

Maya Asset Publish Tool User Documentation

Introducing the Maya Asset Publish Tool

The Maya Asset Publish Tool is a tool for automatically saving and publishing project files in Maya. It is designed to simplify file management and version control for different departments, including models, layouts, animation and lighting.

Installation

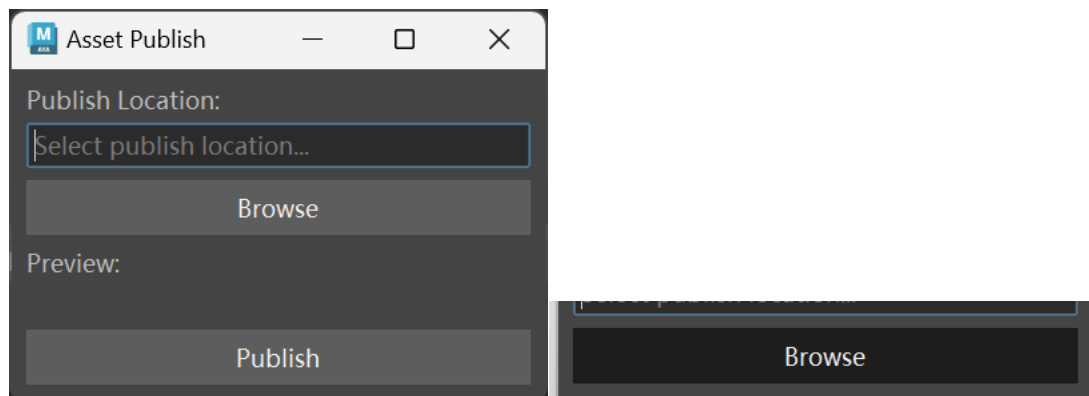
Copy the tool files into Maya's Scripts folder.

How to use the tool

1. Select a working folder

When you run the tool for the first time, you need to select the folder where you want to store your working files. This is where you will edit and modify your project files. Please follow the steps below:

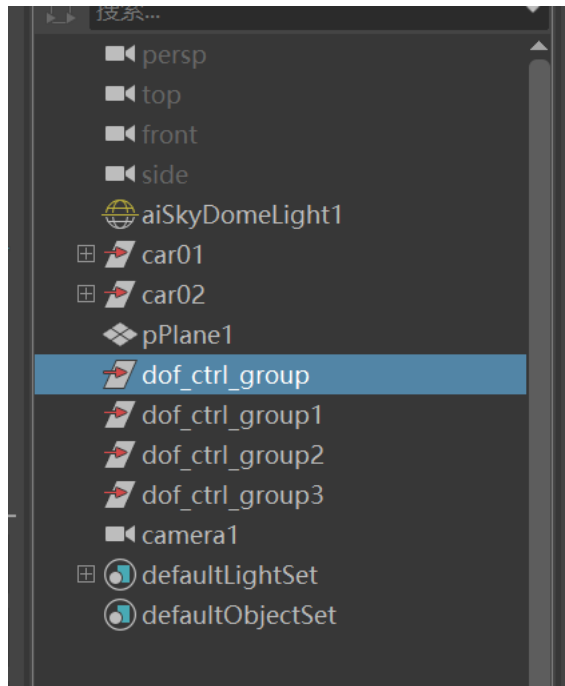
Click the "Browse" button to select the working folder.



Select the appropriate folder and click "OK".

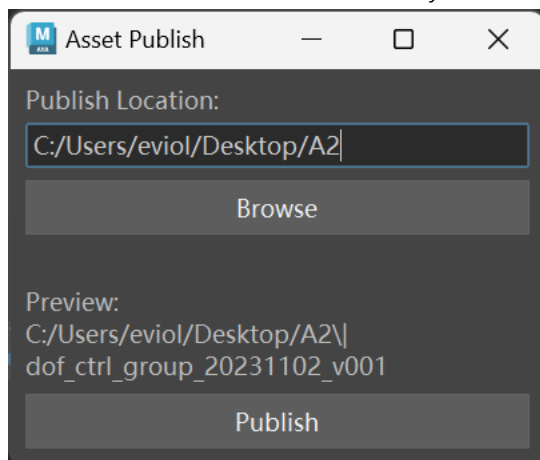
2. Selecting objects to publish

In Maya, select the objects you want to publish (for example, models, layouts, animations, or lights). You can use the Selection tool in Maya to complete this step.



3. Preview the publish file name

In the Tools screen, you will see a preview text box that shows the names of the files that will be published. These file names will be automatically generated based on the name of the selected object, the current date, and the version number. Please check the preview carefully to ensure that the file names meet your needs.



4. Publishing Files

Once you are satisfied with the file names in the preview, click the "Publish" button to save and publish the file to a folder of your choice. Each time you click the "Publish" button, the version number is automatically incremented to ensure the file name is unique.