



Packaging Tool UI – Documentation

■ Overview

The Packaging Tool is designed to export assets from the production pipeline in a controlled and consistent way. It provides a UI to select assets by type, name, and variation, add them to an export list, and run an automated export with dependency collection, revisioning, and progress tracking.

■■ User Interface Breakdown

1. Browse (Export Path)

Select the destination folder where exported assets will be stored. All assets in the current session will be exported under this path. Ensure the location is writable.

2. Type Column

Shows the list of asset categories (e.g., character, camera, prop, creature). Selecting a type filters the next column (Name).

3. Name Column

Displays all available asset names for the chosen type. Example: fdnyFireFighterA, electroA.

4. Asset Column

Lists the specific asset variations under the selected name. Example: fdnyFireFighterAUNiA, electroACasualA.

5. Phase Column

Defines the pipeline phase you want to export from (e.g., MDL, RIG, ANIM).

6. Variation Column

Allows selection of a variation (e.g., AH, Hero, CasualA).

7. Add Asset Button

Adds the currently selected asset (Type → Name → Asset → Phase → Variation) to the export queue.

8. Browse Local Asset Button

Lets you manually browse and add a Maya file (.ma/.mb) from any directory.

9. Export Queue (Table List)

Displays all assets selected for export. Includes columns: Asset Path, Type, Name, Asset, Revision, Status.

10. Import Hero Asset (Checkbox)

If checked, the tool will import hero elements (e.g., hero head, hero materials) into Casual or other variations.

11. Run Button + Progress Bar

Starts the export process and shows progress per row in the table and overall in the progress bar.

12. Remove Asset Button

Removes the selected row(s) from the export queue. This only affects the queue, not files already exported.

■■ Workflow Example

- 1 Set the Export Path.
- 2 Select an asset Type → Name → Asset.
- 3 Choose Phase and Variation.
- 4 Click Add Asset → Appears in the table.
- 5 Optionally add more assets or browse a local file.
- 6 Enable Import Hero Asset if required.
- 7 Click Run to start the export.
- 8 Monitor progress in the table & progress bar.
- 9 Remove any unwanted rows with Remove Asset.

■ Best Practices

- Always verify the Export Path before running.
- Use Revision numbers to avoid overwriting previous exports.
- Keep the Import Hero Asset option off unless specifically needed.
- Check logs after each run for dependency or permission issues.

■■ Troubleshooting

- Row stuck at Pending → Missing phase/variation publish.
- Run button disabled → No export path or queue empty.
- Export fails with missing textures → Check Browse Local Asset imports.
- Revision mismatch → Manually delete/rename old revisions in export folder.