

Prototype / MVP

USER DOCUMENTATION

# ftrack Harmony Integration

0.1.0 | rev3

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## INTRODUCTION

The ftrack Harmony integration, by leveraging the pipeline DCC integration framework, enables publishing of animations with your ftrack workspace.

## INSTALLING

### Requirements:

- Windows, MacOS X or Linux
- Harmony Essentials, Advanced or Premium
- ftrack Connect 2.0.2+ desktop application
  - [Download](#) and install the latest version of ftrack Connect.

### New Connect installation

- Launch Connect and follow the install steps to download and install all plugins.

### Install Harmony integration

1. Remove these conflicting existing plugins from the Connect plugin folder:

ftrack-application-launcher

ftrack-connect-pipeline

2. Download the plugin ZIP files from the link provided by ftrack:

ftrack-application-launcher-\*.\*.harmony.zip

ftrack-connect-pipeline-\*.\*.harmony.zip

ftrack-connect-harmony-\*.\*.zip

3. Open Connect and open the Plugin manager.
4. Drag-n-drop the four(4) downloaded plugins above
5. Install and restart Connect

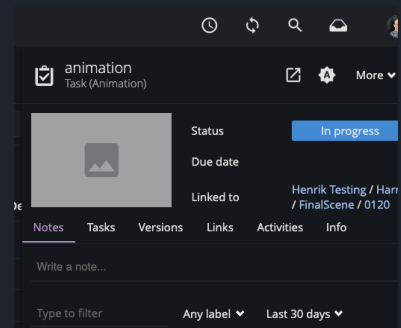
## LAUNCHING

Harmony 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 Harmony installation was detected during launch, the Harmony launch option will appear, choose it to launch Harmony with integration at the selected Task context.



### Launch from Connect

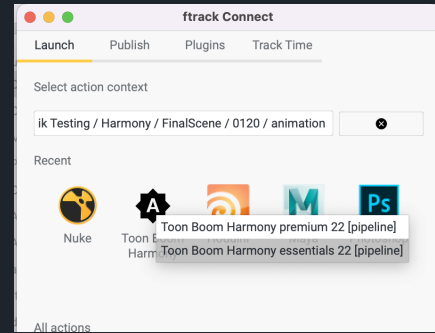
#### Requirements

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

### Launch task with Harmony integration

1. Select task context from the pulldown list or click the BROWSE button to choose Task.

2. If Harmony was detected during launch of Connect, the launch option will appear, choose it to launch Harmony with integration at the selected Task context.



*Note: if no launcher appears, make sure you have installed a Toon Boom Harmony version in the default location on your hard drive. To customise the paths, look into reconfiguring the [ftrack-application-launcher](#) plugin.*

## OVERVIEW

In Harmony you should find the “ftrack” integration toolbar button, you can also open the integration from Window > ftrack.



## Publisher

- Render and publish a new animation asset to ftrack.

## 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 Harmony.
- View file logs on disk.

## Documentation

- Open the Harmony user documentation in your web browser.

## Close

- Close the ftrack menu by clicking the [X] button in the upper right corner.

# PUBLISH ASSETS

## Overview

The ftrack Harmony integration supports publish of an image sequence and reviewable to ftrack.

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

ASSET TYPE	SHORT	Harmony [xstage]	Sequence [.png*] (sequence)
Image sequence	img	N/A	✓

\*Supported image formats:

TVG	SCAN	TIFF
TGA	PNG(default)	DPX
SGI	JPG	EXR
PSD	BMP	PDF
YUV	OPT	DTEX
PAL	VAR	

## Preparations

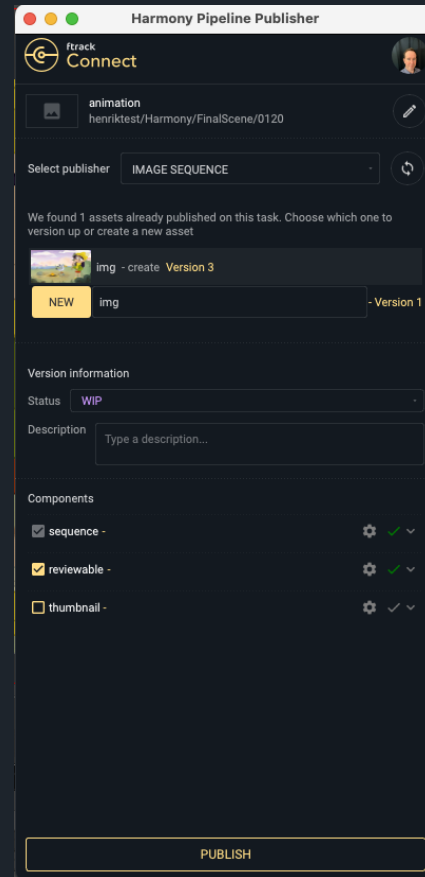
Prepare your scene with a renderable animation.

## Publish image sequence

With this example, we demonstrate how to publish an image sequence. The similar process applies for publishing all different types of assets within the Harmony integration.



1. Choose "Publisher" from the ftrack menu within Harmony.
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. (Optional) Click the options/gear wheel button to open up exporter options and change the output image format.
5. Click PUBLISH to have the image sequence and reviewable rendered and published to ftrack.
6. Close the publisher when done.



## RELEASE NOTES

Pipeline core:

[https://ftrackhq.github.io/ftrack-connect-pipeline/release/release\\_notes.html](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](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>