

Running Slater

In it's current context, slater.py needs to be run from terminal shell or command shell window. You should have Python 2.7 installed along with PySide2. The latter is a package that is a python version of C++ Qt5 and it's often used instead of PyQt because licensing is less restrictive. Maya, Nuke, and Houdini current versions all use PySide2. I'm working on a MacBook with Maya 2017 already installed so my launching script, slater.sh, uses mayapy which is Maya's version of python. With minor refactoring, slater.py could be launched directly from any of these apps.

If you are interested in using slater.py in its current form and/or modifying it to make it fit into your production context, then I would suggest that at first you download files from this github and try it out. Here are instructions to get you started.

1. Create a folder to contain the script, slater.py and other file dependencies.
2. Download slater.py, bgslate.png, and slate_thumbnail.jpg from the github link and copy into folder you created.
3. Edit slater.py to change line 37:

change:

```
PROGPATH = "/Users/suzanneberger/Documents/dev/slater"
```

to:

```
PROGPATH = "/your/folder/containing/this/script"
```

or:

```
PROGPATH = r'\your\folder\containing\this\script'      # if you are  
running on windows
```

4. Open your terminal shell and "cd" into the folder directory containing above files and run:
> python slater.py

5. You might prefer to create a bash or ms-dos script to run above line.

If you want to use the script for your production needs, then you should at least change bgslate.png replacing the studio logo. Depending on your studio's technical infrastructure, other refactors would be justified especially related to show environment configuration and file system.

Contact me directly if you have more questions. I could probably help by Skyping using shared desktop.