Zoobe Project Manager

Key Features:
- Compact Design
- Manages Naming Conventions
- Manages and creates Project folder structures
- Manages asset references
- Saves in increments and is able to retrieve previous files if necessary
- Able to create master files, flattening all references
- Completely built in-house, from the ground up, using only python and mel procedures
- No additional external libraries needed, increased stability
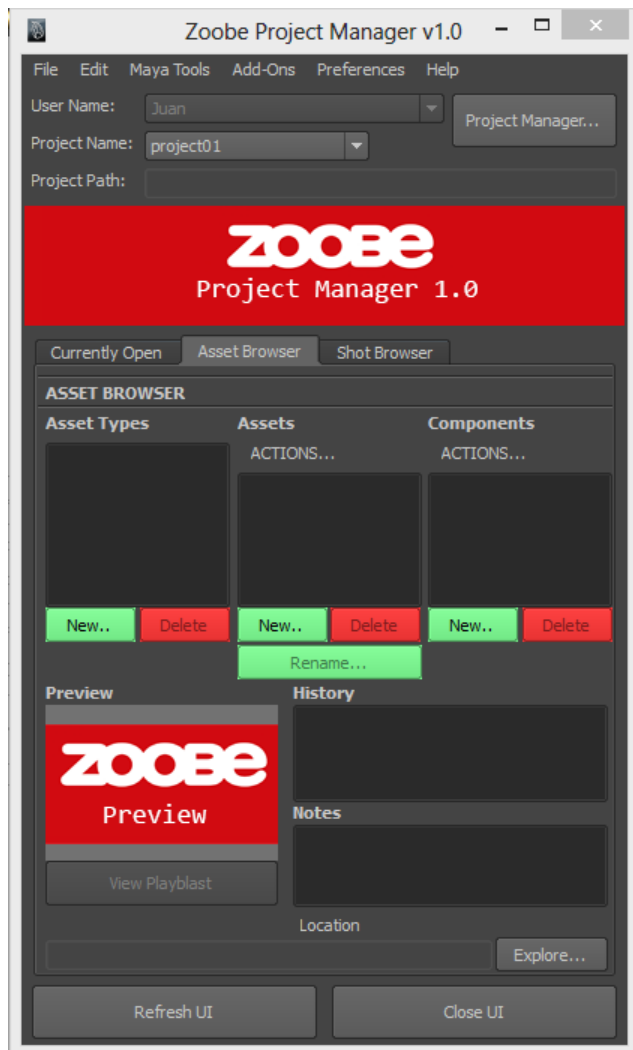- Easy installation to all content computers

Main UI

Usage:
- Displays information of currently open asset or shot
- Can revive previous versions
- Save 'workshops' as a continuous work in progress
- Save 'master' files with flattened references
- Navigate to asset/shot location
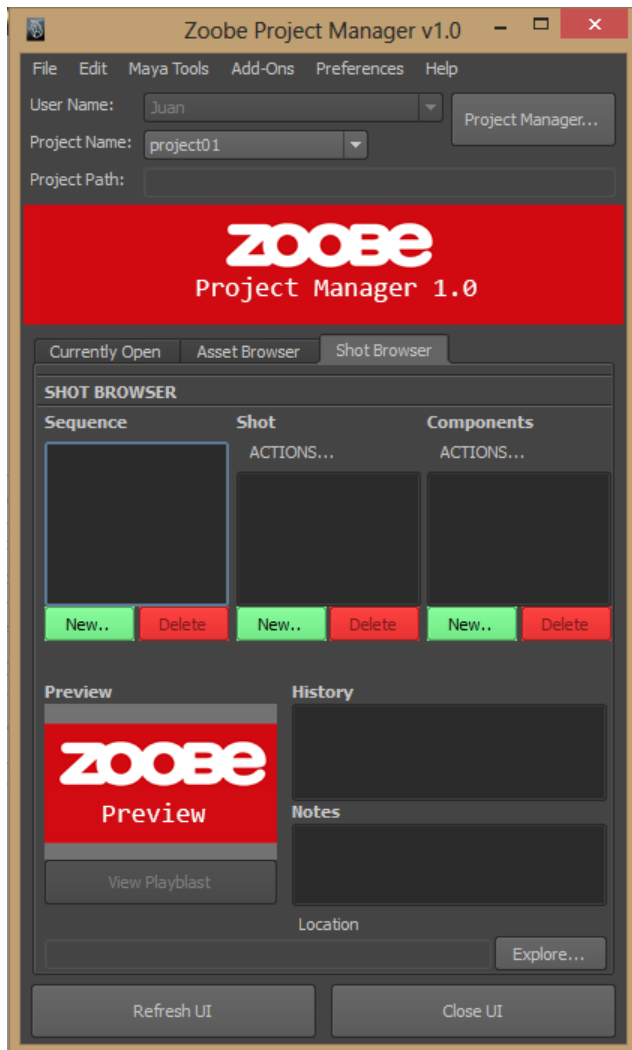
Asset Browser Tab

Still In Development

Will Facilitate the following:
- Creation of assets based on type(model, rig, stage, etc)
- Manage naming and referencing of assets
- Display preview of currently selected asset
- Explore asset directory location
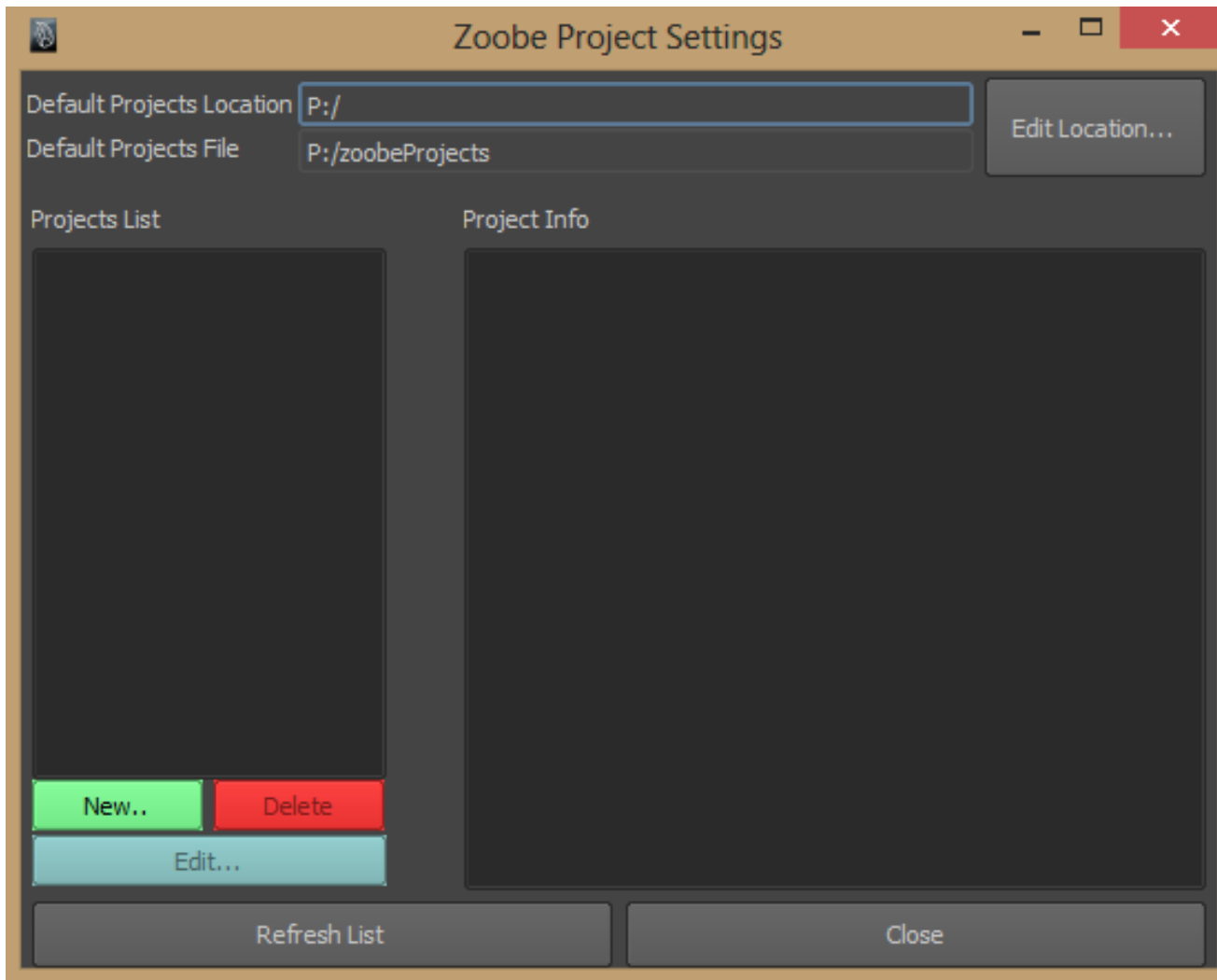- Preview playblasts if they exist

Shot Browser Tab

Still In Development

Will Facilitate the following:
- Creation of animation shots
- Manage naming and referencing of assets
- Display preview of currently selected asset
- Explore asset directory location
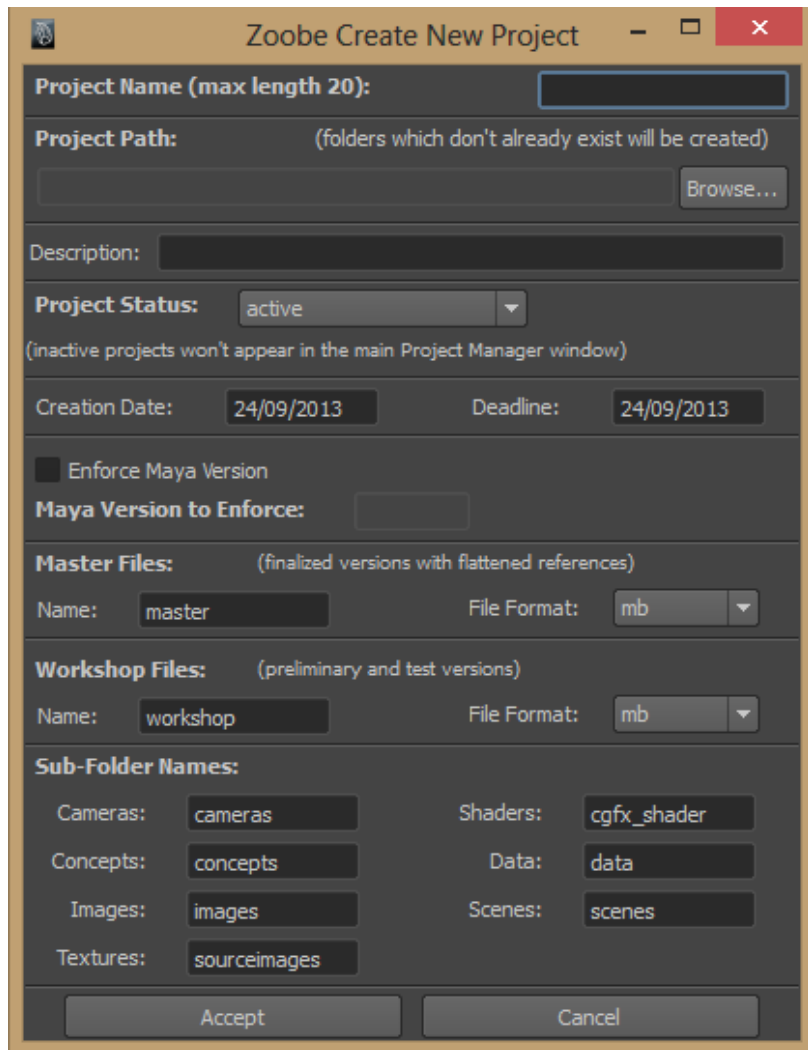- Preview playblasts if they exist

Projects List

At a Glance Project List
- Quickly view project status
- Add new projects
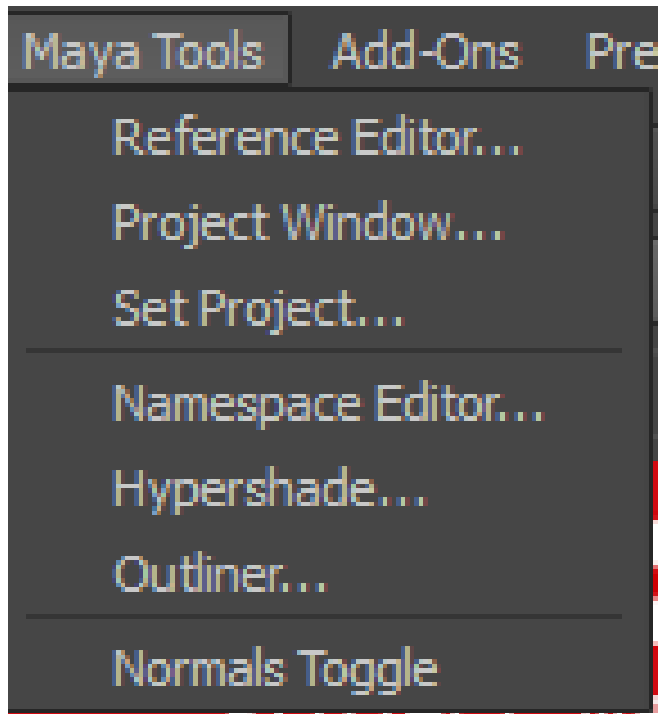- Edit existing projects

Project Parameters

Streamlined Setup:

- Create Project Name
- Specify Project Path
- Brief description of projects
- Specify deadlines
- Enforce Maya Versions
- Set/Modify project folder names

Data saved to XML files

```xml
<?xml version="1.0" ?>
<zoobeprojects>
    <project>
        <name>test</name>
        <path>P:/test/</path>
        <description>dfsdff</description>
        <status>active</status>
        <date>17/09/2013</date>
        <deadline>17/09/2013</deadline>
        <version>2012</version>
        <mastername>master</mastername>
        <masterformat>mb</masterformat>
        <workshopname>workshop</workshopname>
        <workshopformat>mb</workshopformat>
        <camerafolder>cameras</camerafolder>
        <conceptfolder>concepts</conceptfolder>
        <imagesfolder>images</imagesfolder>
        <texturesfolder>sourceimages</texturesfolder>
        <shadersfolder>cgfx_shader</shadersfolder>
        <datafolder>data</datafolder>
        <scenefolder>scenes</scenefolder>
    </project>
</zoobeprojects>
```

Menu Tools

Maya Tools | Add-Ons | Pre

- Reference Editor…
- Project Window…
- Set Project…

- Namespace Editor…
- Hypershade…
- Outliner…

- Normals Toggle

Ease of Access
Menu Driven expansion of studio tools

Current Status

- ## Things to complete/overcome:

  - Finalize a working proof of concept

  - Structuring XML data output and reading options

  - Minimizing size of data needed to maintain XML files

More to come!

- Additional Things to incorporate in the future

  - Zoobe Ogre Exporter Tools

  - Zoobe Characterization Tools (Rigging/Mocap)