USER DOCUMENTATION (alpha)

ftrack Unreal Engine Integration

0.9.0a4 | rev5

Table of contents:

INTRODUCTION

The ftrack Unreal integration, by leveraging the pipeline DCC integration framework, enables load and publish of assets with your ftrack workspace.

INSTALLING

For our Alpha release users can download the integration via this web link:
[link to webpage]

Requirements:

- Windows 10+
- Unreal 5+
- ftrack Connect desktop application
  - [Download](#) and install the latest version of ftrack Connect.

1. After Downloading Connect:
   a. Launch Connect and follow the install steps for the Plugin Manager.
2. Locate the Unreal Integration Zip file downloaded from the web page[re link here].
   a. Drag-n-drop the **ftrack-connect-pipeline-unreal** plugin ZIP on the plugin manager to have it installed.
   b. Also download and install the ftrack integration framework dependencies: **ftrack-connect-pipeline**, **ftrack-connect-pipeline-qt** and ***ftrack-application-launcher***.
   c. Restart Connect as prompted to do so

LAUNCHING

Unreal requires it to be launched from a context(Task) within ftrack or Connect in order to make the integration active within DCC.

Important note: you need to have Connect running on your workstation, logged in with the same credentials, in order to have DCC launchers appear.

Launch from ftrack

1. Select a task in ftrack and run Actions – the gear wheel symbol with an A in sidebar.
2. If Connect is running and Unreal installation was detected during launch, the Unreal launch option will appear, choose it to launch Unreal with integration at the selected Task context.
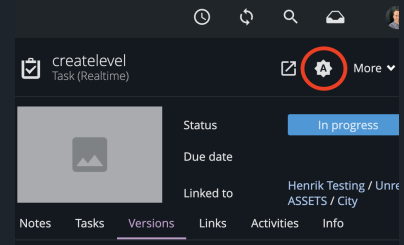

Launch from Connect

Requirements

- ftrack Connect
- Install the Application Launcher plugin in Connect if you do not have it installed.

Launch task with Unreal integration

1. Select task context from the pulldown list or click the BROWSE button to choose Task.
2. If Unreal was detected during launch of Connect, the Unreal launch option will appear, choose it to launch Unreal with integration at the selected Task context.
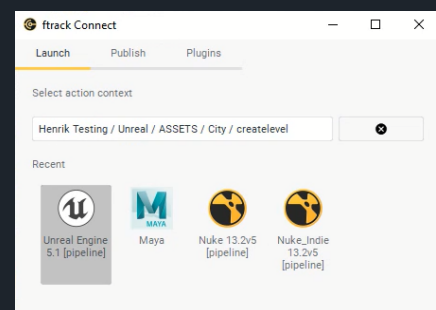
OVERVIEW

In Unreal Engine you should find the "ftrack"integration menu:
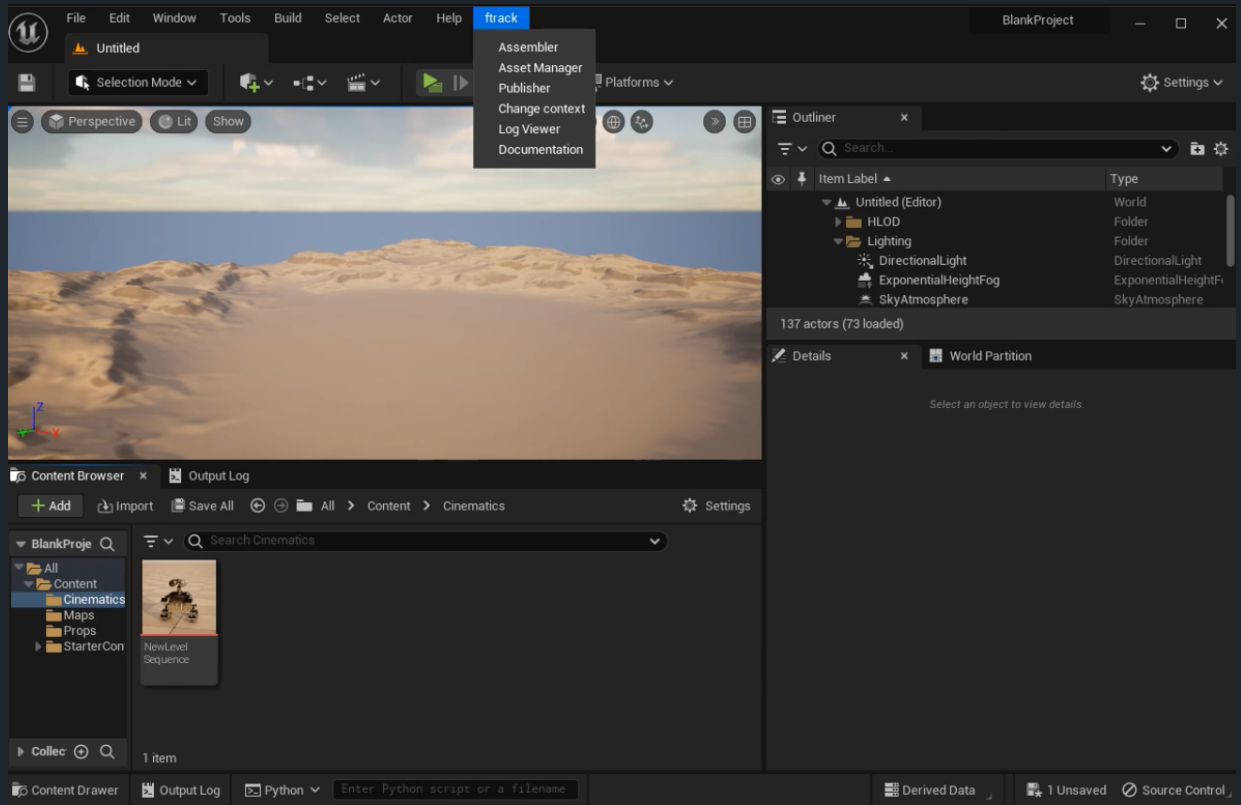
Assembler

- Import one or more pipeline assets published in another DCC into Unreal.
- Remove tracked assets from Unreal.

Publisher

- Publish image sequence and reviewable to ftrack from a Level Sequence.

Change context

- Change the current Task context working on.

Log viewer

- View pipeline plugin log events – output from running load, publish and asset manager operations within Unreal.
- View file logs on disk.

Documentation

- Open the Unreal user documentation in your web browser.

IMPORTING ASSETS

Overview

Importing assets published within other DCC:s is a cornerstone feature of the ftrack Unreal integration.

The following asset types and formats are supported (component name in parentheses):

ASSET TYPE	SHORT	FBX [.fbx] (game)	Alembic [.abc] (cache)
Geometry	geo	✅	✅
Rig	rig	✅	✅
Animation	anim	✅	✅

Import Geometry using the Assembler

As a preparation, publish geometry within DCC such as Maya, 3DSMax or by using the Connect standalone publisher / API. Try to use the preferred component name as stated above when possible.

1. (Create and) select the folder in the Content Browser where you wish to import the asset to.
2. Open the assembler and browse to the Task from which the asset were published, or browse to the asset parent:
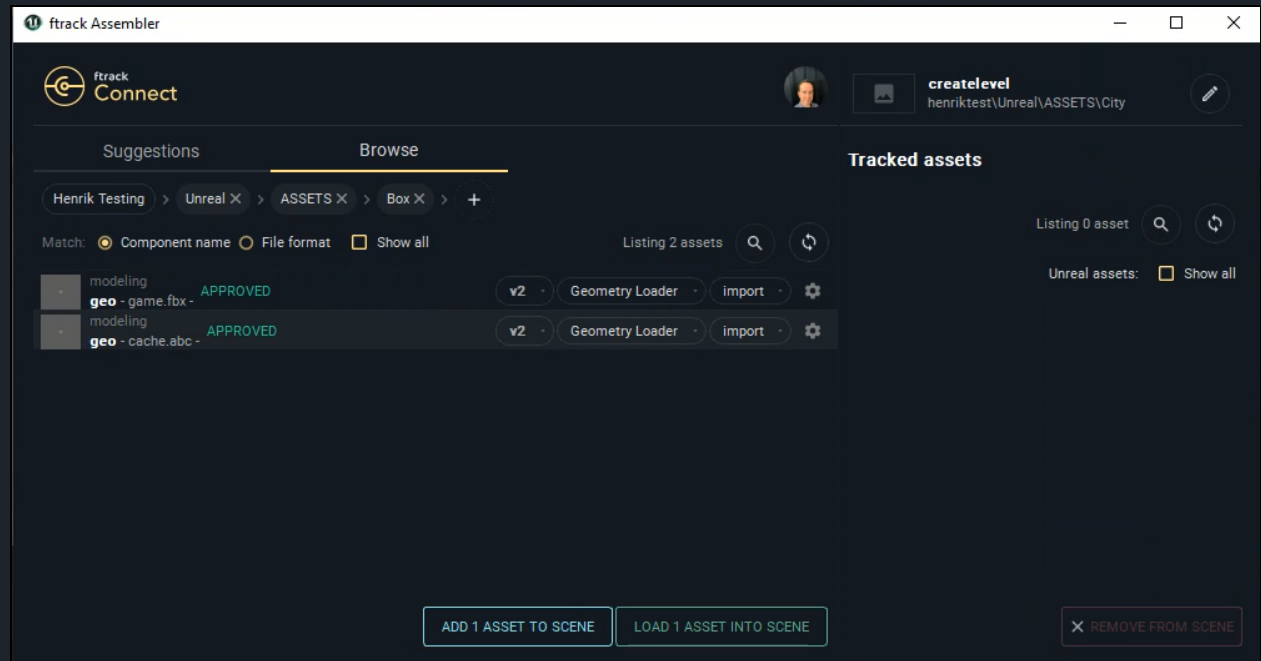
3. Click the gear wheel button to bring up load options relevant to the format and the selected loader.

4. The latest version will be pre-selected, select a previous version from the version selection dropdown menu.

5. The first available loader will be listed, if your studio provides multiple loaders, they can be selected through the definition dropdown menu.

6. Click LOAD 1 ASSET INTO SCENE to have Unreal import it and create an asset.

You will notice the asset being imported into the Unreal content browser, as Unreal asset.

PUBLISH IMAGE SEQUENCE

Overview

The ftrack Unreal integration supports render and publish of image sequences and movie reviewables.

The following formats are supported:

TYPE	FORMAT	COMPONENT
Image sequence	✅ EXR (.exr)	sequence
Image sequence	✅ PNG (.png)	sequence
Image sequence	✅ BMP (.bmp)	sequence
Image sequence	✅ JPEG (.jpg)	sequence
Reviewable (movie)	✅ AVI (.avi)	(reviewable)

Preparations

For preparation, create a Level Sequence within Unreal with desired content such as animation camera(s) and actors. Make sure to properly save the sequence before publishing.

For more information, consider the Unreal documentation:
https://docs.unrealengine.com/5.1/en-US/unreal-engine-sequencer-movie-tool-overview/

Publish existing rendered image sequence

For preparation, render the image sequence and the reviewable movie to a folder on disk. With this approach, you get a faster result and more control over what is rendered - advanced settings such as handles can be adjusted properly.

1. Select the LevelSequence actor in map outliner and choose **Publisher** from the ftrack menu:

2. In the drop down menu, choose IMAGE SEQUENCE.
3. (Optional) Select the status of the version that will be created and add a description.
4. Make sure "Pick up rendered image sequence" is selected.
5. Browse to the folder where image sequence is rendered by clicking the BROWSE button.
6. Do the same thing for the reviewable component – browse to and select the AVI movie rendered.
7. Click PUBLISH to have media published to ftrack.

Hint: De-select sequence component if you only wish to publish a reviewable, same thing applies if you only want to publish a sequence – de-select the reviewable component.
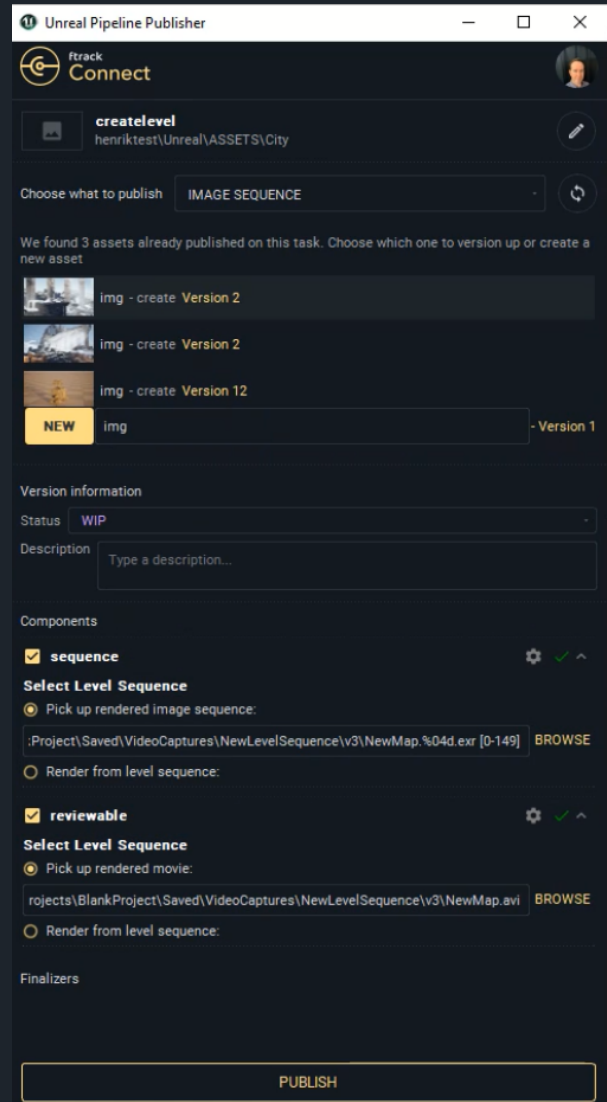

Publish image sequence – render from selected level sequence

With this alternative legacy approach, we let the integration render the sequence by running Unreal batch rendering and publish the outcome to ftrack:

1. Select the LevelSequence asset in map outliner or in the Content Browser and choose **Publisher** from the ftrack menu:

2. In the drop down menu, choose IMAGE SEQUENCE.
3. (Optional) Select the status of the version that will be created and add a description.
4. Make sure "Render from level sequence" is selected.
5. Click the BROWSE button to choose where images should be rendered.
6. (Optional) Click the gear wheel options button to choose additional options such as file format and resolution.
7. Repeat the same steps for the reviewable component.
8. Click PUBLISH to have Unreal render the media and have it be published to ftrack.
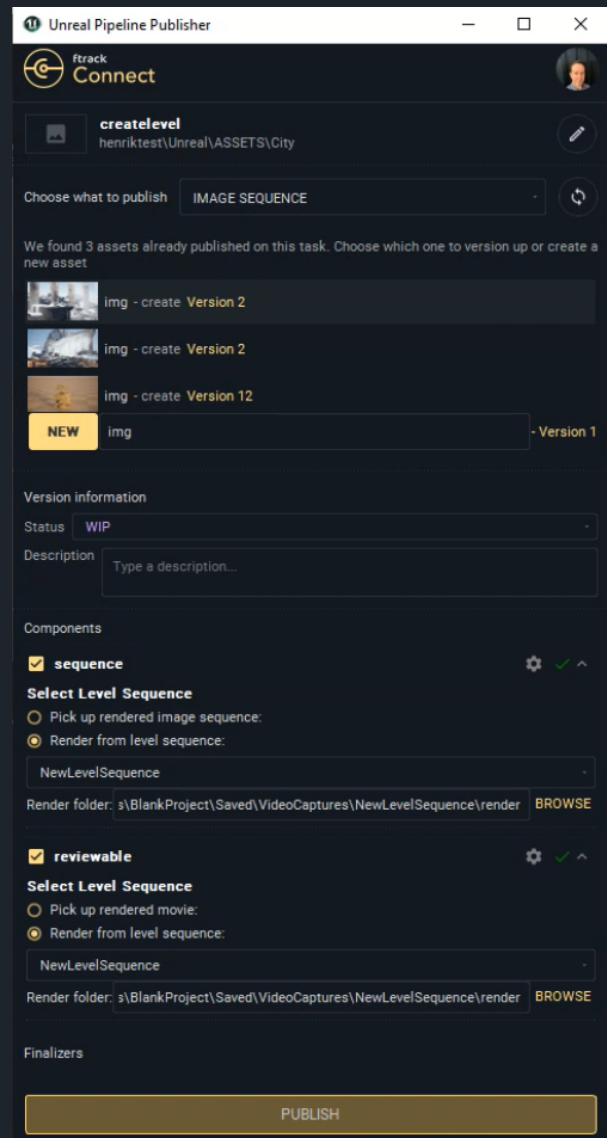
RELEASE NOTES

Unreal:

https://ftrackhq.github.io/ftrack-connect-pipeline-unreal/release/release_notes.html

Pipeline core:

https://ftrackhq.github.io/ftrack-connect-pipeline/release/release_notes.html

Pipeline QT components:

https://ftrackhq.github.io/ftrack-connect-pipeline-qt/release/release_notes.html

OTHER RESOURCES

ftrack Connect download:

https://www.ftrack.com/en/connect/download-ftrack-connect

ftrack Connect documentation:

https://ftrack-connect.rtd.ftrack.com/en/latest/

ftrack DCC framework developer documentation:

https://ftrackhq.github.io/ftrack-connect-pipeline/

Ftrack Studio:

https://www.ftrack.com/en/studio