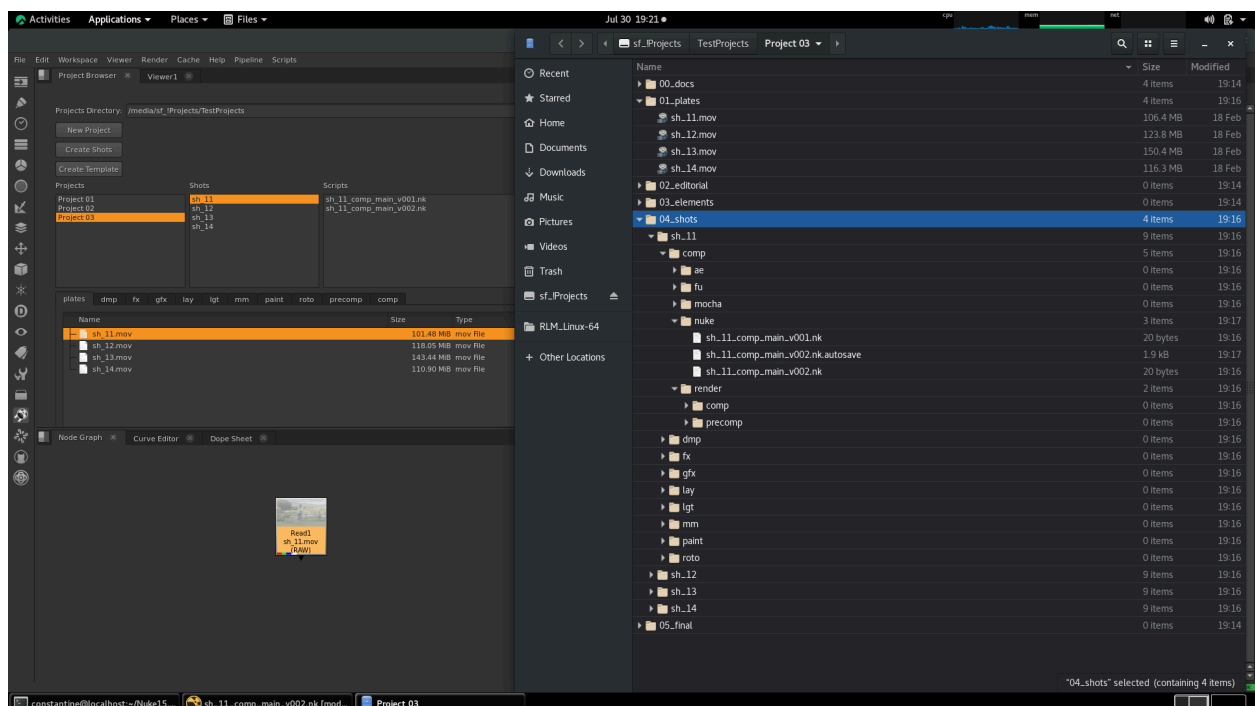
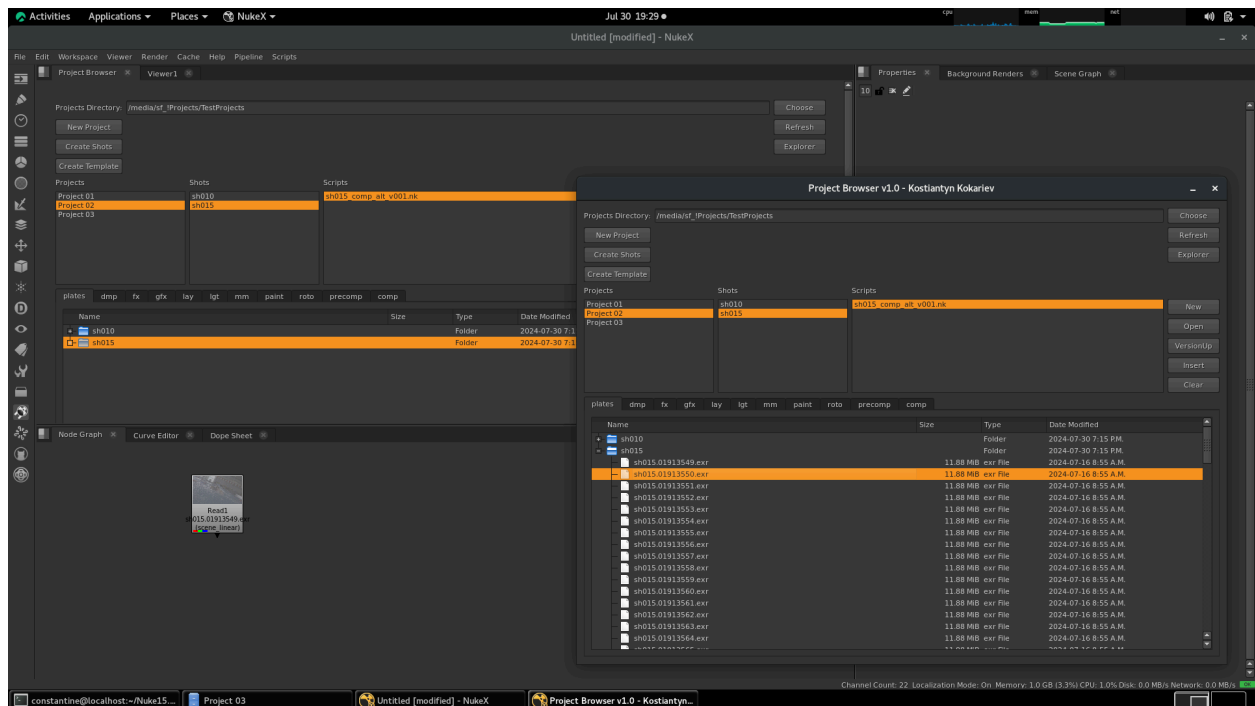


The Project Browser Tool is designed to make handling VFX projects a breeze. It helps you set up new projects, automatically creates shot directories, and manages your scripts efficiently. You can create and use template comp scripts, easily version up your work, and import nodes from other scripts. With features like drag-and-drop support and advanced rendering options, this tool simplifies your workflow and keeps everything organized.



Quick Guide:

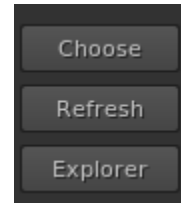
<https://youtu.be/Xw8Mf1L9QNY>

Install:

1. Unrar and put the "ProjectBrowser" folder into ".nuke" dir
2. Add "nuke.pluginAddPath(' ./ProjectBrowser ')" to your init.py

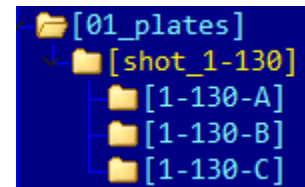
1. Default Projects Directory

- **Windows:** E:\!Projects
- **Linux:** /media/sf_!Projects
- You can change the default projects directory by clicking the "Choose" button or manually updating the `ProjectsPath` setting. Use the "Refresh" button to update the list of existing projects.



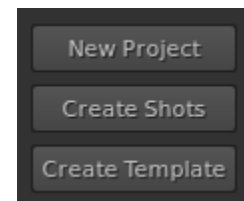
2. Copying Source Plates

- Copy your source plates into the `01_plates` directory within your project folder. Use the "Explorer" button for quick access to this directory. Have names like `shot_0001` or `shot0001` or similar for each shot. If you have more than one plate for one shot put them into a different directories in the shot folder.



3. Creating Shots

- Click the "Create Shots" button to automatically generate shot directories in the `04_shots` directory based on the plate names in `01_plates`.

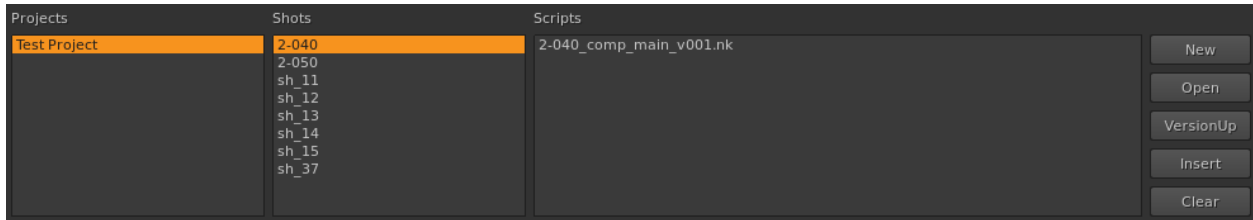


4. Creating Template Comp Script

- To set up a standard composition template, click the "Create Template" button. This template will establish common settings for all shots and can be reused.

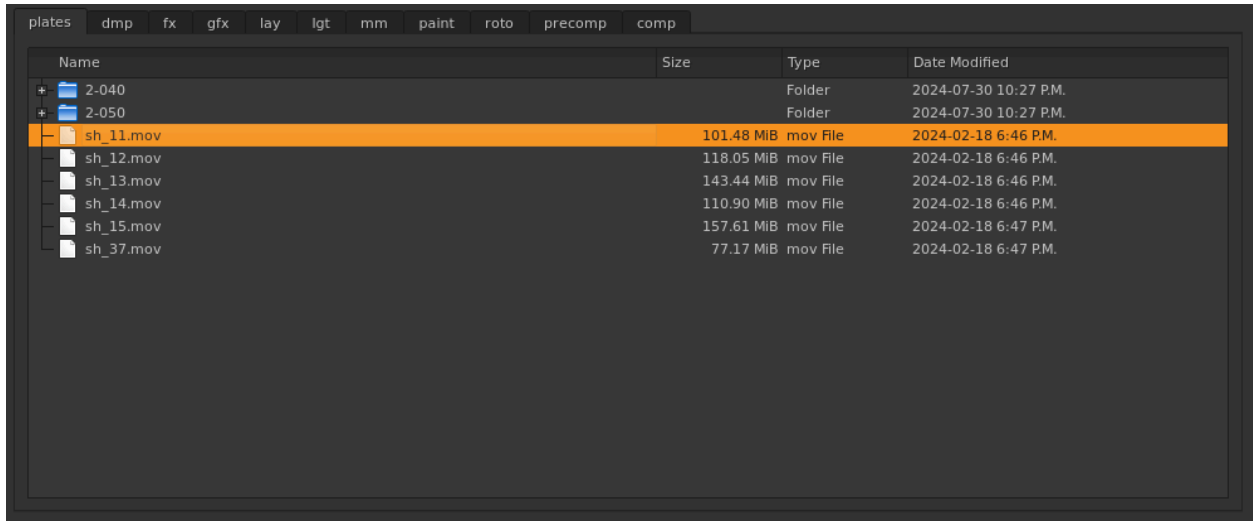
5. Managing Scripts

- **New Script:** Select a shot and click the "New" button. Enter the task (e.g., comp), assignment (e.g., main), and version number to create a new script.
- **Open Script:** Select a script and click "Open" to view or edit it.
- **Version Up:** Click "VersionUp" to increment the version of the selected script and open the new version.
- **Insert Nodes:** Use the "Insert" button to import nodes from a selected script into the currently open script. This is useful for creating read-only scripts or integrating earlier versions.
- **Clear:** Click the "Clear" button to reset all input fields and selections.



6. Drag-and-Drop Support

- The tool supports drag-and-drop functionality for easy file management across windows such as plates, DMP, FX, etc.

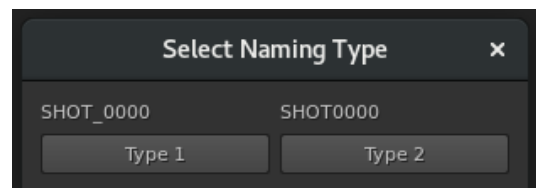


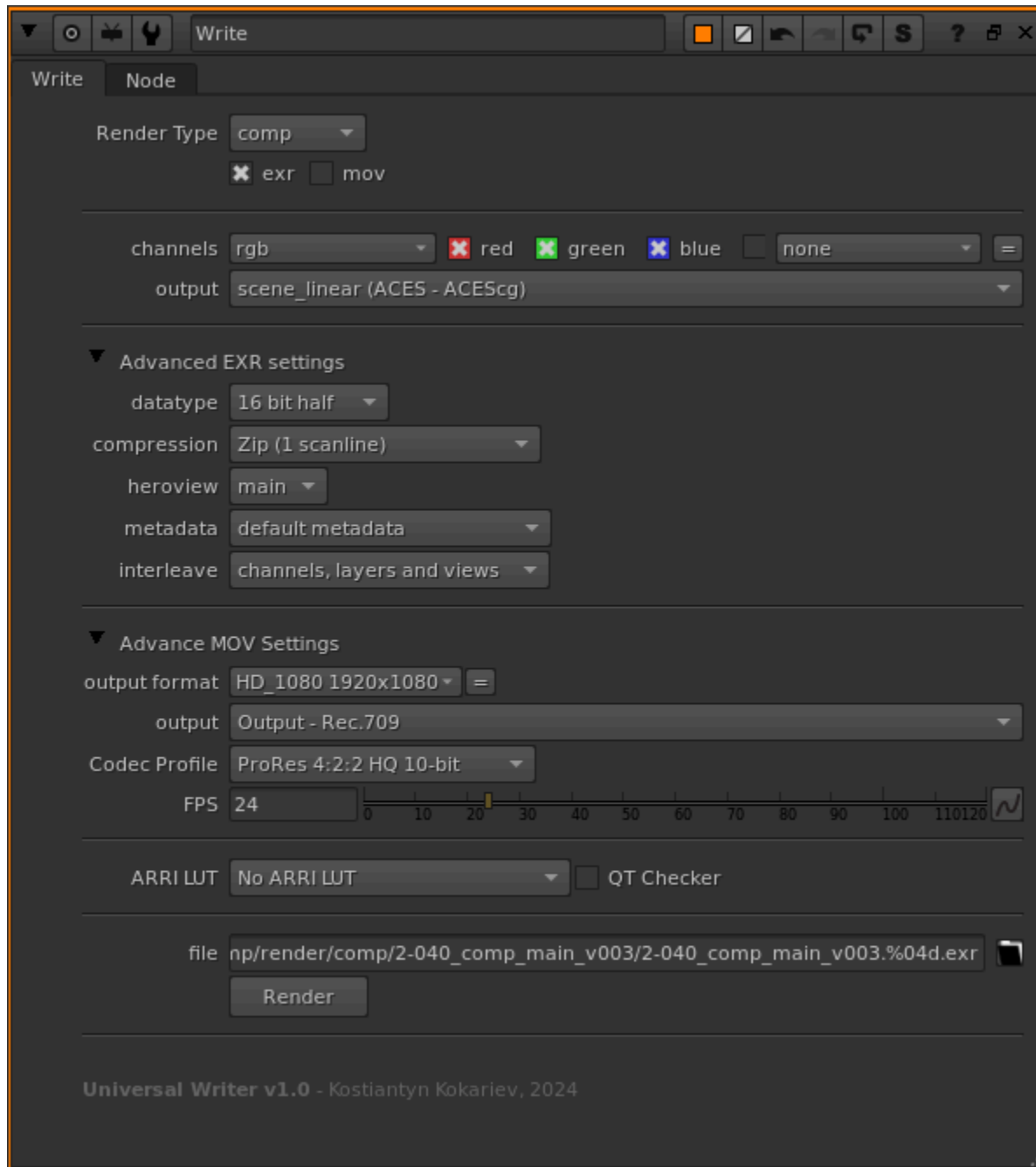
7. Automated Shot Naming

- Shots are automatically named based on the plate names.

8. Rendering and Output

- Universal Writer Menu:** Access this menu with **Shift + W** to choose rendering options, including comp, precomp. Use **SH_XXXX** or **SHXXXX** formats (depending on whether there's an underscore between letters and numbers). You can switch MOV output to RAW and apply ARRI LUTs if needed. Try **QT Checker** to check crop and color of the qt mov.





Hope you'll find this useful. Please share your thoughts and ideas. Happy comping!