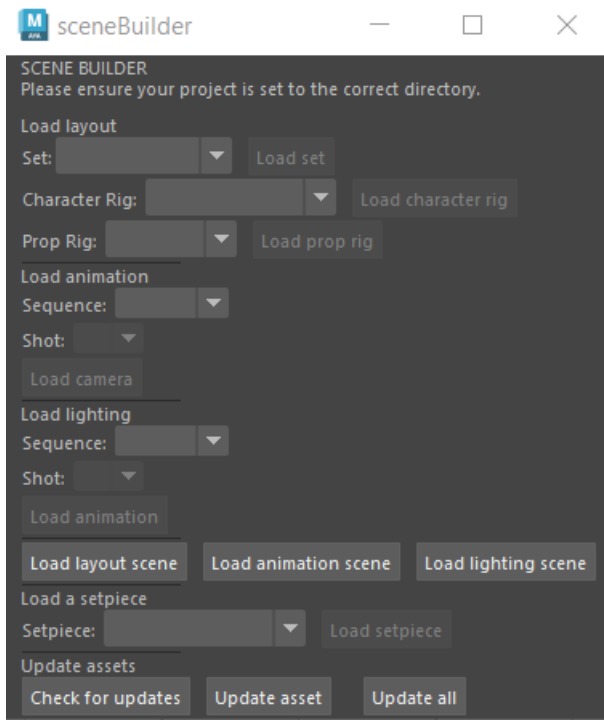


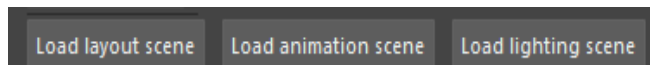
Scene Builder Documentation



Using the dropdown menus provided, sceneBuilder allows you to individually load:

- Sets
- Set Pieces
- Character Rigs
- Prop Rigs
- Camera Caches
- Animation Caches

For camera caches and animation caches, select which sequence to load from, then select a specific shot.



You can also load specific scenes, provided that you've selected what you want to load in the previous menus.

Depending on what scene you want to load, the tool will bring in the following references:

Layout:

- Set
- Character rig
- Prop rig

Animation:

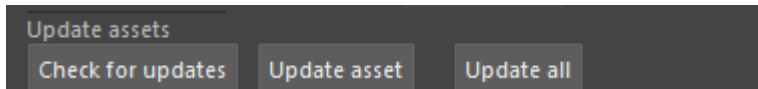
- Set
- Camera
- Character rig
- Prop rig

Lighting:

- Set
- Camera
- Animations

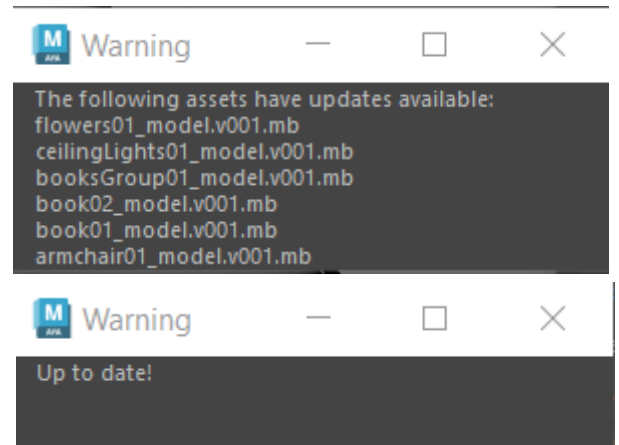
If you haven't provided a selection for one or more of the above, don't worry! The tool will simply load what you've selected regardless.

Updating Assets

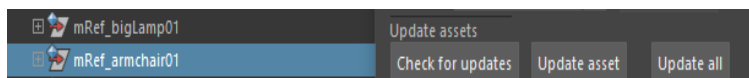


You can also use the sceneBuilder to check for asset updates any time!

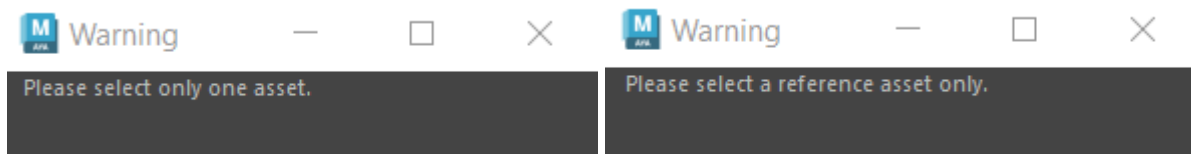
Upon selecting “Check for updates”, a pop-up will appear with a list of assets that have newer versions available. If there are no updates, it will inform you that you are up to date!



By selecting a *single* asset in the outliner, you can choose to update it to its latest version!



If you accidentally select multiple assets or a non-reference asset, don't worry! sceneBuilder will inform you.



Finally, you can use the “Update all” button to update all assets to their latest versions. Happy building!