

User Documentation

Lighting Scene Builder Tool

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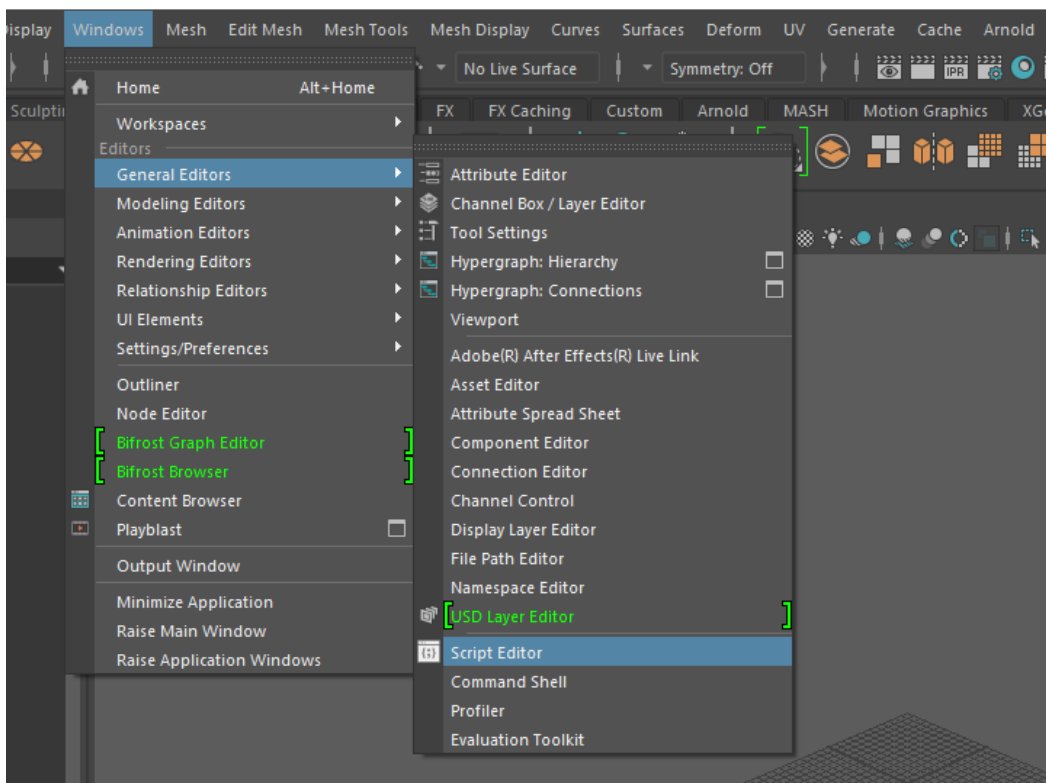
Introduction

The Lighting Scene Builder is a tool that allows an artist to import assets into Maya and adjust the lighting and setup conditions. This workflow is achieved with the Script Editor in the Autodesk Maya Program, using Python as the main language for the tool.

Setup Requirements

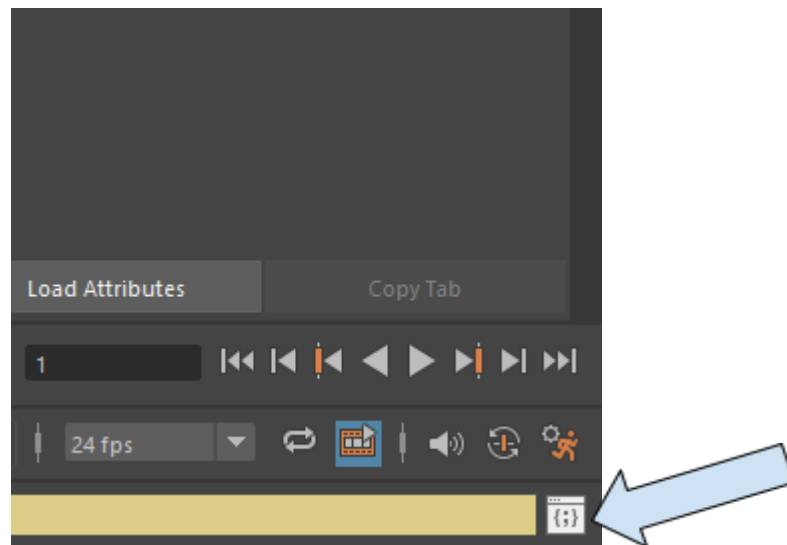
There are certain prerequisites that must be met before the tool is able to function optimally.

1. Download the python script file: 'lighting_scene_builder.py'
2. Ensure that the Lighting Scene Builder Tool is saved in a directory that Maya can access from.
3. Open the Script Editor in Maya ('Windows' -> 'General Editor' -> 'Script Editor')



4. Run the script and tool by simultaneously pressing 'Ctrl', 'Shift' and 'Enter' Keys.

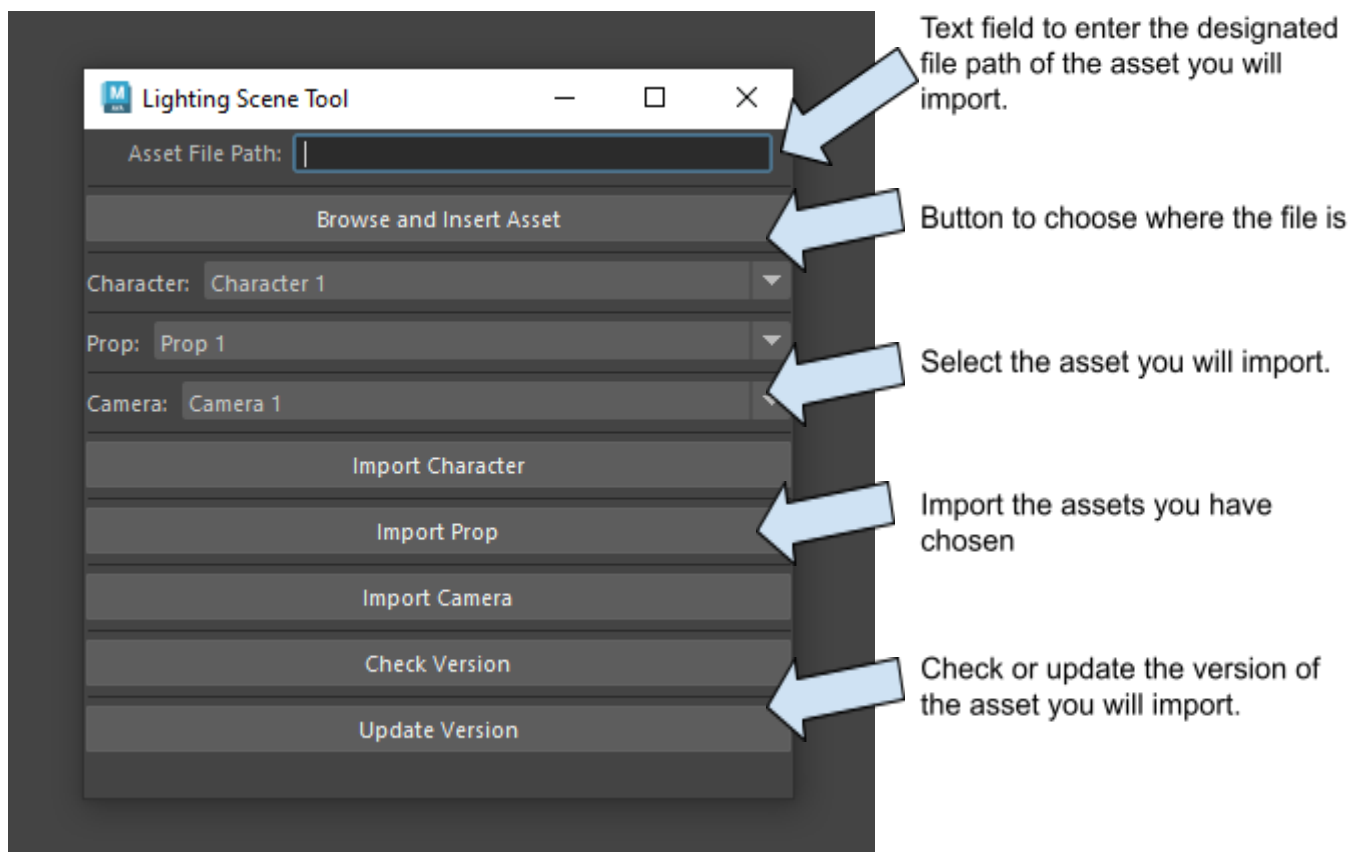
An alternative way to open the Script Editor is by clicking this icon on the bottom right corner.



Interface Guide

Once you have executed the code, a window will appear showing the available options to choose from.

On the UI window, you will find:



Using the Tool

1. First, type in the file path of the asset you will be importing into Maya into the text field at the top.
2. Alternatively, you can press the 'Browse and Insert Asset' button to find the file path of the asset.
3. From the combo boxes, select the asset you want to import into the scene
4. Once you have imported the asset, you can check the version of the asset you have imported or update it.