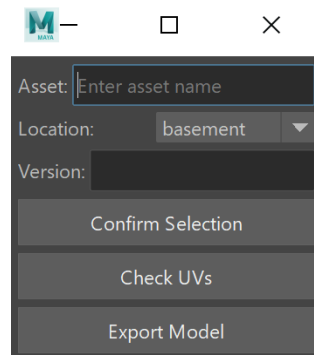


These are instructions for using the Shady Creek Lodge custom export tool. If you haven't set up the shelf, please look at Maya_shelf_instructions.pdf

This tool only works for static meshes. If your asset is skinned, has a rig on it, or is otherwise animated, I can't guarantee it will export properly. All environment assets should be fine.

If you click on the leftmost save icon, the tool should open up:

A screenshot of a software window titled with a Maya logo icon, a minus sign, a maximize button, and a close button. The window contains three input fields: 'Asset:' with a placeholder 'Enter asset name', 'Location:' with a dropdown menu showing 'basement', and 'Version:' with an empty text field. Below these fields are three buttons: 'Confirm Selection', 'Check UVs', and 'Export Model'.

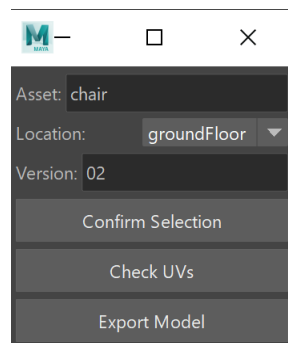
Asset information/confirm selection

Asset: type in the name of the asset here. Ex: chair, bed, cabinet, etc.

Location: intended location of the asset. You can choose between basement, groundFloor, and secondFloor. If another location/level is added, I can add it into the tool to include it in the dropdown.

Version: the number of the version you're working on. Please use integers: 1, 02, etc. (do not use 'one')

For example, the second version of a chair asset going on the ground floor would look like this:

A screenshot of the same software window as above, but with example values entered. The 'Asset:' field contains 'chair', the 'Location:' dropdown menu shows 'groundFloor', and the 'Version:' field contains '02'. The buttons 'Confirm Selection', 'Check UVs', and 'Export Model' remain at the bottom.

Make sure you click "Confirm Selection" when you're done. If you don't, your asset will default to being called "testAsset_basement_V3".

If another asset has the same name, this tool will overwrite it. Be careful!

Check UVs

Clicking this button checks the UV history of the model. If you've deleted your history after UVing, it will say you did not UV it. You can skip this step if you know for a fact that you UVed your model. Otherwise, it should be a reminder that you should UV it.

Export Model

Exports the model as an FBX file. A UI should pop up when it's exported successfully. It should already be in the right folder inside of the project, you'd only need to import it into Unreal and/or submit it to the perforce depot.

If the tool doesn't work or you get an error, make sure your settings.json file is set up properly (in Program Files, refer to Maya_shelf_instructions.pdf for instructions)