

EnvAssembly Checker

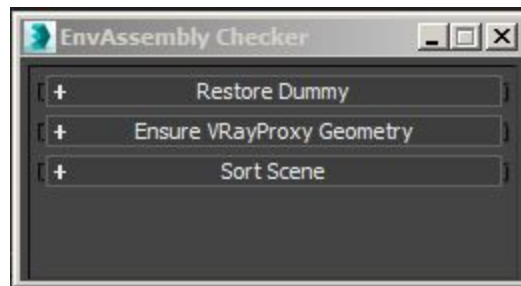
Overview:

Development of tool for do a general checker of assembled large scenes with a lot of objects of different assets and instances. The checker is based on some pipeline requirements of a movie production.

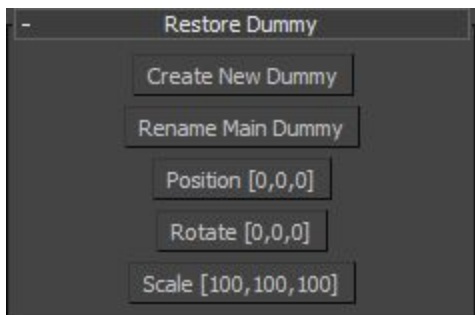
Structure:

This tool is divided in 3 sections:

1. Restore Dummy
2. Ensure V-Ray Proxy Geometry
3. Sort Scene



1.- Restore Dummy



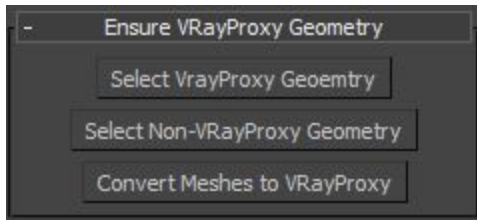
In the first section, we have to ensure the hierarchy of our scene with a **main dummy**.

This dummy has to be positioned in **0,0,0** (position and rotation), and **1,1,1** (scale).

The **Rename Main Dummy** button will rename it with the filename + "_Dummy",

Example: TestScene_v001_Dummy

2.- Ensure VRayProxy Geometry

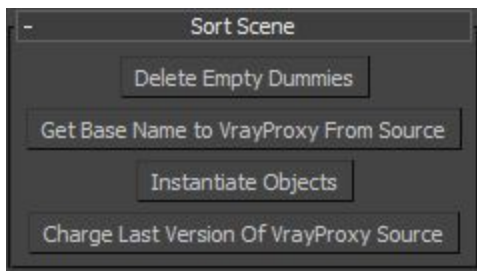


In this section, we can identify the geometry of our full scene.

We can select the **VRayProxy geometry** and the **Non-VrayProxy geometry**.

The **Convert Meshes To VRayProxy** button works in base to meshes names and vrmesh names. In all geometry in scene, each mesh that matches some vrmesh available in their names, will be replaced by this. So, you should rename the geometry that you want replace.

3.- Sort Scene



At last, the **Sort Scene** section, we have the follow function:

- Delete all **empty dummy** in scene.
- **Rename the VrayProxy** according to it path.
- **Instance objects** with the same path.
- **Update each VrayProxy** with the **last version** of it vrmesh.

General recommendation: Run the functions in ascendent sort for a orderly process.