

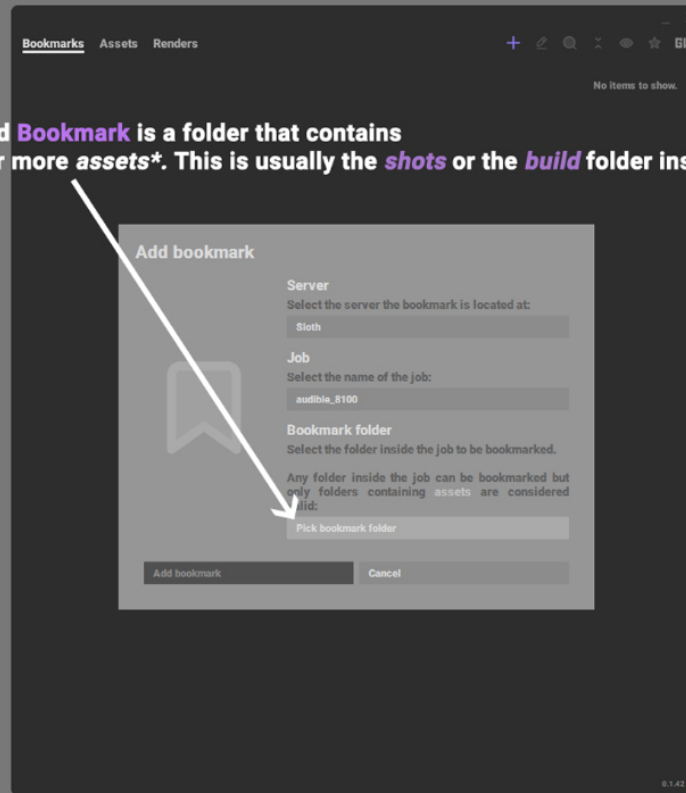
Getting started



Click to add your first bookmark



A valid **Bookmark** is a folder that contains one or more **assets***. This is usually the **shots** or the **build** folder inside the job.



* Any folder containing a "workspace.mel" file is considered an asset. Eg:

```
./bookmarkfolder/  
├── asset1/  
│   ├── workspace.mel  
│   ├── scenes/  
│   ├── renders/  
│   └── textures/  
├── asset2/  
│   ├── workspace.mel  
│   ├── scenes/  
│   ├── renders/  
│   └── textures/  
└── fonts/  
    ├── workspace.mel  
    ├── scenes/  
    ├── renders/  
    └── textures/
```

Bookmarks loaded!

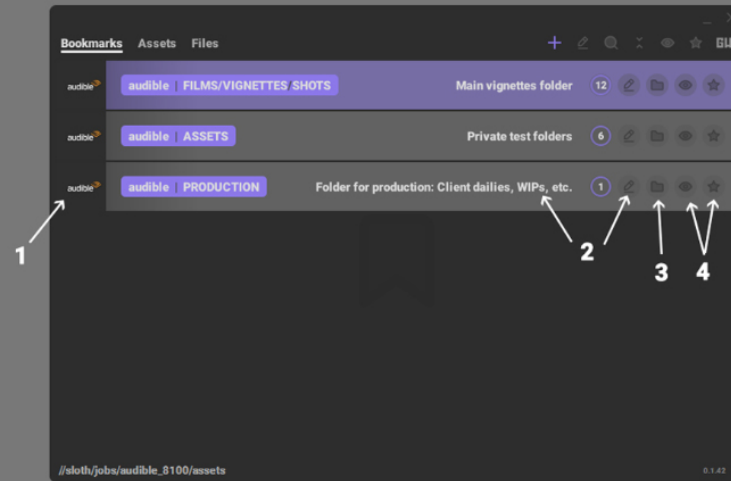
1 Each item inside GWBrowser can be assigned a custom thumbnail, description.

2 Bookmarks, Assets and Files can be annotated with todos (files don't support todos) / comments

3 Each item has a quick 'Reveal in file-system' button.

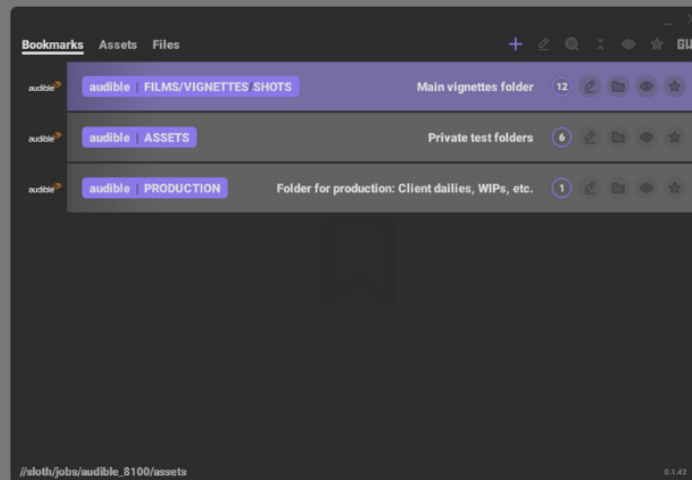
4 You can filter, favourite and archive items but be mindful when archiving, items will be archived for everyone on the network.

Favourites on the other hand are local to your workstation.



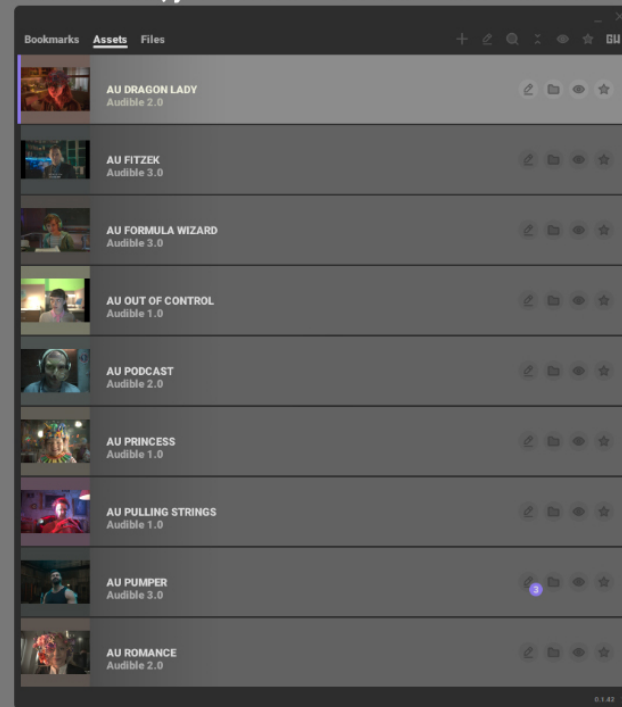
Activate....

To active a Bookmark double-click it or press enter when selected.
Active items will be highlighted with a purple background...



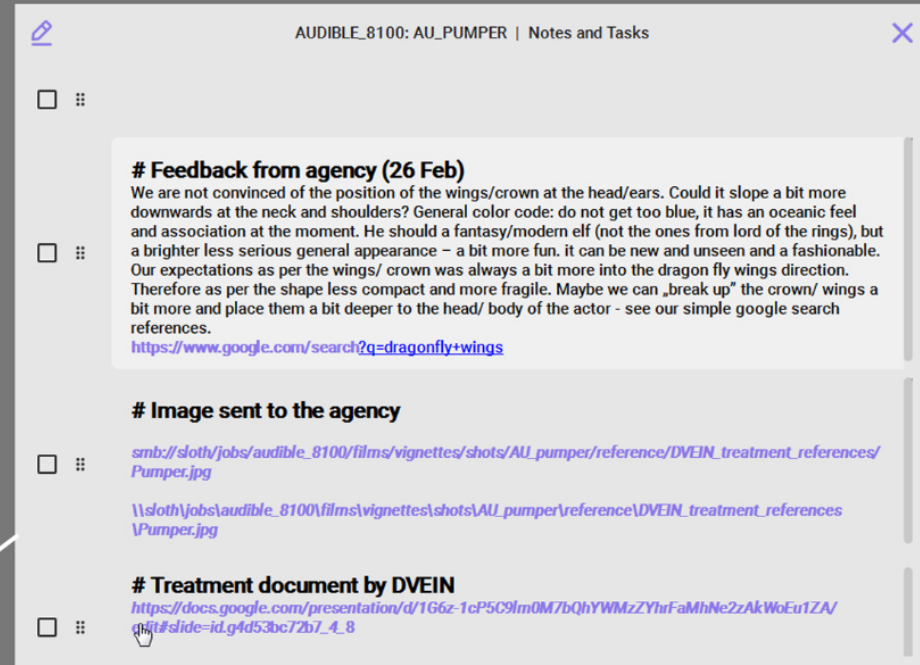
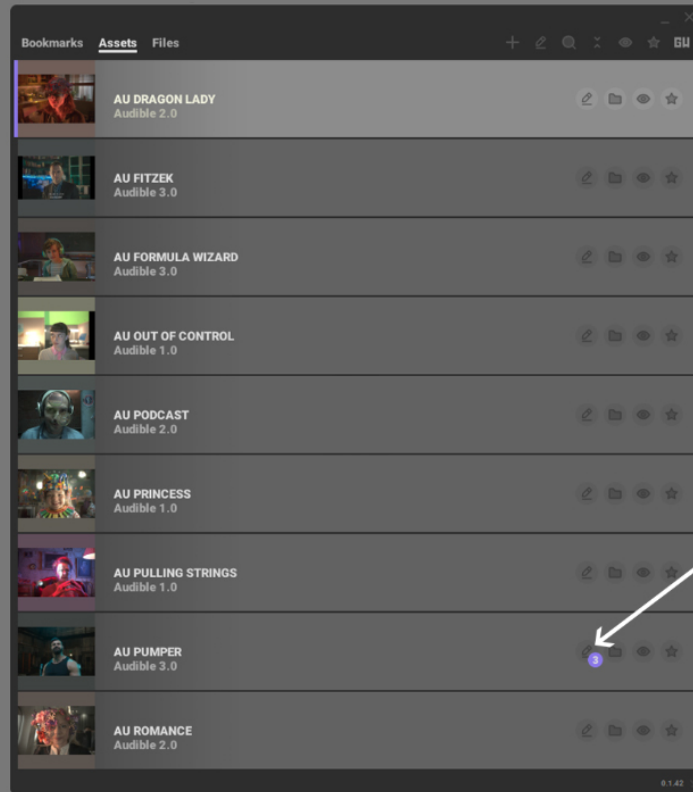
Assets

Assets can be activated by double-clicking or pressing enter.
Once activated, you'll see the files associated with the asset.



Notes and Tasks

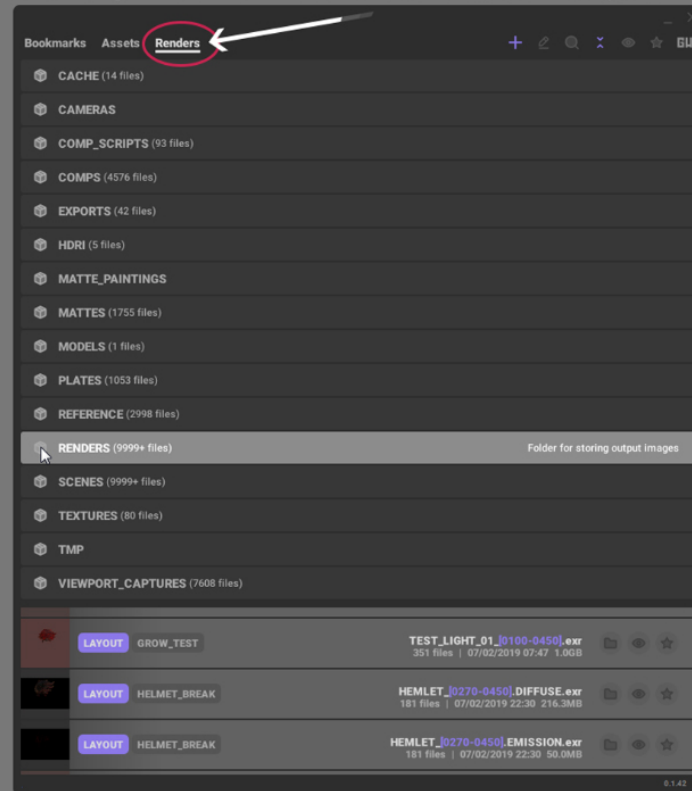
GWBrower provides a simple editor to add notes, feedback or a link to that elusive google docs slideshow you keep misplacing...



Files

To select the mode you want to browse, click the Files-button.

You'll be presented with a list of all available folders (and a file-count for your reference).



GWBrowser will query the given folder once and return ALL files in the subfolders (this might take while so be patient). To refresh, do right-click 'Refresh'.

The resulting list will give you a good overview of all available files inside the asset
but you will want to filter it to narrow the list down to items relevant to you...

The image displays two side-by-side screenshots of the GwBrowser application interface, showing different views of a file asset.

Left Screenshot (Renders Tab):

- Tab: **Renders**
- Search icon highlighted with a red circle and arrow.
- Table of 17 render assets:

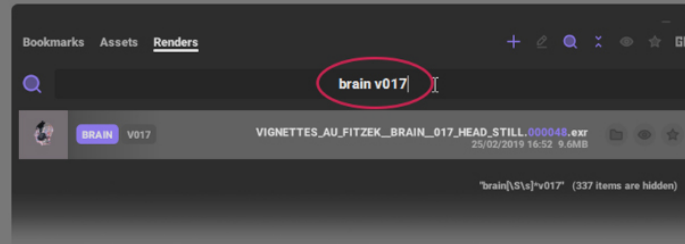
ID	Asset Name	Files	Date	Size
V003	VIGNETTES_AU_FITZEK_BRAIN_003_BRAIN.[000001-000100].exr	100 files	08/02/2019 14:01	296.3MB
V004	VIGNETTES_AU_FITZEK_BRAIN_004_BRAIN.[000001-000100].exr	100 files	08/02/2019 18:21	299.9MB
V005	VIGNETTES_AU_FITZEK_BRAIN_005_BRAIN.[000001-000100].exr	100 files	08/02/2019 21:36	293.6MB
V006	VIGNETTES_AU_FITZEK_BRAIN_006_BRAIN.[000001-000100].exr	100 files	11/02/2019 14:33	292.1MB
V007	VIGNETTES_AU_FITZEK_BRAIN_007_BRAIN.[000001-000100].exr	100 files	11/02/2019 16:50	288.4MB
V008	VIGNETTES_AU_FITZEK_BRAIN_008_BRAIN.[000001-000100].exr	100 files	11/02/2019 20:13	252.3MB
V009	VIGNETTES_AU_FITZEK_BRAIN_009_BRAIN.[000001-000100].exr	100 files	12/02/2019 16:18	219.8MB
V009	VIGNETTES_AU_FITZEK_BRAIN_009_QUARTZONLY.[000001-000100].exr	100 files	12/02/2019 23:34	220.6MB
V012	VIGNETTES_AU_FITZEK_BRAIN_012_HEAD_SMOKE.[000001-000100].exr	100 files	14/02/2019 19:59	815.9MB
V012	VIGNETTES_AU_FITZEK_BRAIN_012_HEAD_SOLID.[000001-000100].exr	100 files	14/02/2019 20:31	625.1MB
V013	VIGNETTES_AU_FITZEK_BRAIN_013_HEAD.[000001-000100].exr	100 files	15/02/2019 14:28	801.0MB
V014	VIGNETTES_AU_FITZEK_BRAIN_014_HEAD.[000001-000100].exr	100 files	16/02/2019 04:47	803.6MB
V015	VIGNETTES_AU_FITZEK_BRAIN_015_HEAD.[000001-000100].exr	100 files	16/02/2019 08:23	758.8MB
V017	VIGNETTES_AU_FITZEK_BRAIN_017_HEAD.[000001-000027].exr	27 files	26/02/2019 11:40	197.5MB

Right Screenshot (Scenes Tab):

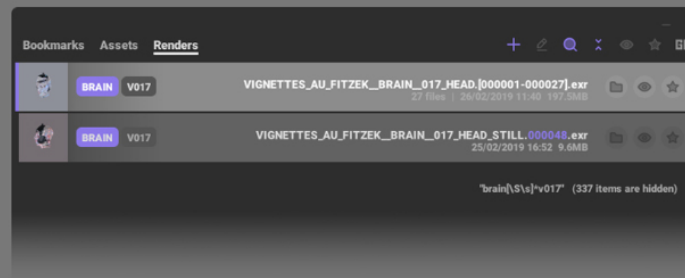
- Tab: **Scenes**
- Table of 15 scene assets:

ID	Asset Name	Files	Date	Size
VIGNETTES_AU_FITZEK_BRAIN_001_MARCO_BAK[1-3].hip	3 files	07/02/2019 13:31	944.7KB	
VIGNETTES_AU_FITZEK_FX_BRAIN_002_MARCO_BAK[1-8].hip	8 files	07/02/2019 17:58	6.2MB	
VIGNETTES_AU_FITZEK_FX_BRAIN_003_MARCO_BAK[1-7].hip	7 files	08/02/2019 13:02	8.0MB	
VIGNETTES_AU_FITZEK_FX_BRAIN_005_MARCO_BAK[1-3].hip	3 files	08/02/2019 18:52	4.5MB	
VIGNETTES_AU_FITZEK_FX_BRAIN_006_MARCO_BAK[1-4].hip	4 files	11/02/2019 13:21	6.8MB	
VIGNETTES_AU_FITZEK_FX_BRAIN_007_MARCO_BAK[1-11].hip	11 files	11/02/2019 17:59	19.1MB	
VIGNETTES_AU_FITZEK_FX_BRAIN_008_MARCO_BAK1.hip	11/02/2019 19:03	1.9MB		
VIGNETTES_AU_FITZEK_FX_BRAIN_009_MARCO_BAK[1-6].hip	6 files	12/02/2019 18:58	11.6MB	
VIGNETTES_AU_FITZEK_FX_BRAIN_010_MARCO_BAK[1-5].hip	5 files	13/02/2019 17:28	9.9MB	
VIGNETTES_AU_FITZEK_FX_BRAIN_011_MARCO_BAK[1-8].hip	8 files	14/02/2019 17:14	17.9MB	
VIGNETTES_AU_FITZEK_FX_BRAIN_012_MARCO_BAK[1-4].hip	4 files	14/02/2019 18:44	10.5MB	
VIGNETTES_AU_FITZEK_FX_BRAIN_013_MARCO_BAK[1-6].hip	6 files	15/02/2019 10:51	16.3MB	
VIGNETTES_AU_FITZEK_FX_BRAIN_014_MARCO_BAK[1-5].hip	5 files	15/02/2019 17:57	15.3MB	
VIGNETTES_AU_FITZEK_FX_BRAIN_015_MARCO_BAK1.hip	15/02/2019 18:35	3.3MB		

For instance, if we're only interested in the 'Brain' render elements of 'v017' we can type 'brain v017'...



..resulting in this list:



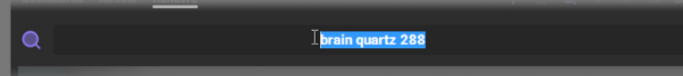
The filters are **PERSISTENT** across session and are associated with the currently selected folder. In short, once a filter has been set it will be in place until you remove it!

Example: Comparing render versions

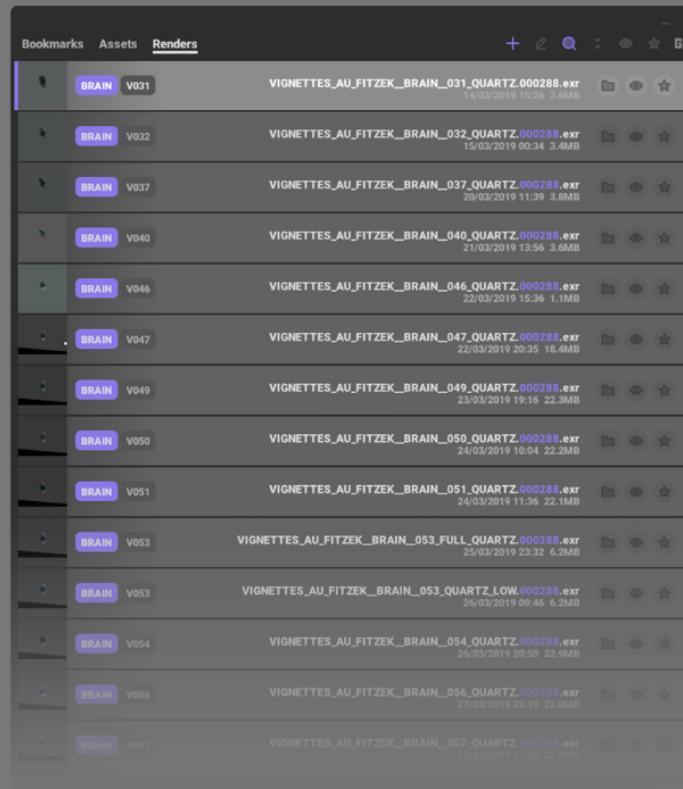
To compare render-versions we would type 'brain quartz 288'.

This will list all quartz renders inside the brain folder.

(Make sure to turn off the little pointing arrow icon - this collapses sequences into a single item hiding individual frames):



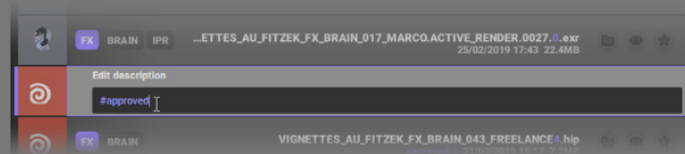
You'll see this list - listing frame 000288 of *all* appropriate versions. Click one of the items and press the **space-bar** on your keyboard. This will show a full-screen preview. Use the up and down keys to advance the images.



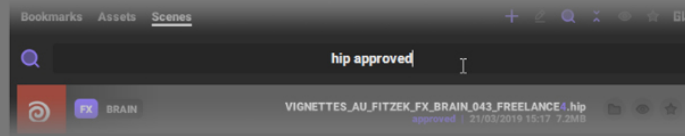
Example: Tagging files

We can add a description or a tag to a file and use it for filtering.

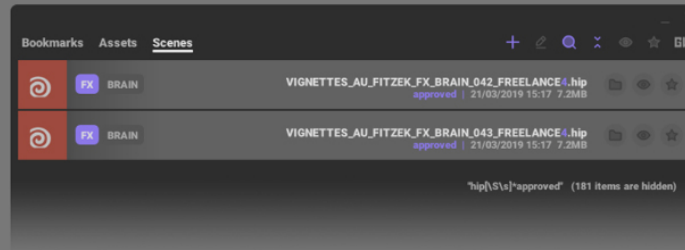
To do so, double-click the item where the description appears or press the “tab” key:



Assuming some of the Houdini project files have been tagged with **#approved**, we can now type “hip #approved” in the filter editor:



This will yield the following list:



Thank you!