Toolbox Installation Guide

Contents:

1. Houdini package
2. Deadline plugins
3. Unreal Engine scripts

Requirements:

– Houdini19.0.x
– Python 3.x
– Deadline 10.x
– Unreal Engine 4.26+ and 5.x

1. Houdini package

Copy contents of houdiniX.X folder to respective folder in your user's home directory. It will install HDAs, Toolbar and scripts. Create "packages" folder if necessary.

Houdini prefs directory location:
- Windows – C:\Users\<username>\Documents\houdiniX.X
- Linux – /home/<username>/houdiniX.X
- macOS – /Users/<username>/Library/Preferences/houdini/X.X

```
VFXTricksTools_v001.zip/                      ~/
├─ houdini19.0/                               ├─ houdini19.0/
│  ├─ packages/              ->               │  ├─ packages/
│  │  ├─ VFXTricks/                           │  │  ├─ VFXTricks/
│  │  ├─ VFXTricks.json                       │  │  ├─ VFXTricks.json
```

2. Deadline plugins

Copy contents of DeadlineRepository10 folder to Deadline Repository installation location. Custom folder is a special location, that does not get modified when you update Deadline version.
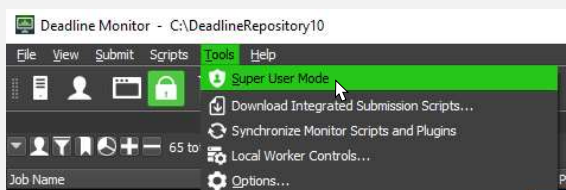
```
VFXTricksTools_v001.zip/
├── DeadlineRepository10/
│   ├── custom/
│   │   ├── plugins/
│   │   │   ├── HoudiniVFXTricks
│   │   │   ├── HuskVFXTricks
```
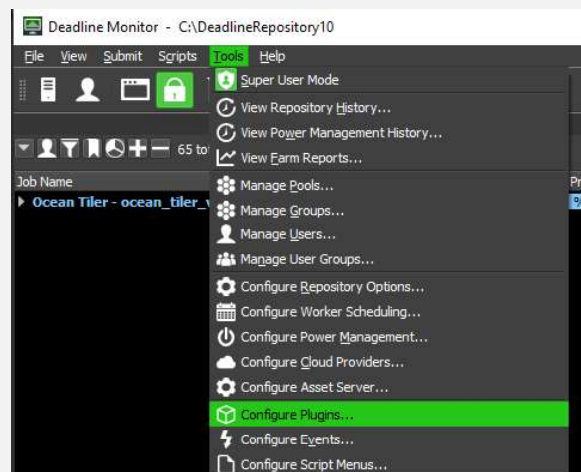
->

Default Deadline Repository install location:
- Windows – C:\DeadlineRepository10
- Linux – /opt/Thinkbox/DeadlineRepository10
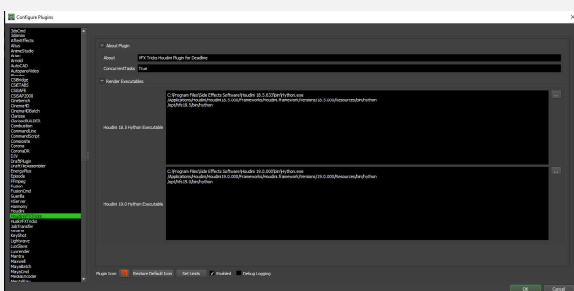- macOS – /Applications/Thinkbox/DeadlineRepository10

2.1 Open Deadline Monitor and enable Super User Mode
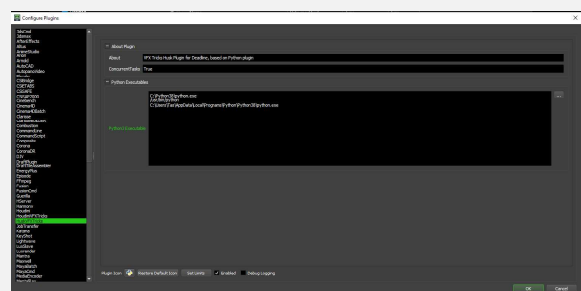

2.2 Click Configure Plugins

2.3 HoudiniVFXTricks
Enter path to your Houdini version

2.4 HuskVFXTricks
Enter path to Python3 executable

3. Unreal Engine Sequencer Exporter

Open SequencerExporter.py and edit two variables
• sequencer_asset_path – Sequencer Asset reference
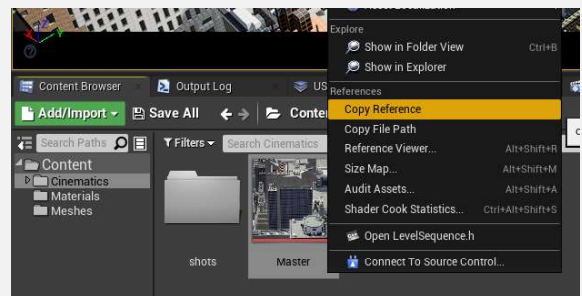• output_folder – location to write FBX files

```
### Setup paths here ###
sequencer_asset_path = '/Game/Cinematics/Master.Master'
output_folder = 'D:/Project/SequencerExport'
### End of setup ###
```
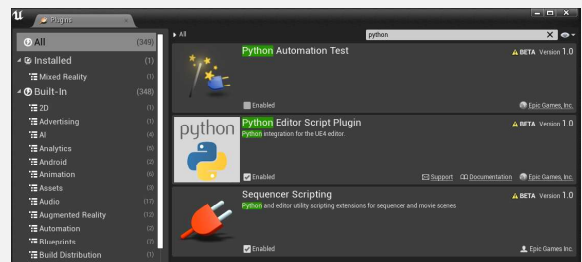
```
VFXTricksTools_v001.zip/
├─ UnrealEngine/
│   ├─ SequencerExporter.py
```

3.1 Copy reference to the Sequencer Asset
    in Content Browser (crtl + c)

3.2 Enable Python plugins in UE
    • Python Editor Script Plugin
    • Sequencer Scripting

3.3 Run script from Unreal Engine by clicking:

    File –> Execute Python Script...