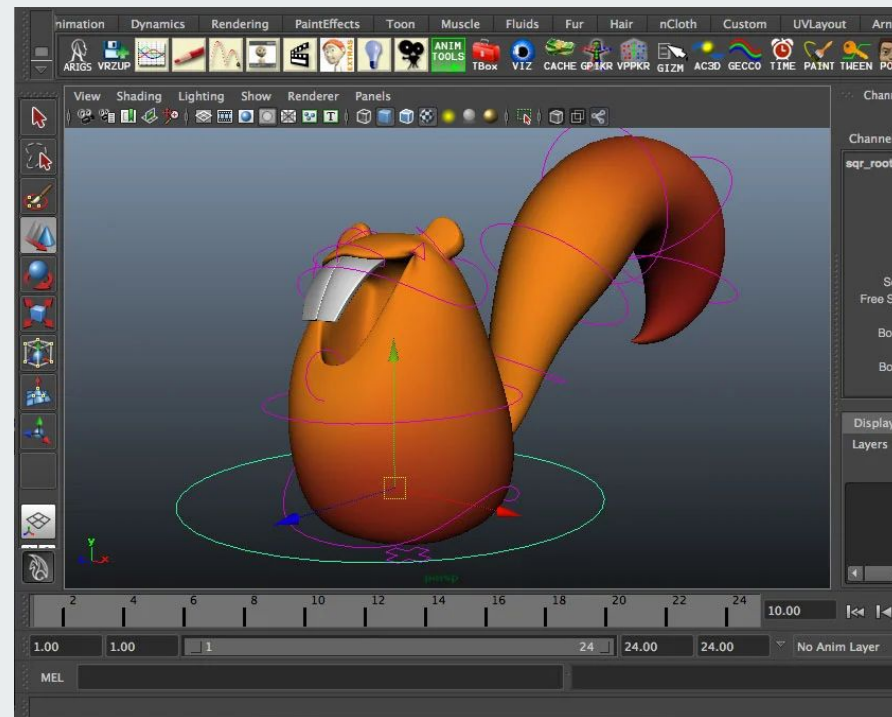


# BUSA611: Maya Website Independent Study Project with Autodesk

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December, 2022



# Agenda

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1. Executive Summary
2. Value Proposition – Strategy
3. Prototyping – UX/UI
4. Website Development – Technical
5. Appendices

# Executive Summary

## What is Maya and Autodesk?

- **Autodesk** is a software company that produces software products for **architecture, constructions, entertainment** industries and so on
- **Maya** is one of Autodesk's product, which is a **3D computer graphics application**
- The Maya data is collected as **waypoint, attributes, and commands\*\***, which keep tracks of user actions and command usages

## Approaches

- Communicate with stakeholders to understand the business requirement
- Obtain a **static data source** for the project
- Create a **prototype design** using Figma\* for designing the **webpage** and prototyping better **visual**
- Develop the website, and will deliver a folder containing **website development scripts**

## Pain Point

- The Maya team currently is lacking a **centralized tool** where internal stakeholders such as project managers (PM) can easily determine if **data that they need is available without complex querying**
- The internal users need a tool that can be **easily used** to help them **understand what information is available** in their decision making process and **what can be done to improve the product**

## Recommendations

- The website should include a **search bar** where users can input required keywords
- A **filtering menu** to choose categories in case users might not have keywords, but instead they only have **a set of rules to filter**
- It will also show all the waypoint, attribute, and command prior to any filtering

## Change of Scope

### Original scope:

45% Solution Architect  
33% UX/UI design  
12% Business strategy  
10% Project Management (Creating slides, etc)



### Changed scope\*\*\*:

20% Solution Architect  
40% UX/UI design  
30% Business strategy  
10% Project Management

\*Figma is a collaborative web application for interface design

\*\* The detailed definition of waypoint, attribute, and command will be in the appendix

\*\*\* Detailed reasoning will be discussed on page 7: Website Development – Front-end

# Value Proposition



## Objective & Insights

To deliver a proof of concept stage of website that generates important Maya data points for internal users. These data points can be used to product usage information that could be used to help improve product quality and understand customers' needs better. Therefore, the goal is to provide an easy to use platform to quickly access data availability without complex querying.

## Quantitative value

- On average, help internal users save 1 hour per simple requirement, and 4 hours per complicated requirement
- Reduce the needs to run repeated or unnecessary SQL queries
- The new platform can save roughly \$10,000 annually with a maintenance cost of \$1000

## Qualitative value

- Improve productivity and accessibility, and thus enhance performance
- Reduce potential error when sharing information, and increase autonomy and accuracy
- Provide technical driven solutions help to innovate in the technical field

# Prototyping\*

## User persona

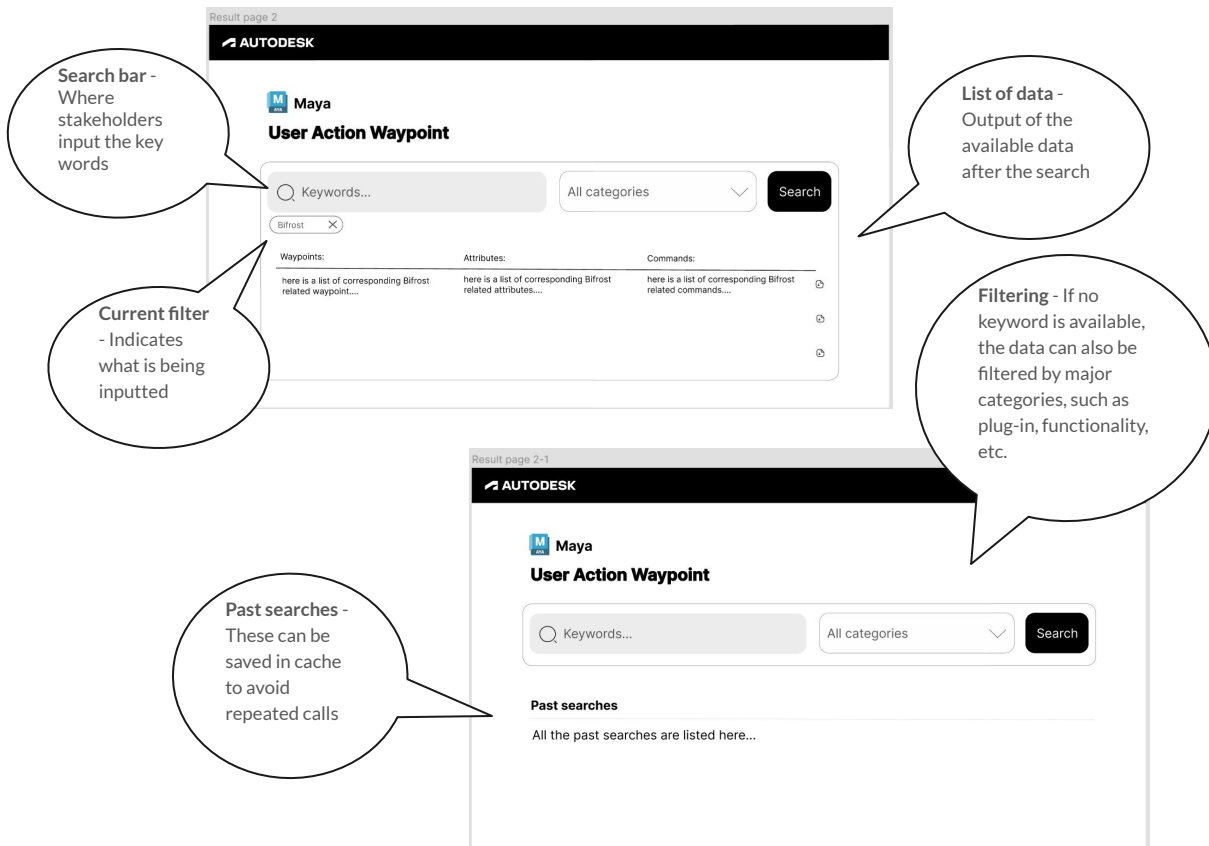
Internal stakeholders within the EMS team at Autodesk who want to check data availability quickly without going through complex querying

## Information architecture

The website should display all the available Maya datapoints, as well as the ability to filter and search for keywords; The data should be easy and fast to find

## Wireframe

In total, three versions of wireframes were created. The best version is shown on the right hand side. The tool used for the wireframing process was Figma



# Website Development – Backend

## Sample Data

- Provided by the stakeholder (Autodesk)
- Json format
- Has three major features: waypoint, attributes, and command (more detail in the appendix)
- Contains roughly 1000 records
- Can be stored in separate relational database

## Tools & Methodology

- For the backend, Flask was majorly used for development because it is a more accessible framework and provides great flexibility
- For database, instead of creating a server based SQL database, SQLite was used because it is a serverless database engine and provide easier use
- More packages were used such as SQLAlchemy and Marshmallow

## Result & Recommendation

- By implementing the basic backend structure, the server can reach to the database that stores the static data source and return all the data points
- A route to filter out based on users' keywords will also be implemented
- More work will be done to connect it to the front-end of the website

Name	Type	Schema
▼ Tables (3)		
> maya_attribute		CREATE TABLE maya_attribute ( attribute VARCHAR NOT NULL, PRIMARY KEY (attribute) )
> maya_commands		CREATE TABLE maya_commands ( command VARCHAR NOT NULL, PRIMARY KEY (command) )
> maya_waypoint		CREATE TABLE maya_waypoint ( waypoint VARCHAR NOT NULL, PRIMARY KEY (waypoint) )
Indices (0)		
Views (0)		
Triggers (0)		

Figure 1: Database design

# Website Development – Front-end



## Planning and Tech Stack

- The front-end was planned to be built using Typescript/React (with Yarn, ESLint, and Prettier)
- The storybook would be a good resource and tool kit to start building components
- Due to the change in scope, this section was only on the planning phase. The POC was only being planned but not yet completed.
- To improve, a front-end for the website can be built using the tools mentioned above and integrate it with the back-end script

## Next Step

- Once the POC website is completed, the team can assess its usability and functionality, and improve it as needed
- The next step would be to connect it to the live data source on either Hive or Snowflake
- Then, test the code to ensure it passes all the requirements and edge cases, and eventually push it to production if needed as an internal helper tool
- Maintain the website and additional features can be added if needed in the future

## Future Perspectives and Valuation

- This website project is just one aspect of how we can improve internal stakeholders' productivity; Some processes and tasks can be automated and allow employees to focus on the real problem
- It also provides ideas for how the team can improve internal productivity and to create other tools in the future

# Appendices

1. More background information on Maya and Autodesk
2. Definition of waypoint, attribute, and command
3. Scope Adjustment and its benefits
4. Supplementary files
5. Study resources & websites references



# Autodesk & Maya

Autodesk is a global leader in design and make technology. With expertise across architecture, engineering, construction, design, manufacturing, and entertainment, Autodesk help innovators everywhere solve today's pressing challenges.

Maya is a professional 3D software for creating realistic characters and blockbuster-worthy effects. It brings believable characters to life with engaging animation tools.

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# Definition of some key data



- **Waypoint:** It captures more data than a command. It refers to specific instrumentation in the code that provides data for specific features or functions. For instance, a waypoint can tell if a feature is used
- **Attribute:** Attributes are related to the waypoint/feature, and it keeps track of additional information to the feature
- **Command:** Referring to a specific command executed by the user

# Scope Adjustment & its Benefit

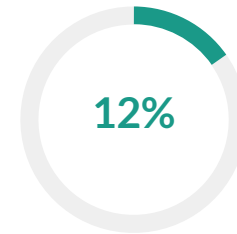
The current stage and outcome of the project is at a satisfactory level, as the initial prototype and the planning of the implementation is completed.

The scope of the project was changed due to unexpected longer time took on prior steps and change of tech stack used in the backend section. To the current stage, the working hour has already fulfilled the course requirement, and it has proven its value to the industry partner. With planned future steps and its valuation, I believe the project will be valuable to the partner, and it satisfy the project requirement itself.

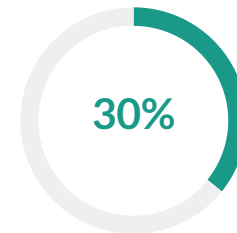
The benefit of the change is that there is detailed explanation for the sections that has been completed, and there are also researches on the sections that are in the planning phase, leaving room for implementation if the project can deem its value from this POC stage model.

% change in the scope based on each section

Business Strategy

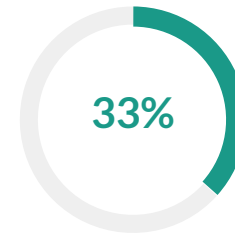


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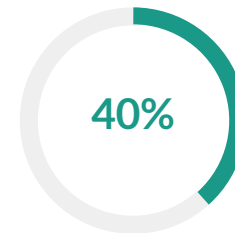


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UX/UI

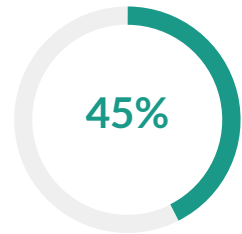


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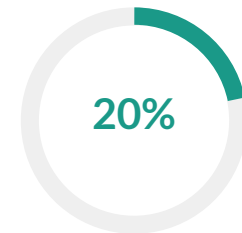


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Architecture



45%



20%

# Supplementary Files



- Strategy supplementary file: McGill Independent Study Business Implication Writeup
- UX/UI files are in the BUSA611\_UXUI\_supplementary folder
  - Video demo: BUSA611\_UI\_Demo.mp4
- Web development files are in the BUSA611\_WebDev\_supplementary folder
  - [GitHub](#)
  - Main web dev file: “[main.py](#)”
  - Env & requirement file: [requirements.txt](#); [venv](#)
  - LinkedIn learning resources: [course example/Exercises Files](#)
- Executive Summary & Slides: BUSA611\_AnqiChen\_MayaWebProject
- Contribution file: BUSA611\_613-ProjectContributions-20220901-ForStudents.xlsx



# Study Resources & Websites References

- Various Youtube videos such as [Import your JSON file to MYSQL DATABASE using python - YouTube](#)
- All videos from Weblab (MIT): <https://weblab.mit.edu/schedule/>
- Typescript: [Easy start of a Typescript/React project \(w/ Yarn, ESLint and Prettier\) - DEV Community](#) 🏠👤
- Storybook: [Introduction to Storybook](#)
- LinkedIn learning course:
  - ◆ Learning TypeScript
  - ◆ Full Stack Web Development with Flask
  - ◆ Introduction to Web Design and Development