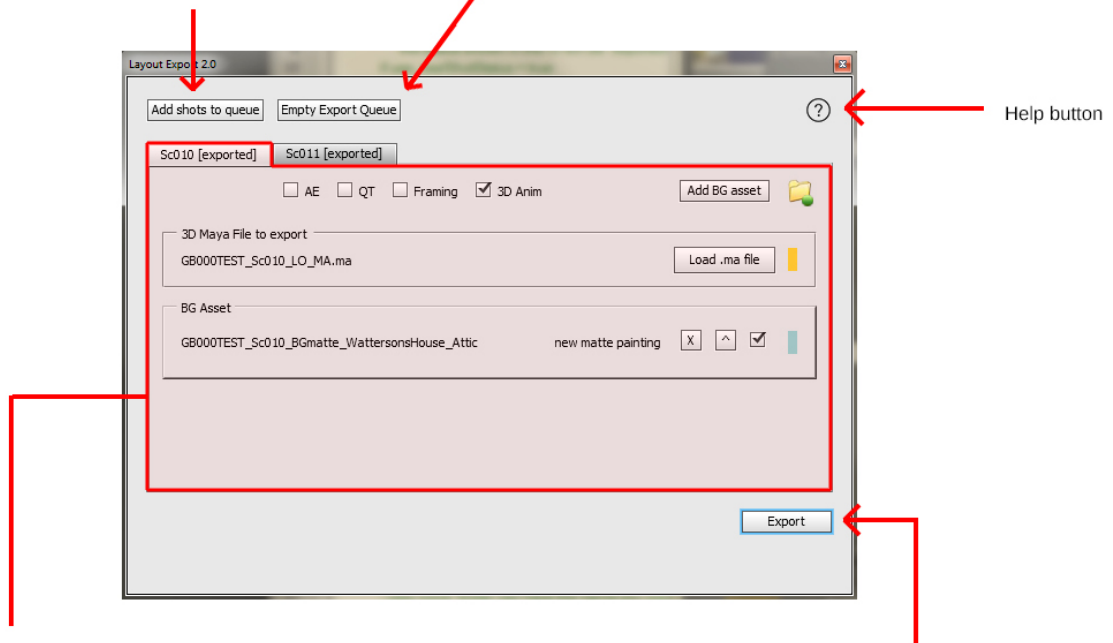# EXPORT TOOL (main UI)

Add shot to queue
To add one or more shots in the ExportTool
and setup them for the export task.
All shots visible loaded in the ExportTool will be exported

Empty Export Queue
Remove all shots from the ExportTool.

Help button

Layout Export 2.0

Add shots to queue | Empty Export Queue | (?)

Sc010 [exported] | Sc011 [exported]

☐ AE ☐ QT ☐ Framing ☑ 3D Anim | Add BG asset | 📁

3D Maya File to export
GB000TEST_Sc010_LO_MA.ma | Load .ma file | ▨

BG Asset
GB000TEST_Sc010_BGmatte_WattersonsHouse_Attic | new matte painting | X | ^ | ☑ | ▮

Export

Shot Panel
Contains all informations and options for the export of the
corresponding shot.

Export button
To export all queued shots

SHOT PANEL

The shot panel contains all informations and options which will be used for the export of the shot.
You have to select all elements you want to export, add background assets, provide maya file, etc.
All informations given at this step will be kept from one session to the other, which means you can prepare the export
of your shots way before the export task.

Shot name [status]
the export status given between brackets ([...]) can be hidden using following variable in the ui_custom_options :

// show or hide the status of the shot in the title of the panel
var showShotStatus_inPanelName = **true**;

Export options
Checkboxes to select which element you want to export for the current shot.
If not selected, the element won't be exported.
If selected, element will be always exported. This will overwrite existing files in the approved folder

Add BG asset
To open the *BG Asset Creation Tool* which will let you define a new asset for the shot.

Sc010 [exported]

☐ AE   ☐ QT   ☐ Framing   ☑ 3D Anim   Add BG asset

3D Maya File to export
GB000TEST_Sc010_LO_MA.ma   Load .ma file

BG Asset
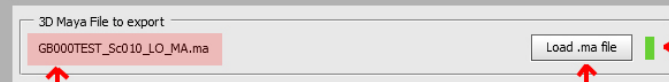GB000TEST_Sc010_BGmatte_WattersonsHouse_Attic   new matte painting   X   ^   ☑

Approved folder
Clic to open approved folder of the shot and see its content.
Colored dot give the status of the export according to elements (AE,QT, and framing) found in the folder:

no element found

one or more elements found

AE, QT and framing are exported

MAYA FILE PANEL

3D Maya File to export
GB000TEST_Sc010_LO_MA.ma   Load .ma file

status : not exported
status : exported

File path

Load .ma file
Clic to change the maya file for current shot

BG ASSET PANEL

Status of the asset
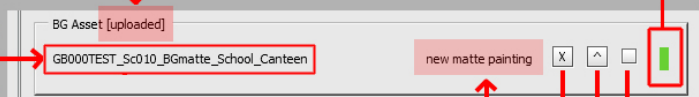*[re-use, not exported, exported, uploaded, locked]*
Can be hidden using following variable in UI_custom_options :

// show or hide the status of the background asset in the title of the panel
var showAssetStatus_inPanelName = **true**;

=

status : re-use of another BG asset
status : not exported
status : exported but not uploaded
status : uploaded
   clic to open Shotgun asset's page
status : locked (can't be modified)

BG Asset [uploaded]

Asset name   GB000TEST_Sc010_BGmatte_School_Canteen   new matte painting   X   ^   ☐

Type of the asset
Defined by following variable in UI_custom_options :

var show_asset_BGType = 1;

☑ **add asset to export queue**
☐ **remove asset from export queue**

^ **update asset informations**

X **delete the asset**

BACKGROUND ASSET CREATION TOOL

Background type option
Select the type of the background you want to setup in the dropdown list.

Asset name:
The final name of the background asset. This is build based on informations (BG type, tags, etc) that you provide in this window.

Background asset creation tool

new 3D still render

Add tags to asset name

Resolution: 2K

infos
New 3d still render without matte painting.

Please refer to the wiki for the naming conventions of 3d camera

Files to provide:
- maya file with render camera
- jpg file matching the final framing and camera name

Please define higher resolution if needed!

Asset name: GB000TEST_Sc010_BG3Dstill

Render preview (still)
C:\Users\Samy\Pictures\P1010154.JPG

Create   Cancel

Infos box
Show all informations about choosen BG type, like type of files to provide, case we used this kind of background, etc.

Resolution option
Available only for 3D renders, this option let you define higher resoltuion for render. this will be send to Shotgun and used by Soi to setup their cameras.

TaggerTool:
Launch the TaggerTool to define tags for the asset.

Files Upload Box:
This box contain different buttons according to each type of background.
Each button is corresponding to one type of file you have to provide for this type of bg.
For BG reuse, you have the choice between re-using an asset already uploaded on Shotgun, or re-using an asset from the episode but not already exported.

EXTRA INFOS

== DEBUGGING ==
For debug purpose, the script create some log files into the directories :
   C:\Users\USERNAME\Documents\Adobe Scripts\Export Tool\logs
   C:\Users\USERNAME\Documents\Adobe Scripts\Export Tool\export_task\logs

== CUSTOM OPTIONS ==
Custom options files are stored in following directories:
   ..\custom_options   [javascript]
   ..\external_py\custom_options   python]

Please make sure you setup correctly all paths in the custom option files before deploying script !

== ABOUT THE SCRIPT ==
The script is developped for After Effect CS5.5 and using Javascript and Python (v2.7)

Following Python's modules are necessary for script execution :
   PyExecJs   >> https://pypi.python.org/pypi/PyExecJS
   shotgun_api3   >> https://github.com/shotgunsoftware/python-api
   FFmpeg   >> http://ffmpeg.zeranoe.com/

Script developped by Samy Barras (samy.barras @ gmail.com) for «The amazing world of Gumball»