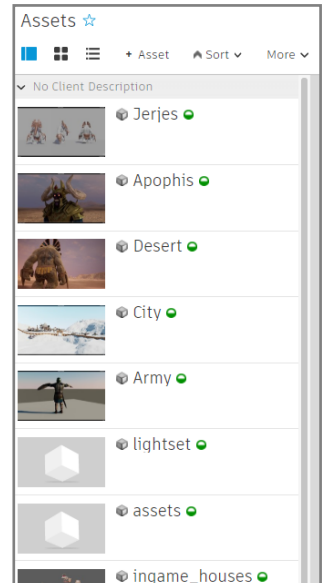
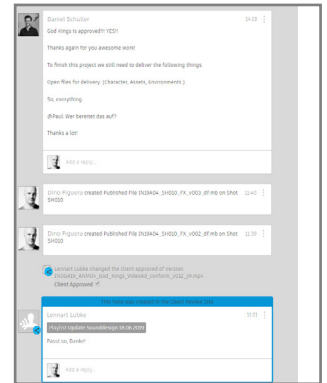
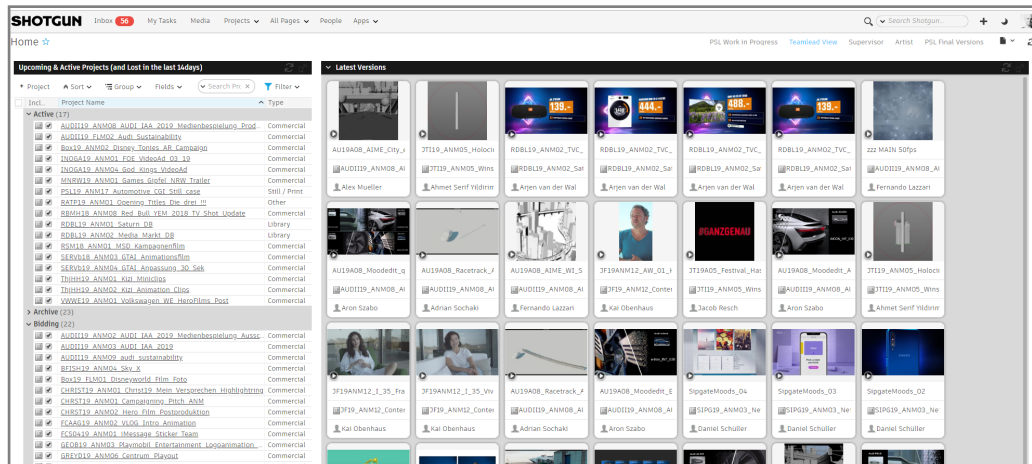


PSL - Animation Workflow

Shotgun

All the projects at Parasol are accessible and managed through Autodesk Shotgun, our web-based management tool.

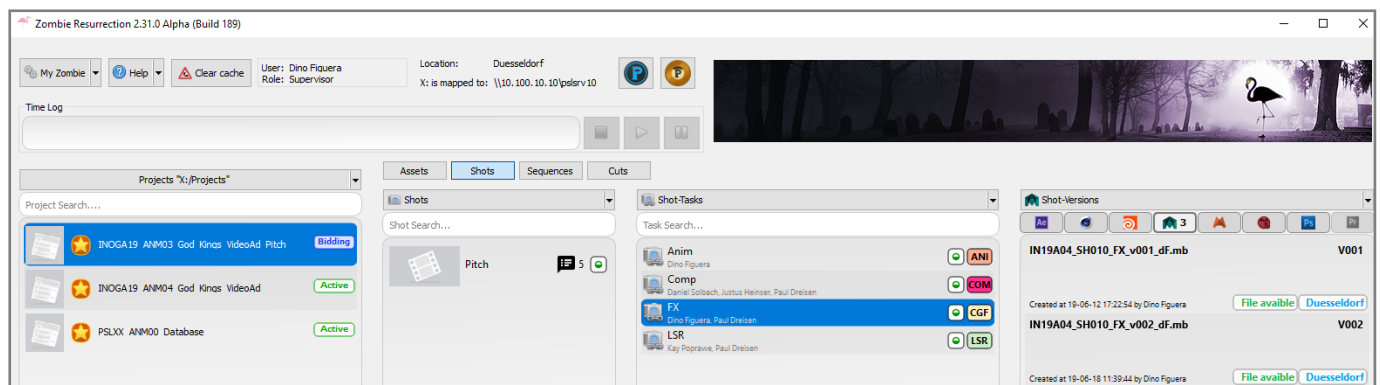


By using Shotgun, a supervisor can:

- Keep track of every step of the project at any moment.
- Comment, annotate and give feedback to every media content.
- Write messages, updates, communications, schedules.
- Upload and Download media, images/wip files, references.
- Create Project, shots and assets folder structure.

Zombie

Almost all the software we use at Parasol is connected to our internal Pipeline software Zombie.



By Using Zombie, a supervisor can:

- run a software, Create shot and asset tasks (subfolder structure),
- save a new version of the current scene, save a random scene as a new version,
- reference or import an asset, Browse between projects,
- open the Uploader utility (PSL Uploader), open the conversion utility(Episode).

Zombie is connected to Shotgun.

All the operations made in Zombie will be uploaded and sent to Shotgun.

It is recommended to always use Zombie to:

- Open a project scene.
- Save a new progressive file.
- Save a local scene as a new project scene.
- reference project assets in a scene.

Zombie creates subfolder structures to organize the project.

This structure is stored in a database and cannot be manually changed without breaking The Zombie connections.

Ad_Pitch	
> Projects > INOGA19_ANM03_God_Kings_VideoA	
Name	Date
IN19A03_3D	16.04
IN19A03_Audio	15.04
IN19A03_Documents	15.04
IN19A03_Edits	15.04
IN19A03_Incoming	15.04
IN19A03_Online	15.04
IN19A03_Research	15.04
IN19A03_Shots	15.04

Warning

the user should avoid to:

Rename files or folders in the project.

manually save progressive files.

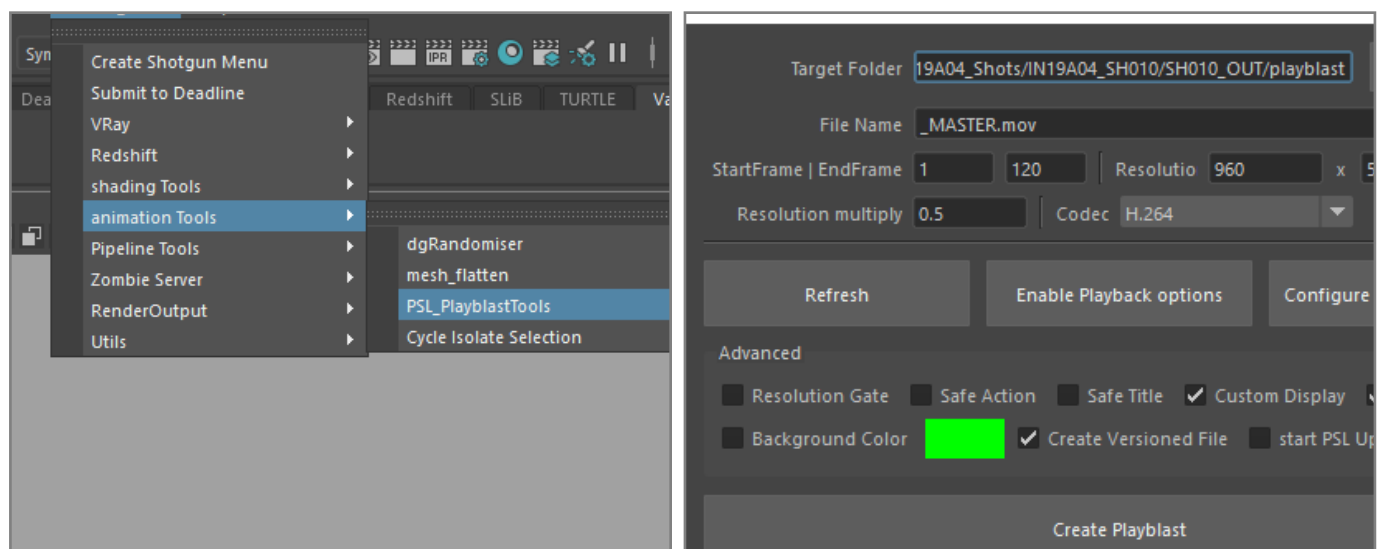
Work on project scenes outside of the proper location.

Playblast - Animatic Upload

We usually upload a daily playblast to Shotgun to:

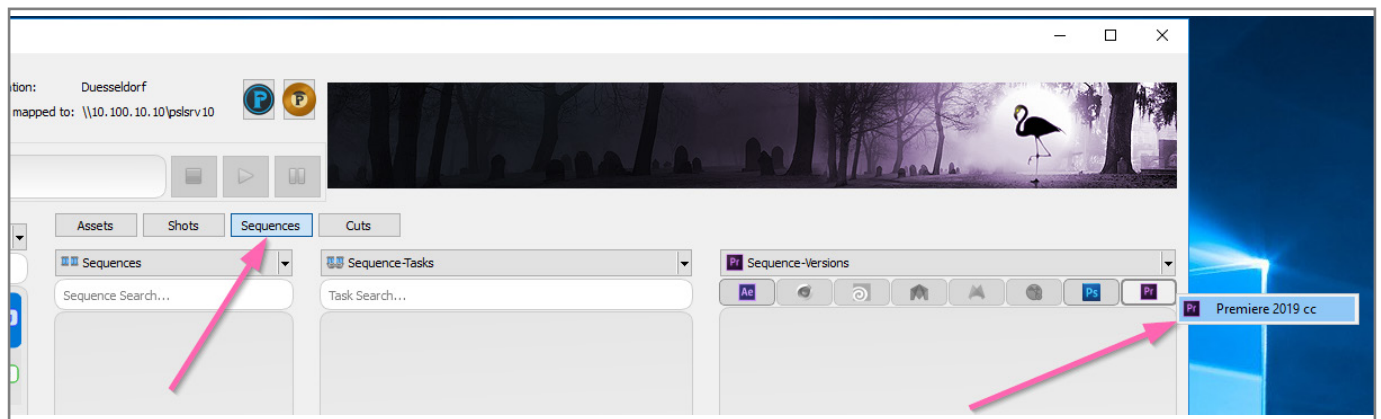
- show the current shot-Animatic status.
- communicate the other artists about new changes.
- help the producers to keep track on the shot-Animatic status.
- create sharable versions of the shot-Animatic for client feedback.

To create playblasts in Maya, we use our PLS playblast tool located in the custom parasol Maya menu. The playblast will be placed in the proper folder automatically.



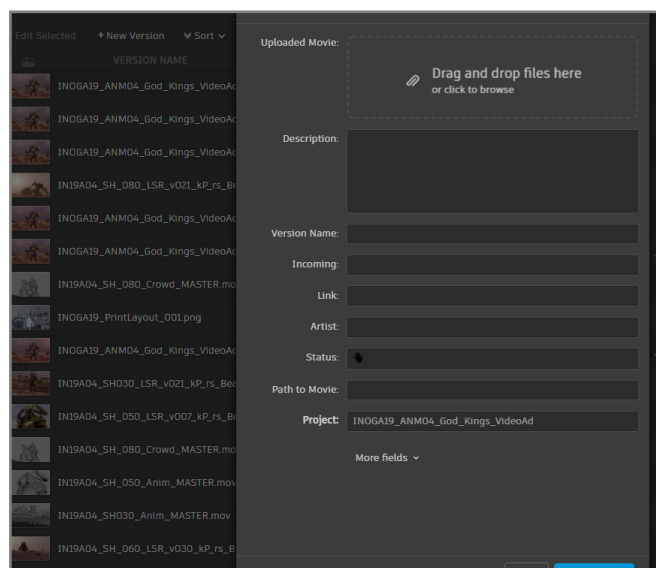
Creating Animatics - pre-edit

The editing scenes can be created from Zombie using the sequence tab and focusing on the adobe Premiere software.

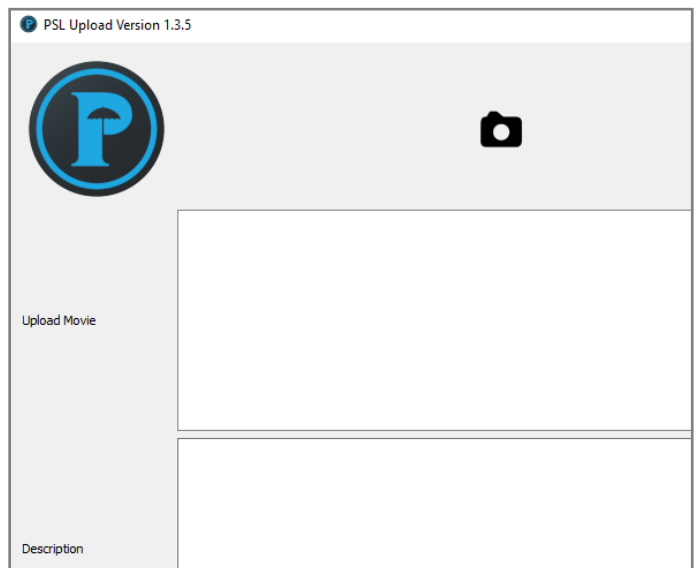


We will manually import all the playblast from the playblast folder into the Premiere timeline. After the editing we will upload a playout to shotgun using one of these two methods:

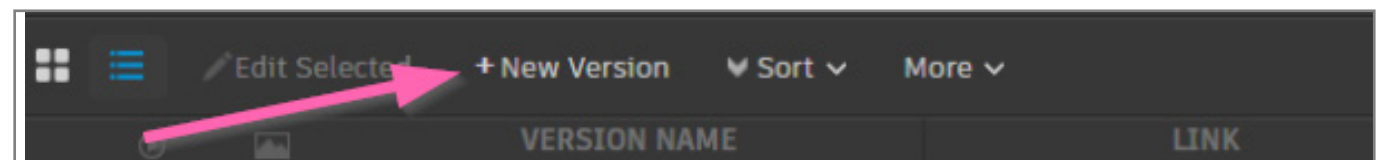
Shotgun uploader - we can manually drag the file into shotgun uploader page and fill in the required field.



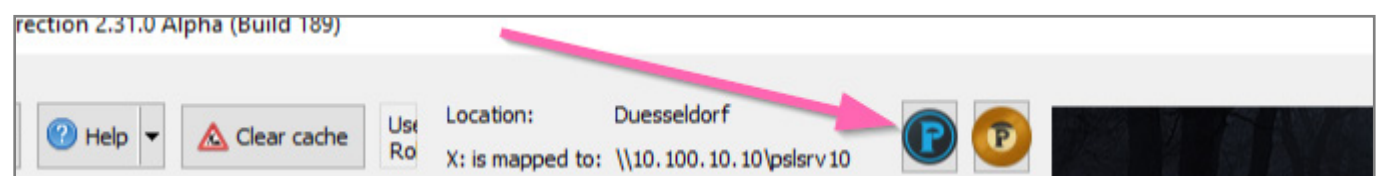
Parasol Uploader - Drag the file to parasol uploader To automatically send the version to shotgun.



The Shotgun uploader is accessible through the shotgun project page.



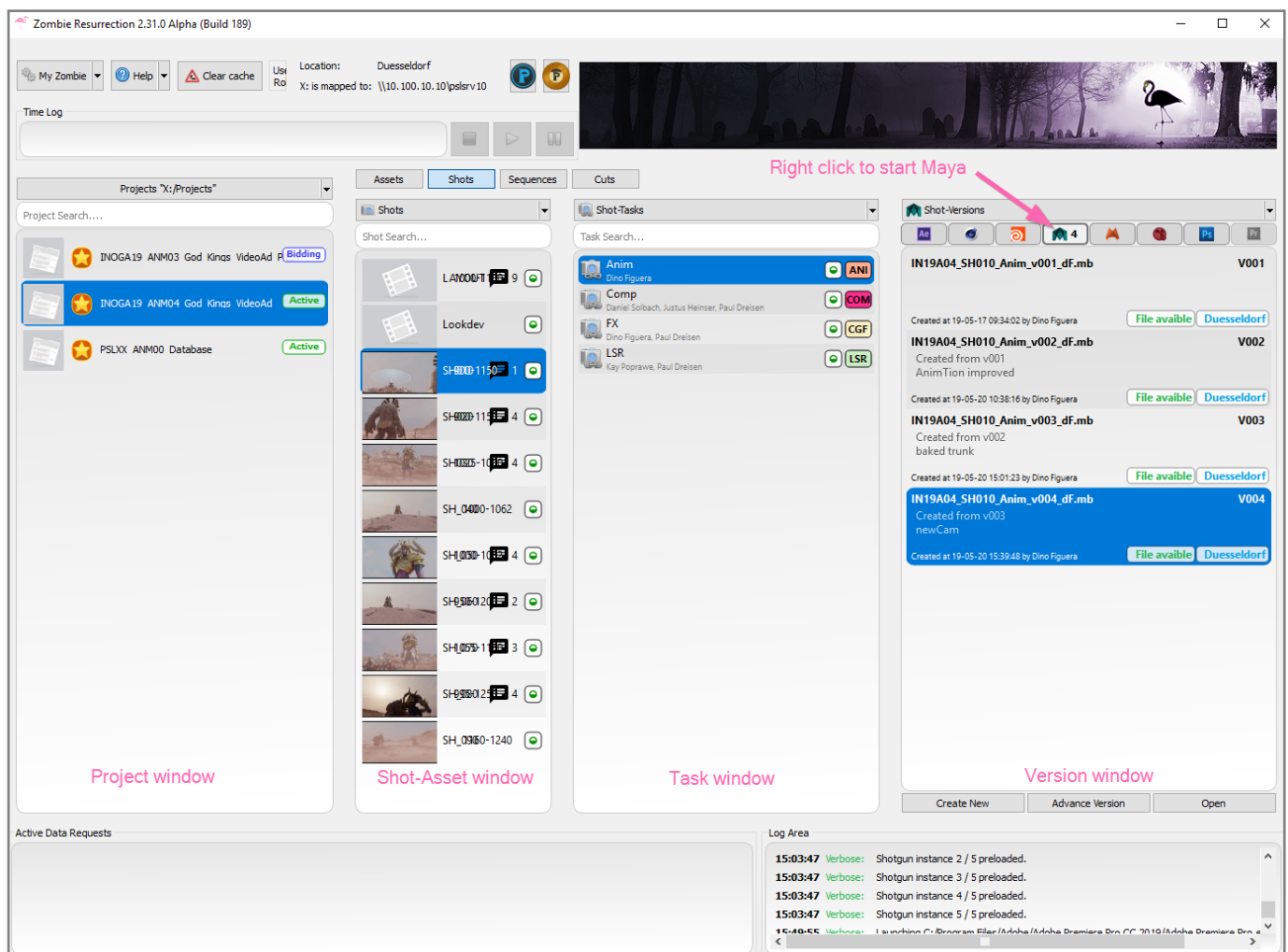
The Parasol Uploader is accessible through the Zombie interface.



Scenes

A new blank scene of the project has to be created via Zombie this way:

- Start Zombie.
- Start Maya from Zombie by Right clicking on the Maya focus button in the Zombie interface.
- Locate the Project name in the Left window. (1st row)
- Locate the Project shot-asset in the shot-asset window (2nd row).
- Locate the proper task (subfolder) of the required scene in the task window (3rd row).
- Locate and run the scene version in the version window (4th row).
- double click the version to open it in Maya.



warning:

Maya needs to be already open before opening a scene.
If Zombie freezes or does not respond to commands, try to close and restart it.
If you run a new Maya instance keeping the old Maya open,
Zombie will only consider the old Instance.

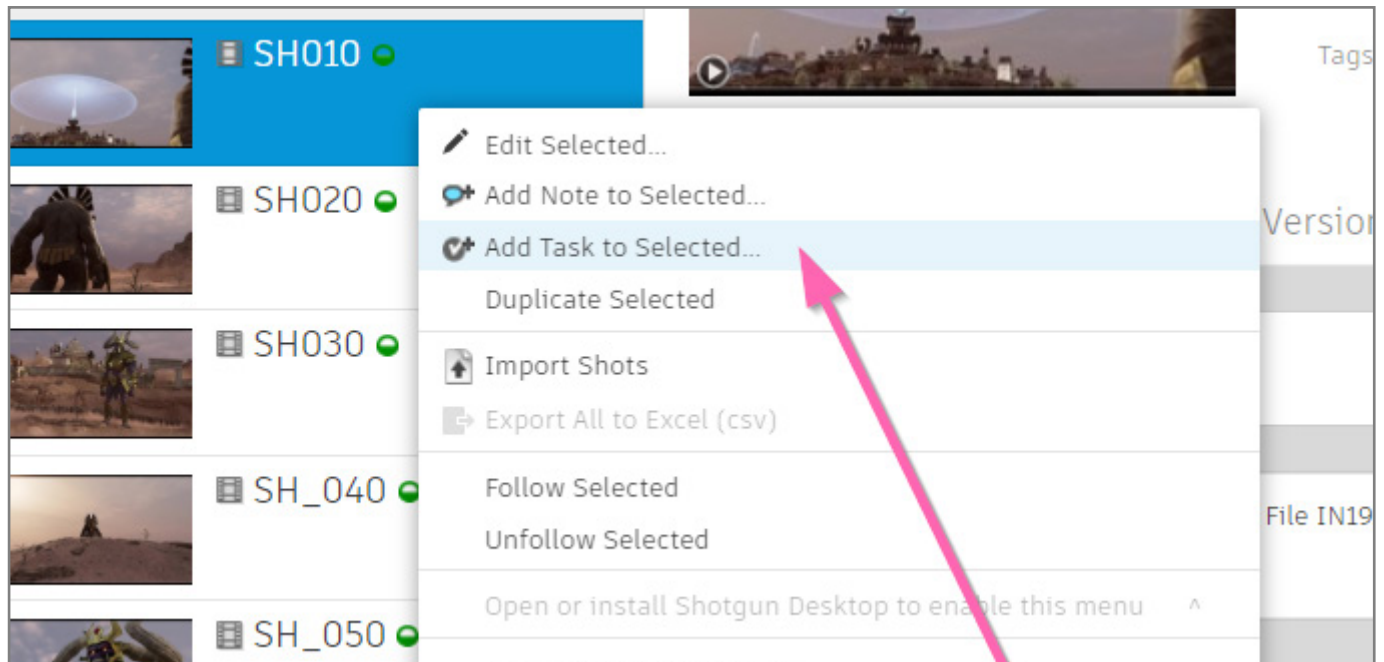
Tasks

A task is a subfolder of the project needed to separate the different areas of work.

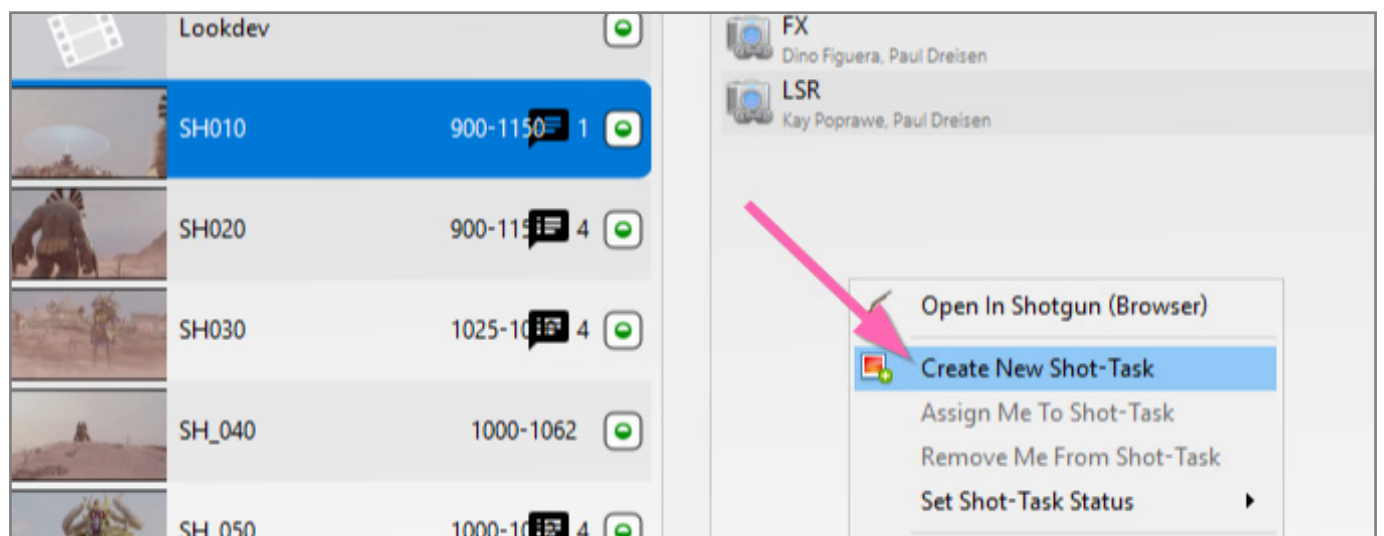
Ex:

- a Model task is a subfolder to store only model scenes.
- a Rig task is a subfolder to store only Rig scenes. (a rig scene usually references the geometry submaster created in the modelling task).
- an Anim task is a subfolder for animation scenes (an Anim scene usually references the rig submaster created in the Rig task).
- a LSR task (Lighting shading rendering) is a subfolder to store all the render scenes.
- (The LSR task usually referenced an exported alembic cache of the latest anim version created in the Anim task).

Tasks can be created:
from the Shotgun project page.



From Zombie (easier).



Scene settings:

A new model scene created from Zombie (from a Model task) will contain a referenced file containing a set of standard models for size comparison.

a new Anim scene created from Zombie (from an Anim task) will be a blank animation scene's template with the proper settings.

The scene animation settings are project depending but we often use our standard setting:

Animation ranges start always from frame **1000** to allow preroll simulations and handles.

The frame rate is usually **25 fps** unless The project requires a different one.

The Frame resolution is usually Full HD **1920X1080** pixels unless the project requires a different one.

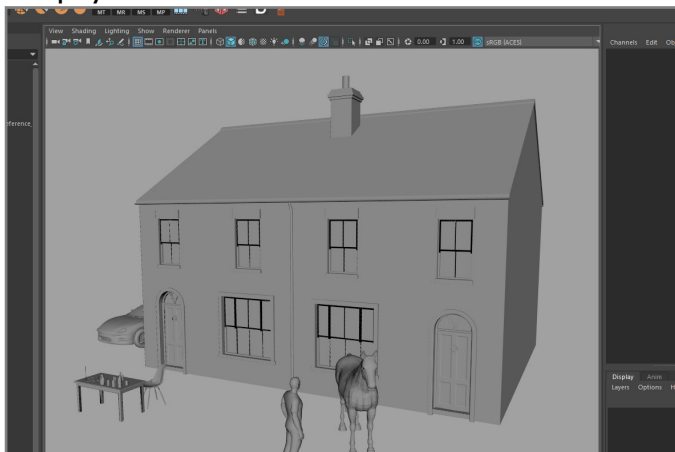
Shot handles are discussed depending on the project.
By default, with no Director request, it is a good habit to leave **8 - 10** frame handles.

The scenes should be clean of unnecessary data.

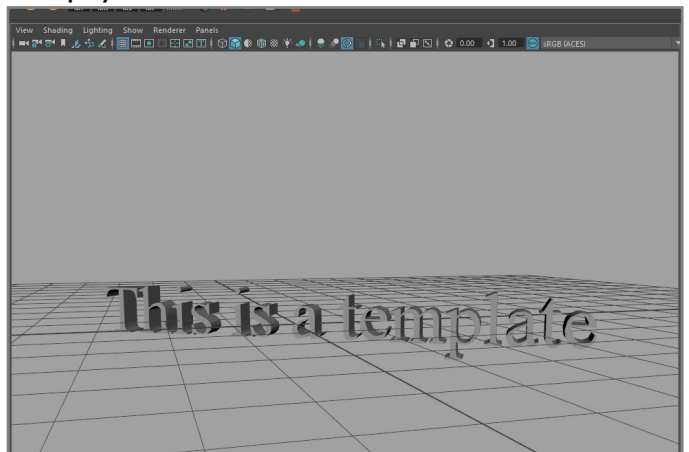
Animation scenes should contain only rigs, animation data and all the additional helpers used for the animation (deformers - constraints - locator - plugin assets).

The animations scenes should be well organized in understandable groups and made readable for incoming users.

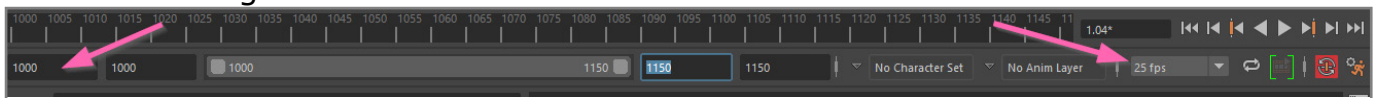
empty model scene



empty anim scene



timeline settings

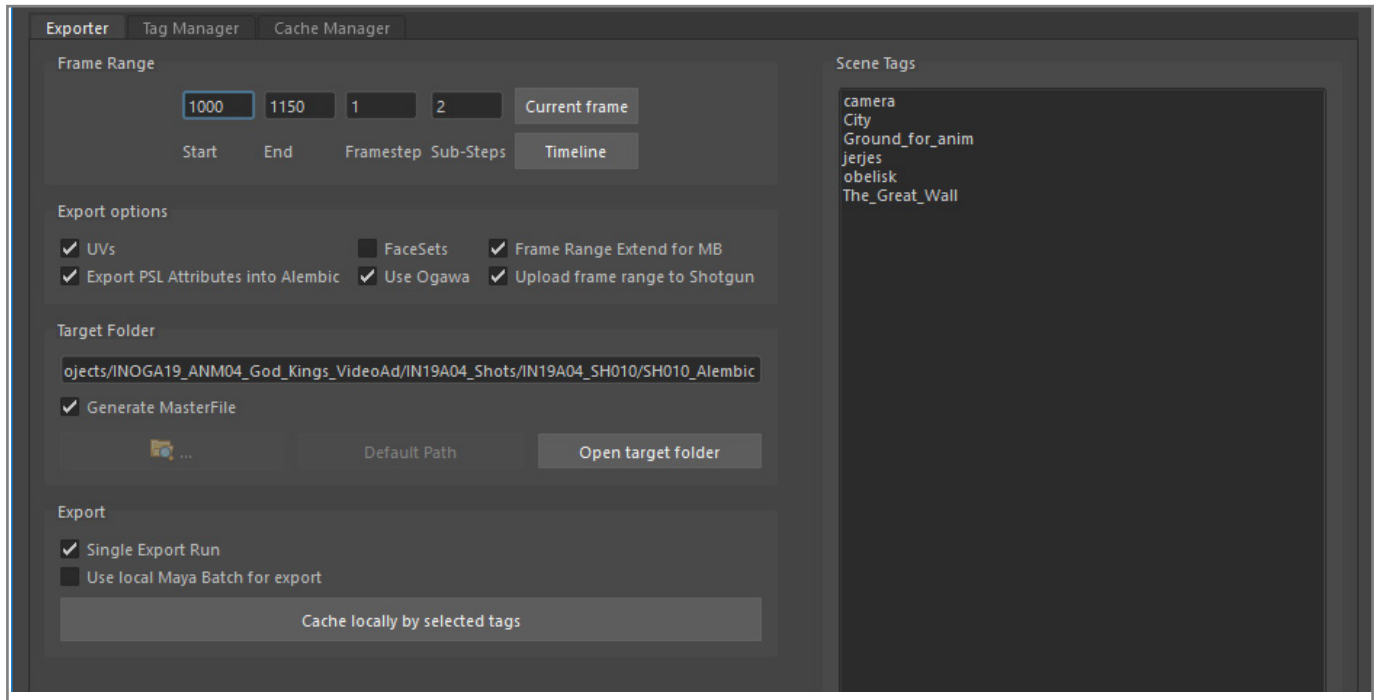


Alembic export

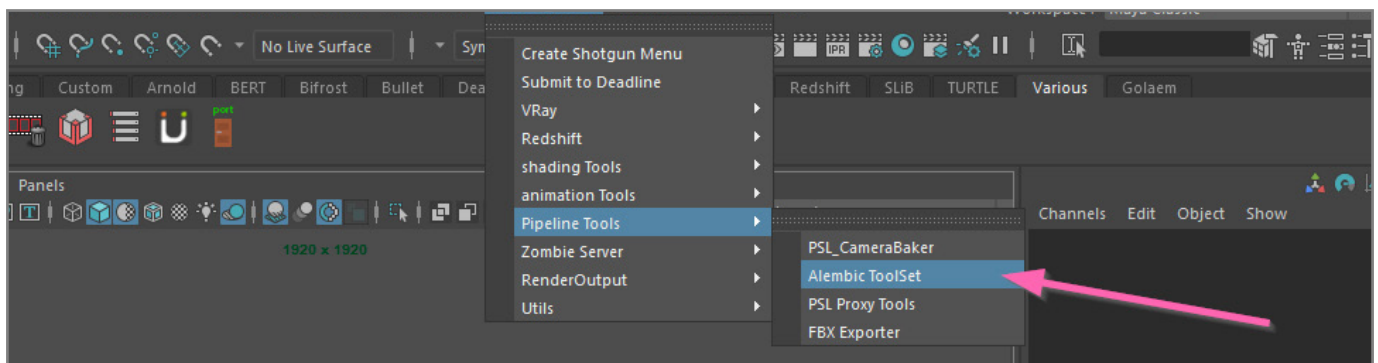
In order to be rendered, the animation scenes are exported in **Alembic** format. The exported file cache contains Several informations For the render process:

- All the required Geometry
- all the required cameras
- Information for Re-assign the shaders (shader tags)
- information for Motion blur computation (substeps)

We use our internal alembic exporter to Export the scene to an Alembic cache file.



The tool is available under the May parasol menu located in the Maya main menu bar.



The exported geometry is previously tagged With the same tool. A geometry tag is a way to identify the geometry to export and collect within a unique cache file.

Warning:

It is important to never export an alembic cache of a scene which is currently rendering. This can create render issues. Always inform the supervisor or the render artist before exporting an alembic cache.

dinoAnimTools

An additional collection of little utilities is available under the mel command dinoAnimTools.

(the user can directly write the command dinoAnimTools in the command line and hit enter)



The toolset contains useful scripts for both animation and rigging. The toolset includes scripts for:

- paint skin weights
- open main editors
- add layout shaders to selection
- managing cameras
- easily connect attributes
- automation on creating groups
- Selecting all anim curves
- Import export animations
- Pose and animation manager
- Creating controllers
- managing constraints
- Adding rivets
- baking locators and baking animations
- generating curves from edges
- generating rocks
- add noise to channels
- randomize animations
- drawing animations
- creating primitives
- store pose or selection to shelf.

and many more tools.

the tools have a short description in the Maya help field.