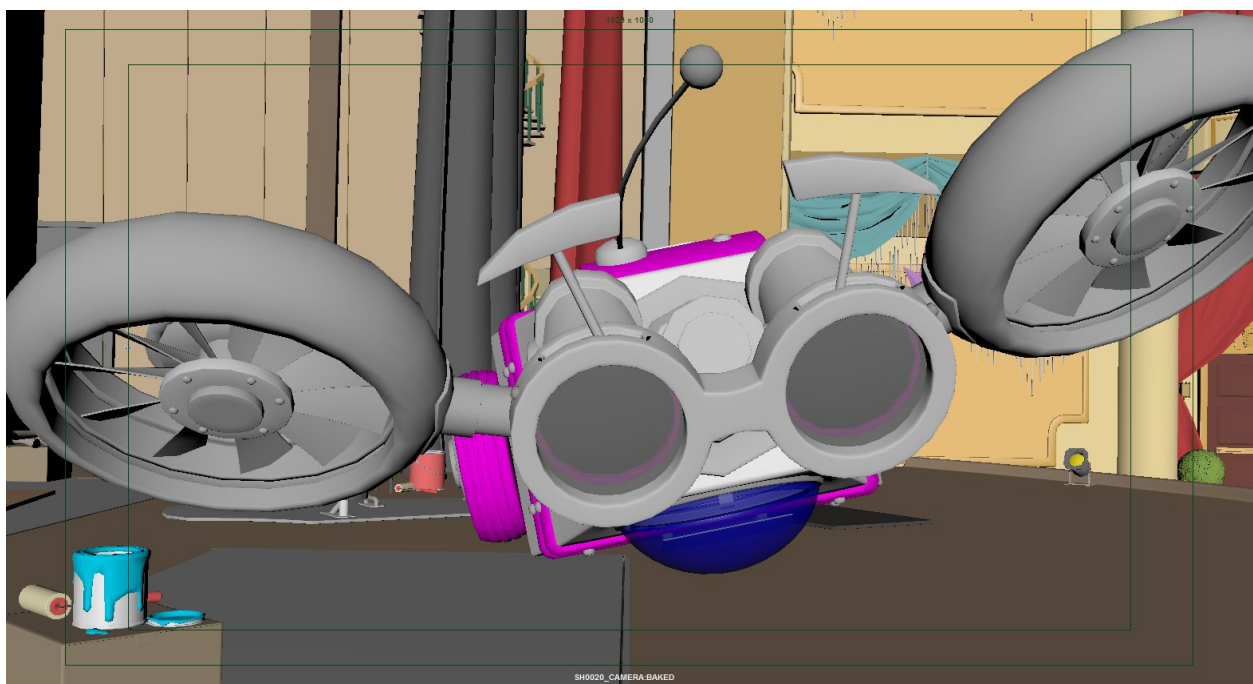
After pressing the "Set" icon, the result should be like this.



11. If you find any TEXTURE issue, just press the “Looks” icon. It will get back the proper looks.

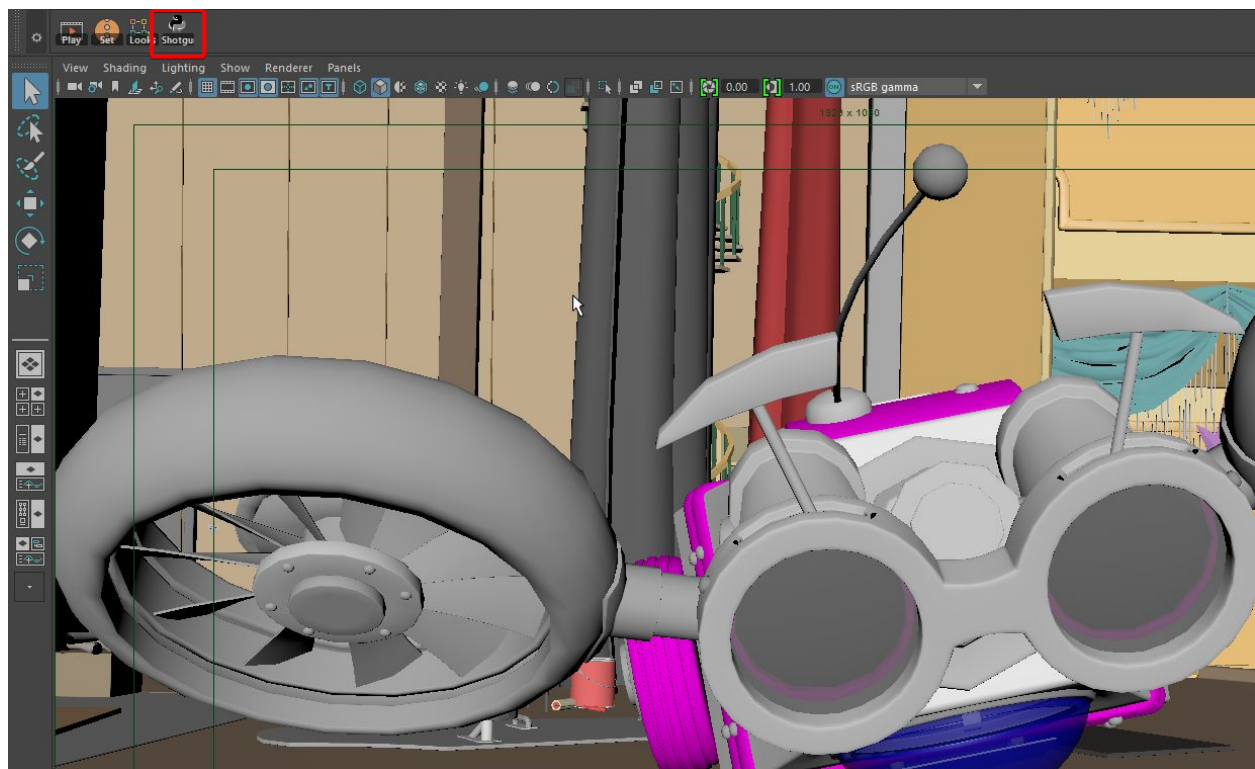


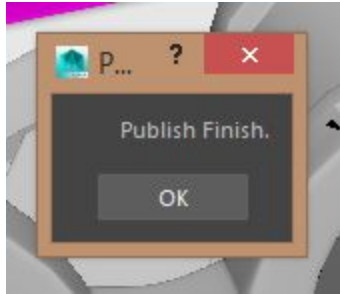
After pressing the “Looks” icon, the result should be like this.



12. If you would like to upload the movie file to Shotgun, press the “Shotgun” icon.

*** First of all, you must have the movie file on your local. Although, you have created the movie file but if there is not the latest version on your local, it will push it up to Shotgun anyway.





The result from Shotgun.

