

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

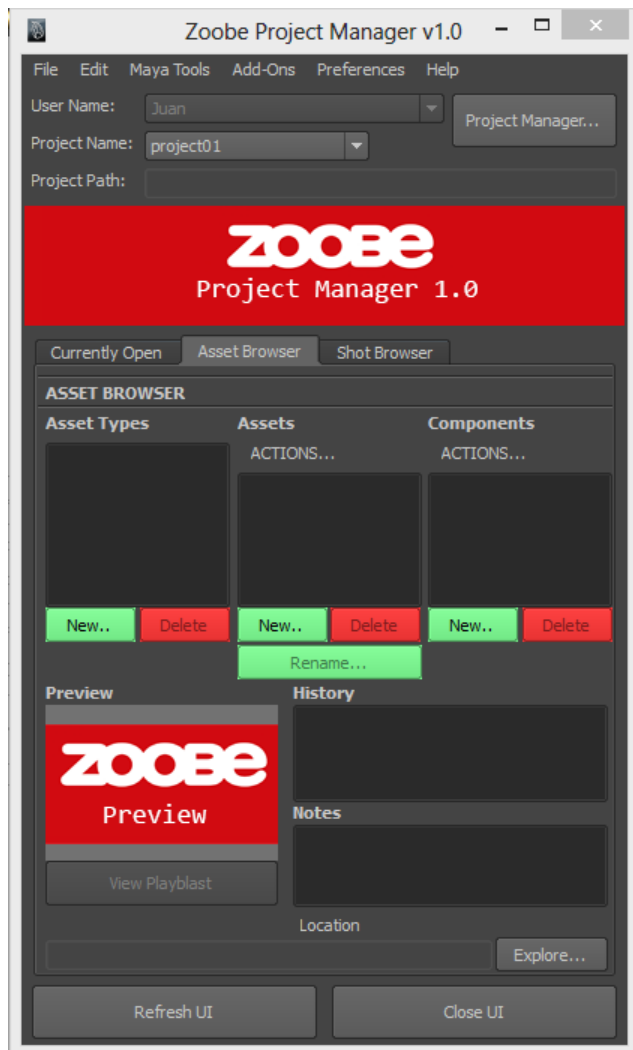
Main UI



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

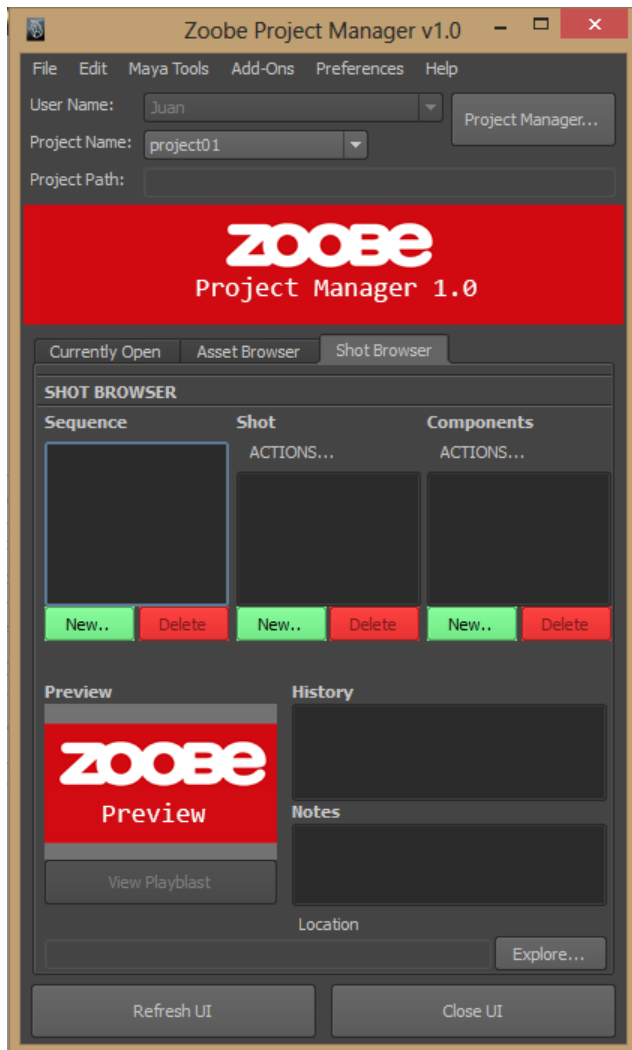


Still In Development

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

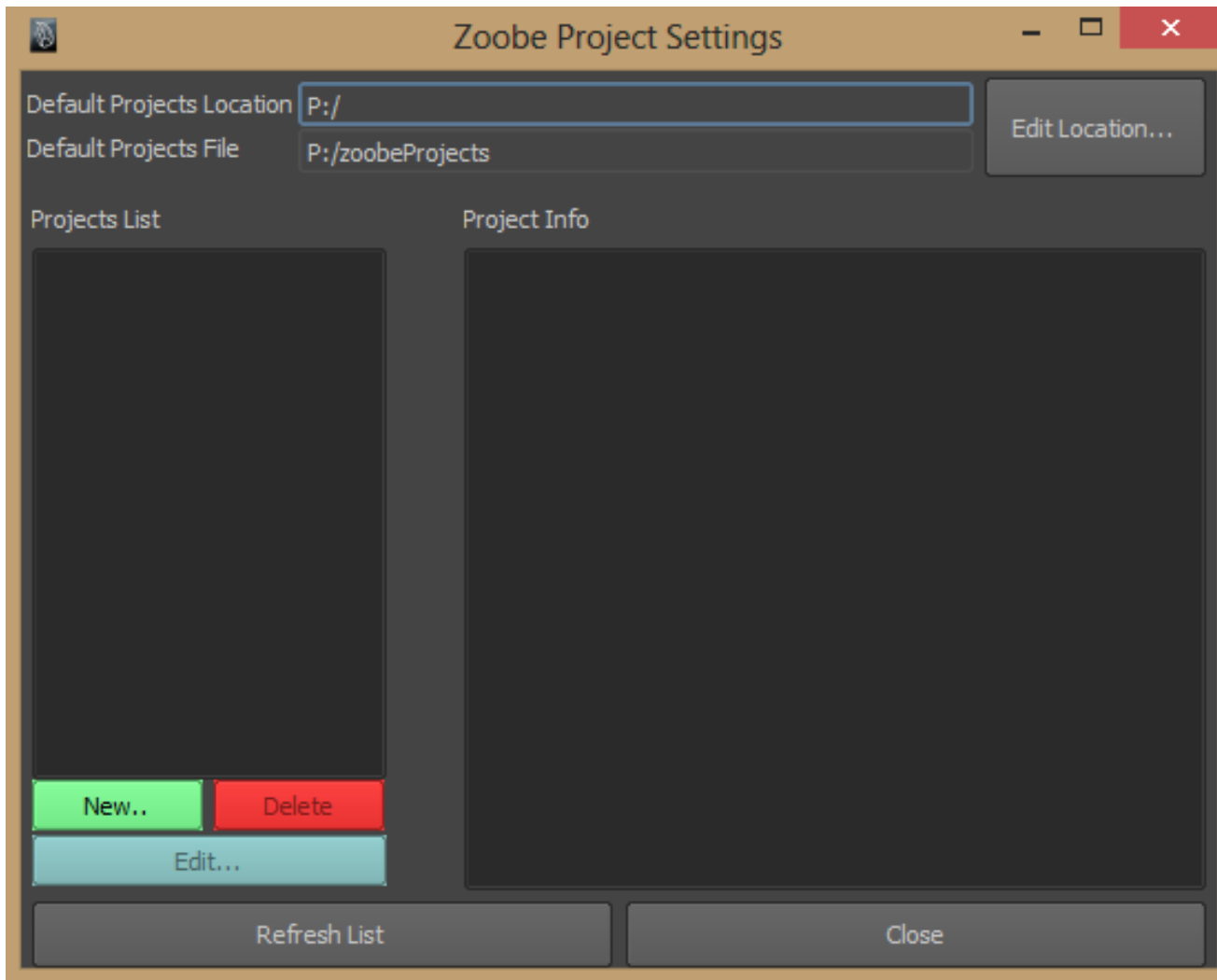


Still In Development

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

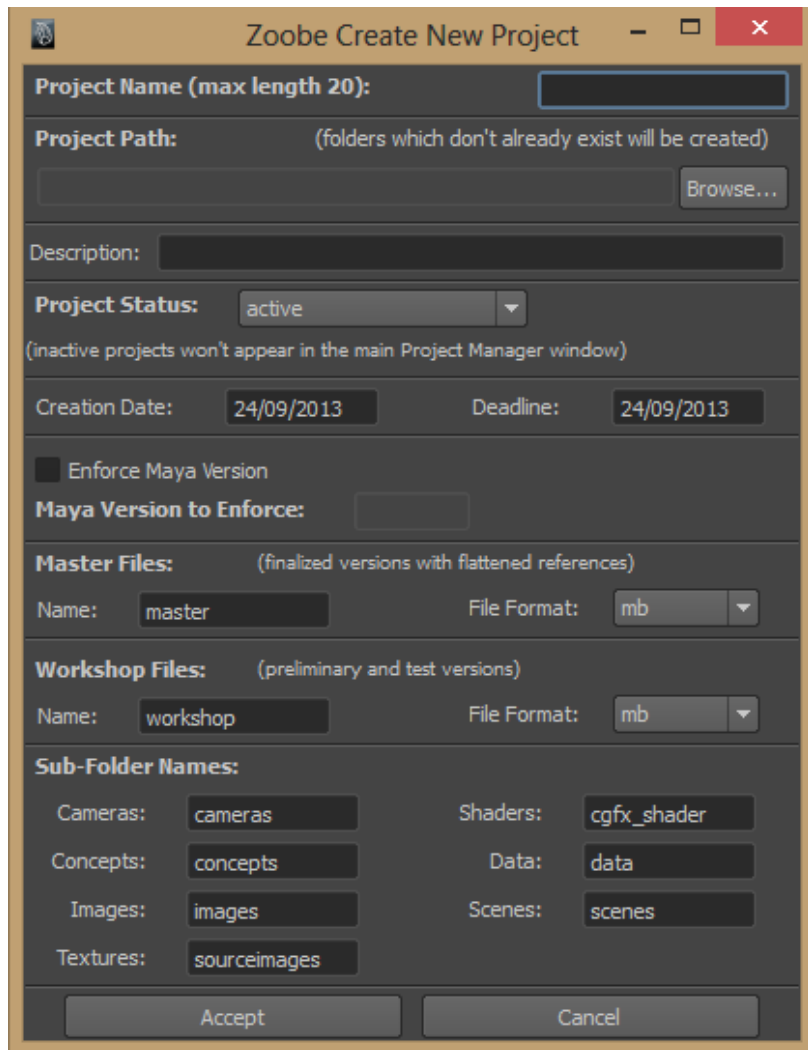
Projects List



At a Glance Project List

- Quickly view project status
- Add new projects
- Edit existing projects

Project Parameters



The screenshot shows a 'Zoobe Create New Project' dialog box with the following fields and options:

- Project Name (max length 20):** A text input field.
- Project Path:** A text input field with a 'Browse...' button. A note below says '(folders which don't already exist will be created)'.
- Description:** A text input field.
- Project Status:** A dropdown menu set to 'active'. A note below says '(inactive projects won't appear in the main Project Manager window)'.
- Creation Date:** A date field set to '24/09/2013'.
- Deadline:** A date field set to '24/09/2013'.
- Enforce Maya Version:** A checkbox that is currently unchecked.
- Maya Version to Enforce:** A text input field.
- Master Files:** A section header with a note '(finalized versions with flattened references)'.
- Master Files Name:** A text input field set to 'master'.
- Master Files File Format:** A dropdown menu set to 'mb'.
- Workshop Files:** A section header with a note '(preliminary and test versions)'.
- Workshop Files Name:** A text input field set to 'workshop'.
- Workshop Files File Format:** A dropdown menu set to 'mb'.
- Sub-Folder Names:** A section with multiple text input fields:
 - Cameras:** 'cameras'
 - Shaders:** 'cgfx_shader'
 - Concepts:** 'concepts'
 - Data:** 'data'
 - Images:** 'images'
 - Scenes:** 'scenes'
 - Textures:** 'sourceimages'
- Buttons:** 'Accept' and 'Cancel' at the bottom.

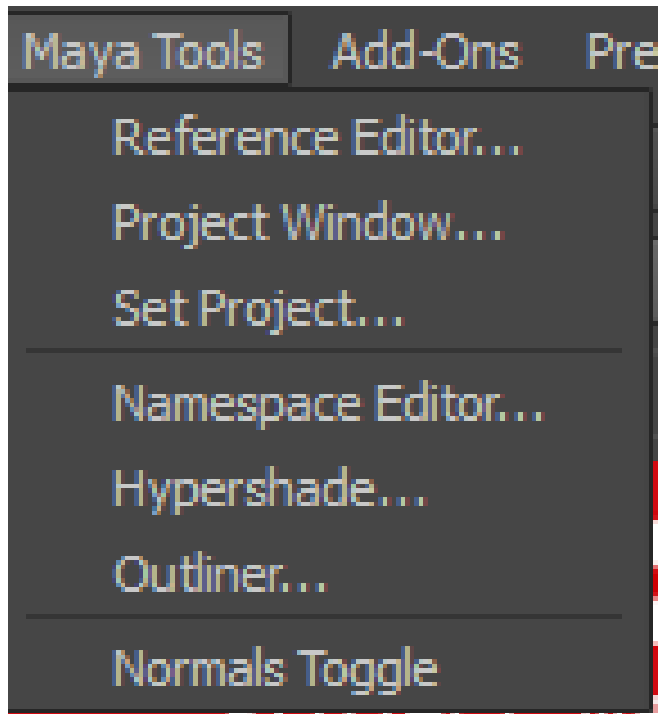
Streamlined Setup:

- 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 version="1.0" ?>
<zooobeprojects>
  <project>
    <name>test</name>
    <path>P:/test/</path>
    <description>dfsdf</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>
</zooobeprojects>
```

Menu Tools



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)