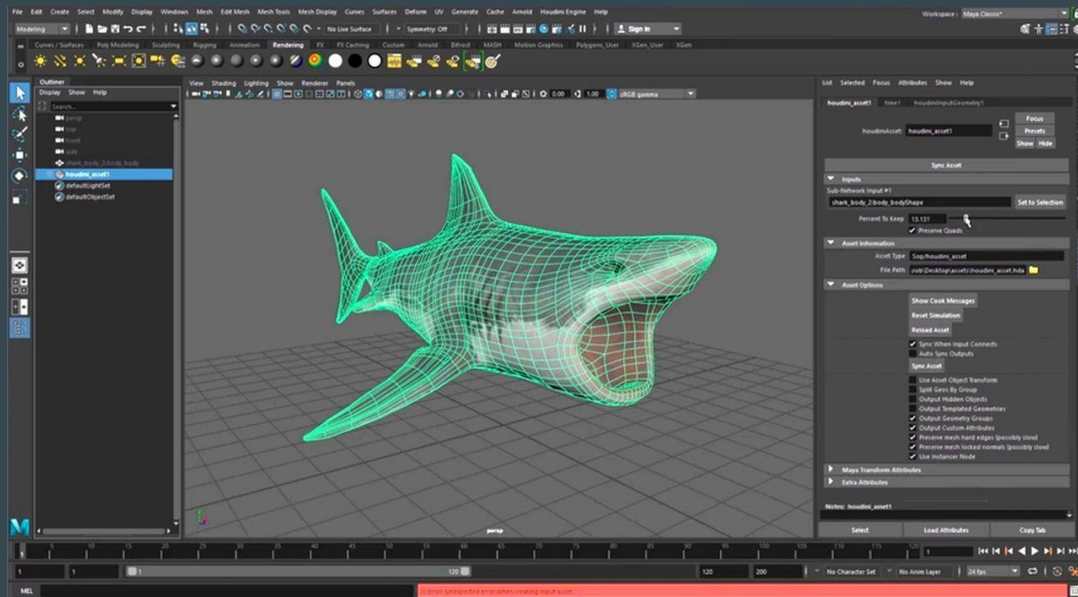# Tyrant VC

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Introduction

We are TyrantVC, an easy to use Version Control plugin for Maya

Maya Background

● Maya is a professional animation software

● Maya scripters typically unfamiliar with Git/VC

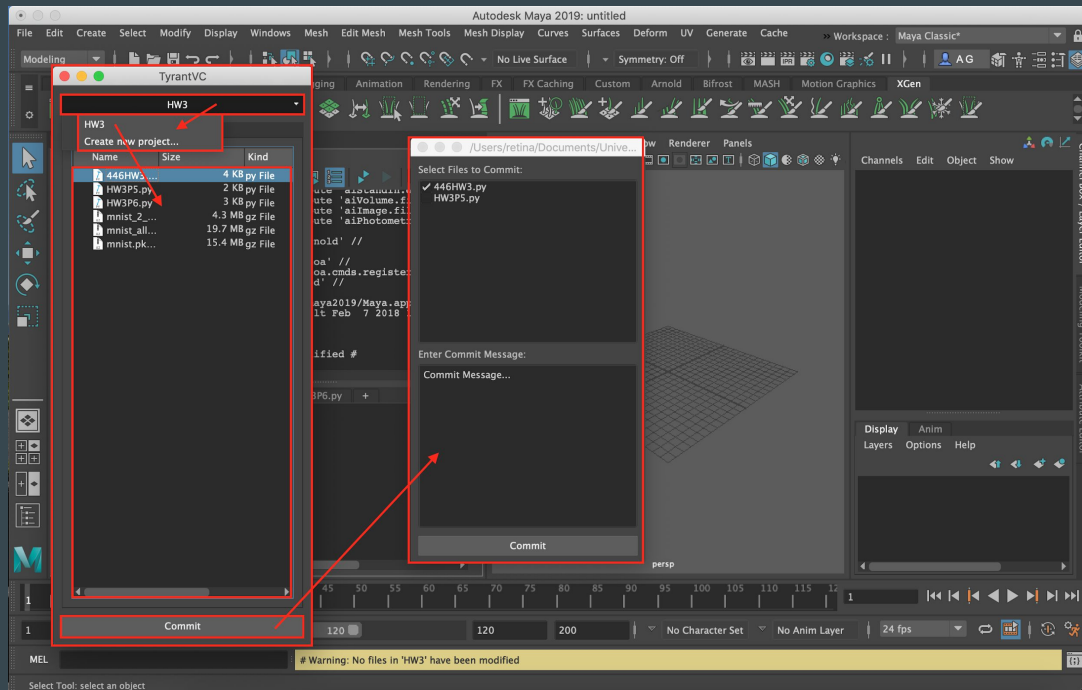● However, they use Maya to write automation scripts

Motivation

- Scripts can only be run within Maya

- Users frequently want to access previous working versions of their scripts

- Charcoal revamps Maya script editor, but has no Version Control

- Github Desktop requires switching in/out of Maya

- Maya scripters need an efficient workflow, and wouldn't want a separate Git

Our Solution: TyrantVC

- Maya plugin integrated with the Script Editor

- Allows users to see repository, commit files, and view history
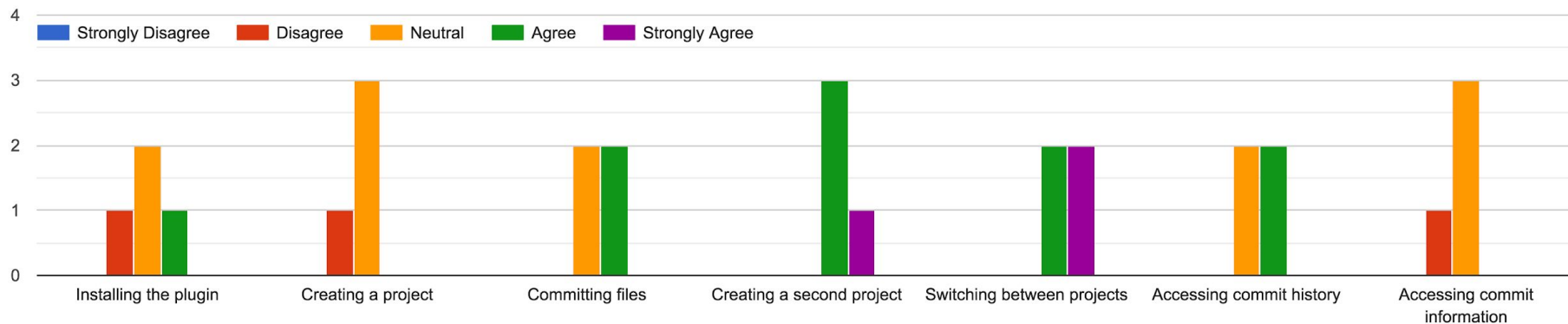
- Fits seamlessly into workflow

Demo!

Evaluation

- Some tests can check correctness of code

- But mostly, success is measured by how well customers can understand and use our plugin

- Ran user studies with actual customers

- Provided customers with a list of tasks and the user manual

- After the study, customers filled out a survey on usability

User Testing Results

Step was intuitive and easy.

Summarized Feedback

- Still a few difficulties in setup and getting started

- Once they had the plug-in working, people were mostly able to use the core functionality easily and efficiently

- Those who didn't already know version control struggled to understand history

TyrantVC Moving Forward

- Work on making commit history more understandable to non-Git users

- Make UI changes for clarity improvements

- Deploy plugin to the scripters in the UW Animation Lab

- Run long-term studies to see how much the plugin is being used

Summary

- Maya scripters need version control, but don't know Git

- TyrantVC works as a interface to Git through Maya

- User studies show people mostly understand how to use TyrantVC

- There are still improvements to be made, but Maya scripters can now use TyrantVC