

IPUI - Scene Layout Image Plane UI (Maya)

User documentation on the use and functionality of the IPUI tool.

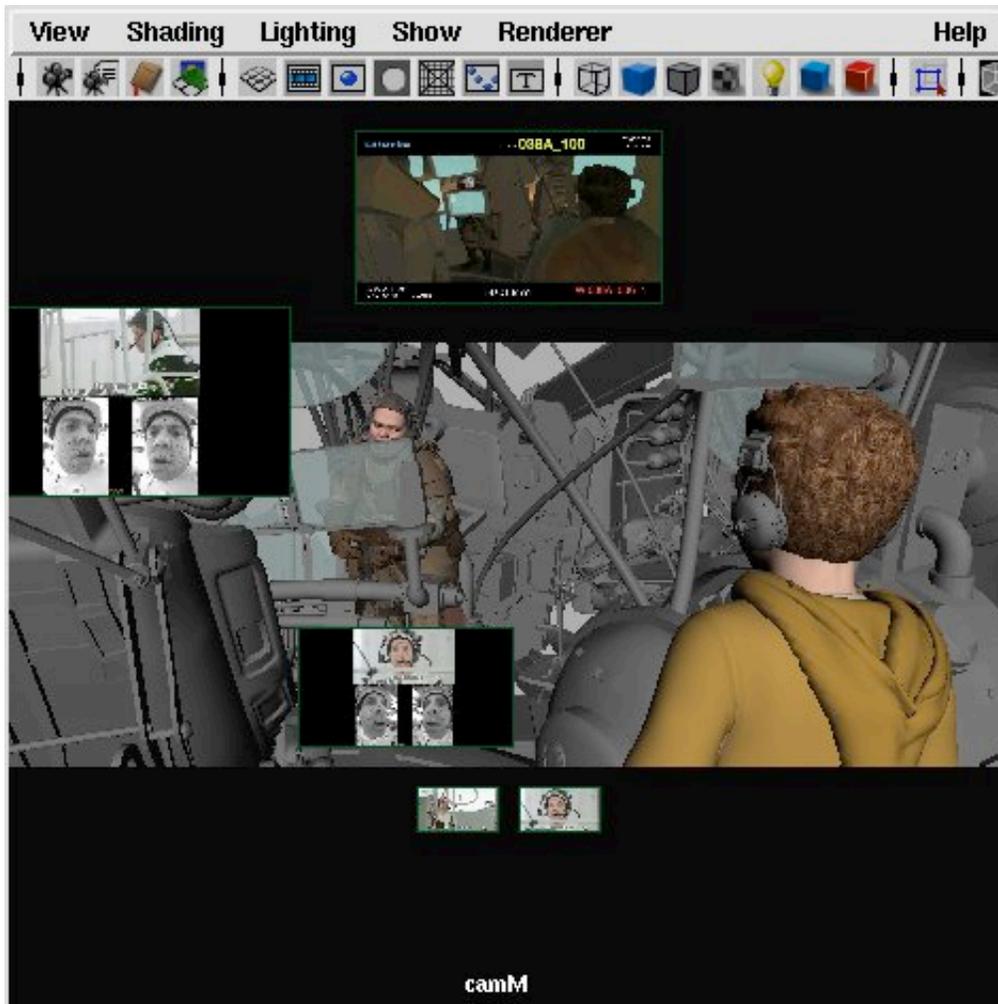


Image Planes Managed by IPUI

Overview

IPUI, or the Image Plane User Interface, is a Maya tool that allows users to create and manage reference images in their Maya scene. Using Maya's image plane abilities, IPUI puts a layer of control and access to the image planes to make working with multiple image references quick and easy. The types of images used can be any image or image sequence, but typically are from these categories: Art (Concept or Drawover images); DLO published take; HMC reference image sequences; Actor Body and Face reference image sequences; Actor Lineup reference image sequences; MNM Camera Monitor Masks images; assorted Camera Aspect Ratio masks; and image or image sequences from anywhere on the filesystem.

Launching

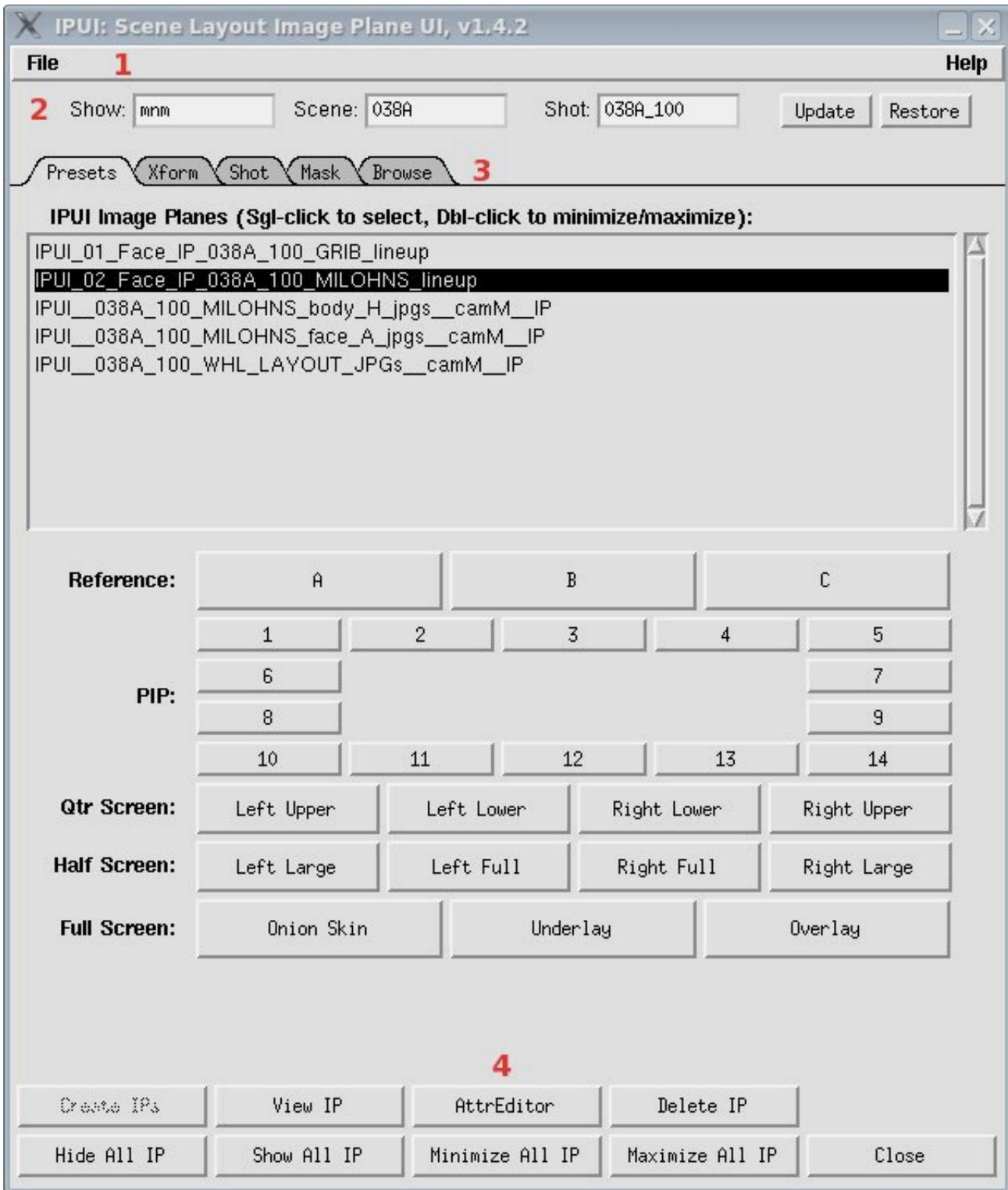
The tool can be launched from the Animation or Scene Layout Maya shelves by clicking on the "IPUI" button.



IPUI Maya Shelf Button

User Interface Sections

The User Interface has one main window which contains all of the functions within IPUI. The main window is constructed with four main sections: 1) Top Menu Bar, 2) Shot Info Bar, 3) Function Tabs, and 4) the Command Buttons Bar.



Main Window Sections

The **Top Menu Bar** consists of two menus, a File menu and a Help menu. Currently the File menu contains a single item, Close, which simply closes the tool. As well the Help menu currently contains a single item, Help, which takes you to this page.

The **Shot Info Bar** allows the user to select which Show, Scene, and Shot to pull reference images for. This "Shot Info" drives which paths are built for the reference images used in the Shot, Mask, and Browse tabs. Included on the Shot Info Bar are two buttons, Update and Restore. The Update button allows the user to

change the data in the Show, Scene, and Shot fields and update the UI to use those new values. The Restore button updates the Show, Scene, and Shot fields and thereby the UI to the default values. The default values for the fields are based on the current Maya project path information.

The **Function Tabs** consist of five tab pages: Presets, Xform, Shot, Mask, and Browse. Each of these tabs provide separate functionality related to creating, editing, and managing the IPUI image planes found in the current Maya scene. Of special note, the tool **ONLY** manages image planes created through the tool itself. This is to protect accidental changes to image planes created by other tools or processes, such as those that are used in the character rigs for instance. See below for a more detailed look at each Function Tab and it's functionality.

The **Command Buttons Bar** provides functionality to operate on selected or all IPUI image planes in the Maya scene. See below for a more detailed explanation of what each button does.

Function Tabs

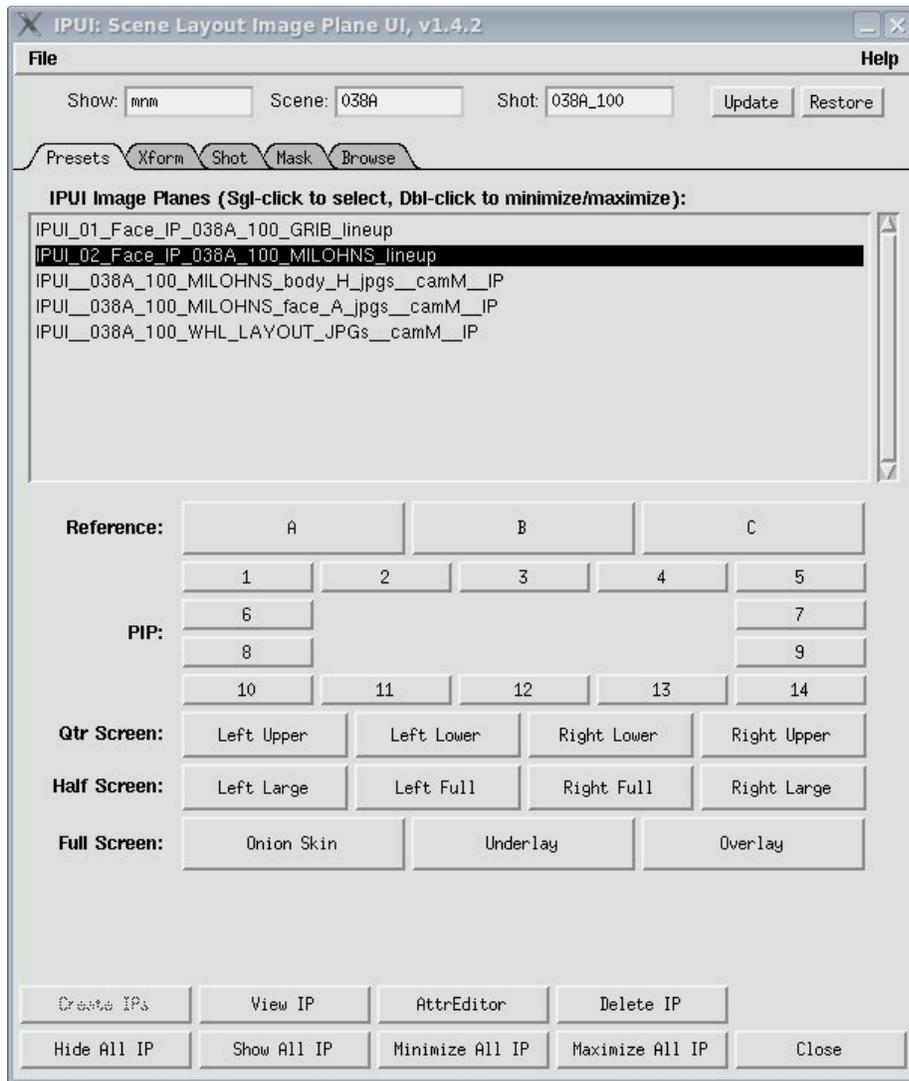
The five Function Tabs provide separate functionality related to creating, editing, and managing image planes in your Maya scene.

Presets Tab

The Presets tab allows quick and easy placement of each IPUI image plane in your scene. The tab consists of a selection scroll list that contains each IPUI image plane on the top, with a series of preset buttons on the bottom of the tab page. The preset buttons work by selecting an image plane in the scroll list and then clicking a preset button. The image plane will move to the chosen preset space.

The scroll list provides functions to 1) select an image plane to make it the current selection for use with the preset buttons or the Command buttons by single-clicking on the list, or 2) to double-click an image plane to select it and also minimize or maximize the image plane.

Refer to the section below, "Presets Samples", to see some sample positions of image planes based on the Preset buttons.

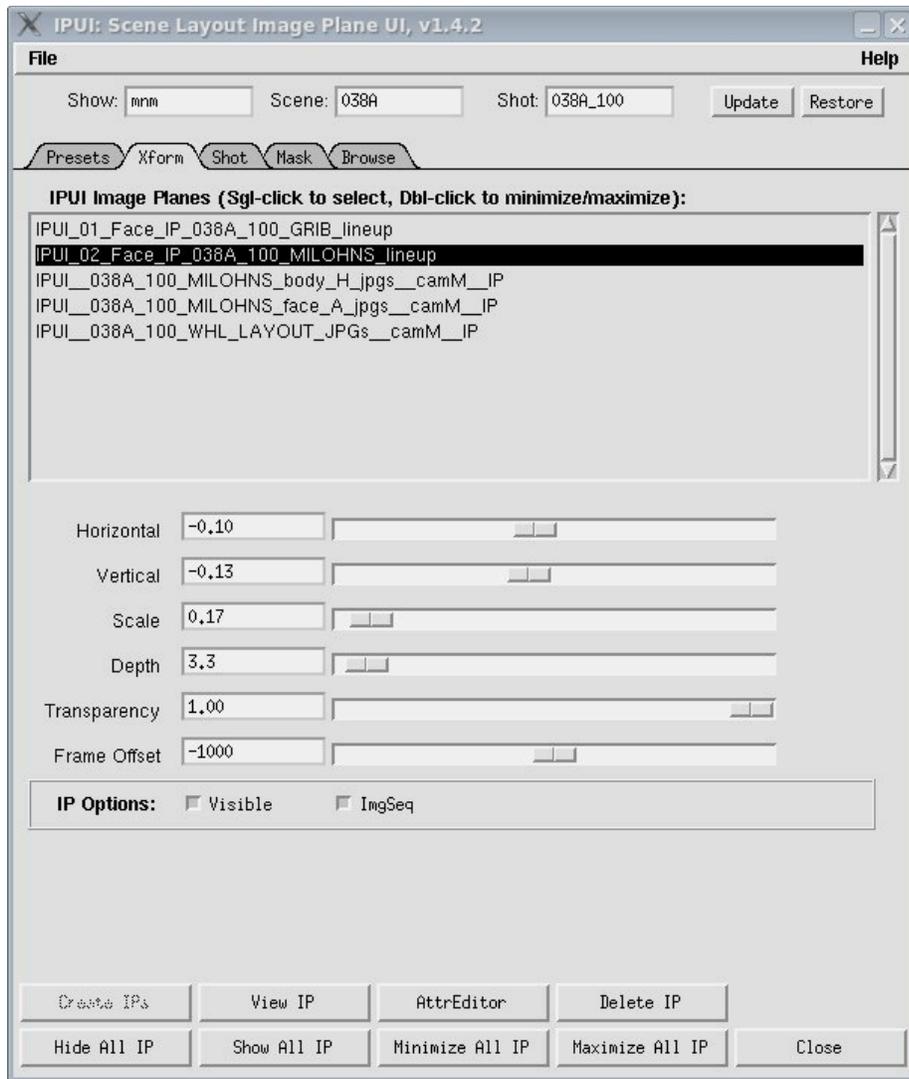


Presets Tab Page

Xform Tab

The Xform Tab provides functionality related to changing individual attribute values via text field and slider controls. The tab page contains a scroll list on top to select an image plane, and a bottom section that contains individual attribute controls. These attributes control Horizontal and Vertical screen space positions, Scale control, Depth control, Transparency control, and a Frame Offset control. As well there are radio buttons to control Visibility and Image Sequence values.

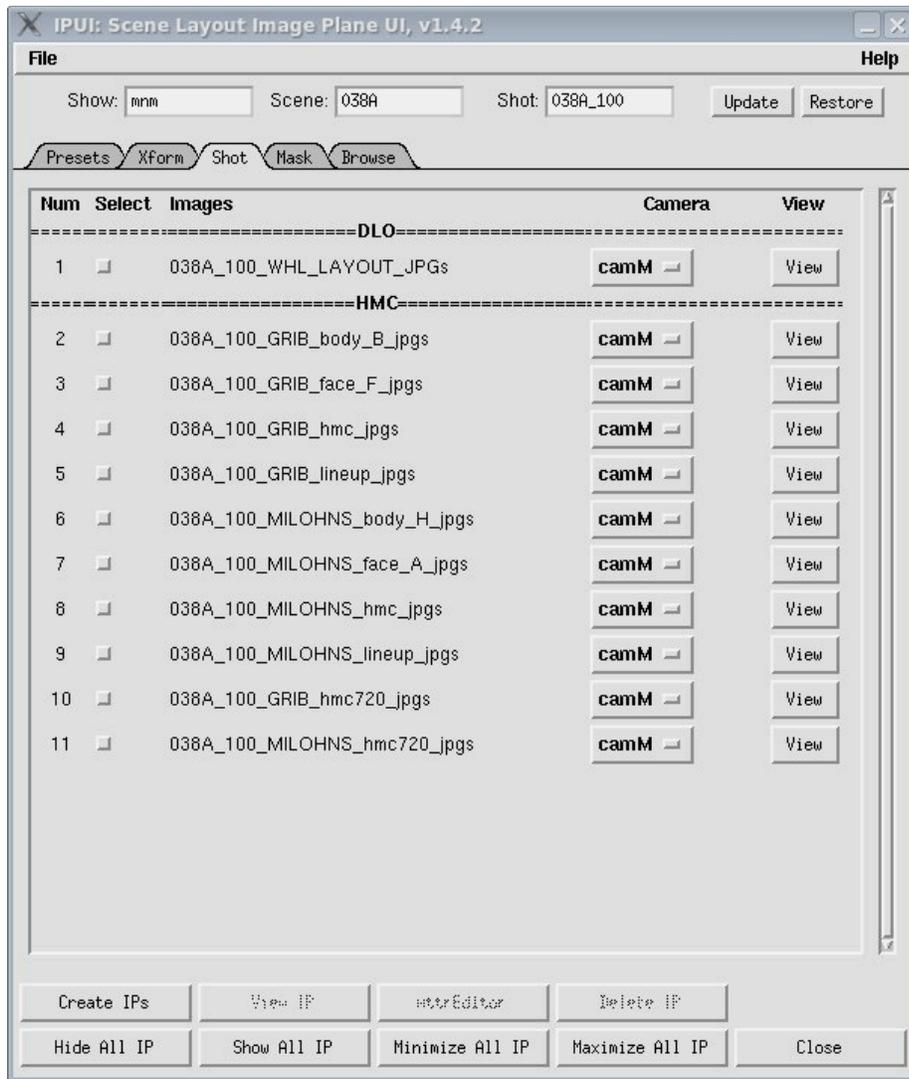
As with the Presets tab scroll list you can 1) single-click to select an image plane or 2) double-click an image plane to select it and minimize/maximize it.



Xform Tab Page

Shot Tab

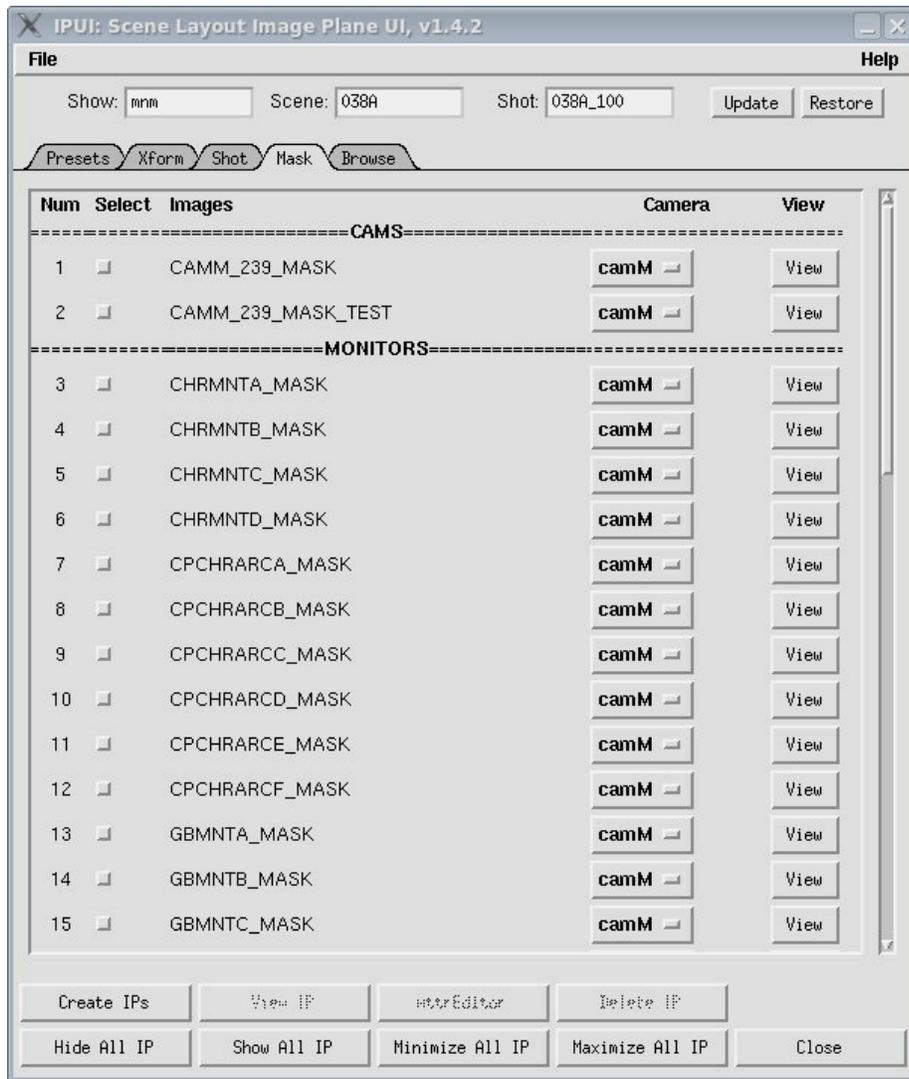
The Shot Tab page provides the ability to select source reference material based on the shot info found in the Scene Info Bar. Based on the scene values found IPUI will search the reference materials and provide a row per each reference available. On each row there are controls to select the row, choose the camera, and view the images on the row before creating the image plane.



Shot Tab Page

Mask Tab

The Mask Tab page provides access to custom MNM monitor masks. These masks can be created in the shot and positioned using either the Onion Skin or Overlay (preferred) presets. These masks can be used to help compose shots that are creating content for a given monitor. The masks will work in playblast renders, but will not work in Hardware or Software renders.



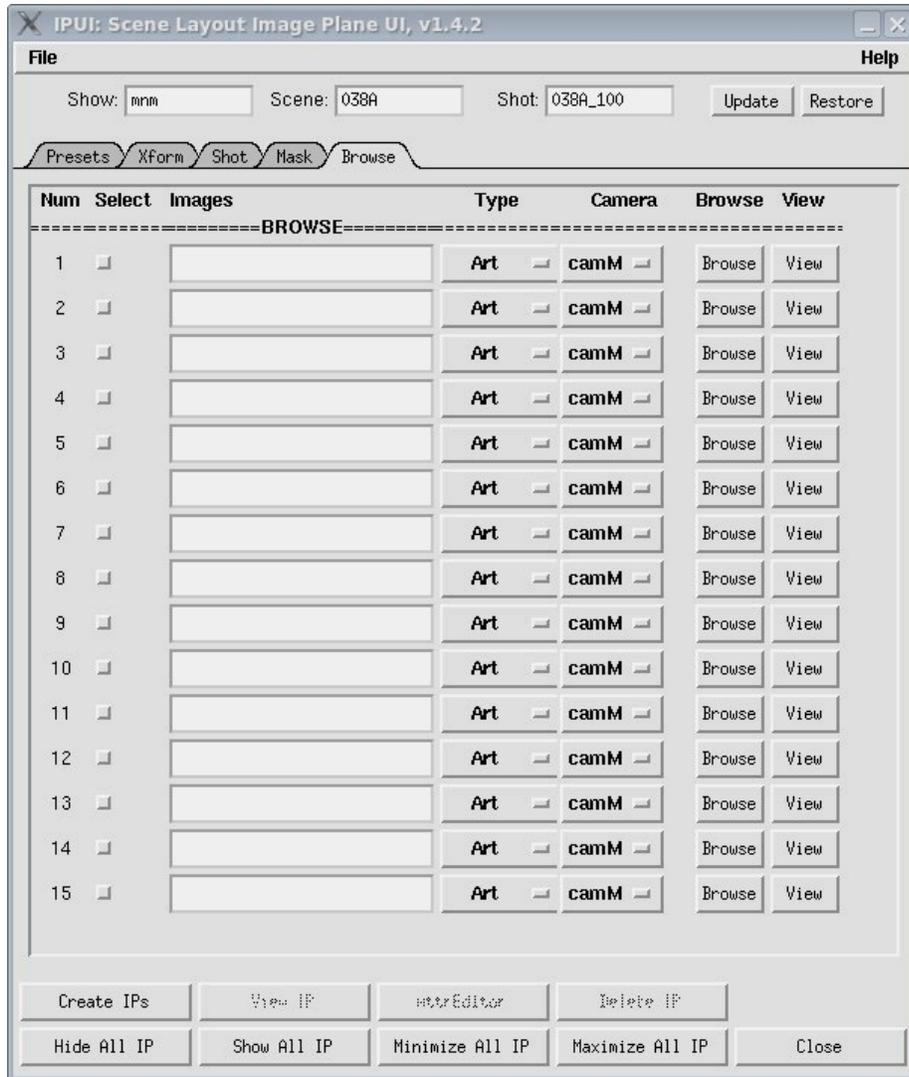
Mask Tab Page



Browse Tab

The Browse Tab page provides a way for users to locate any image sequence or image reference on the filesystem. The page has controls for selecting the row, a textfield for an image path and filename, an image plane type pulldown, a camera selection pulldown, a browser button to launch a browser dialog, and a view button to launch RV and play the content found in the Images textfield.

The Type pulldown helps IPUI build paths for the browser dialog based on the Scene Info and the Type pulldown.



Browse Tab Page

Image Plane Names

IPUI manages the name of the image plane created through the tool. The name reflects certain vital pieces of information related to the image plane which should help the user manage it just by looking at the name. A couple sample names could be IPUI_038A_100_WHL_LAYOUT_JPGs_camM_IP or

IPUI__038A_100_MILOHNS_face_A_jpgs__camM__IP. These names break down to the following information:

IPUI__038A_100_WHL_LAYOUT_JPGs__camM__IP

[TOOL NAME]__[IMAGE BASE NAME]__[CAMERA]__[TYPE]

The TOOL NAME refers to IPUI, which uses this name identifier in order to filter out it's image planes from others.

The IMAGE BASE NAME refers to the base name of the image files used on the image plane.

The CAMERA is the name of the camera that the image plane is attached too. For scenes that have multiple cameras the tool will use the first and last fields of the camera's full path name.

The TYPE refers to the type of technology used for this object. IP refers to image plane, and in the near future the tool will support a VH, or video hud, which will allow the use of movie files in the scene as reference.

Command Buttons Bar

The Command Buttons Bar is located on the bottom of the window and provide access to different actions based on the tab you are currently on. The command buttons are:



Command Buttons Bar

Create IPs - Enabled on the Shot, Mask, and Browse tabs. This button will iterate through each Image Plane row that is selected and create an image plane based on the criteria found in the row. Once created the image plane can be managed on the Presets and Xform tabs.

View IP - Enabled on the Presets and Xform tabs. This button will launch the RV media player and play the image or image sequence used for the selected image plane.

AttrEditor - Enabled on the Presets and Xform tabs. This button will launch Maya's Attribute Editor for the selected image plane.

Delete IP - Enabled on the Presets and Xform tabs. This button will delete the currently selected image plane, but will present a confirmation dialog to user before deletion.

Hide All IP - Enabled on all tabs. This button will toggle OFF the visibility attribute for each IPUI image plane in the current Maya scene.

Show All IP - Enabled on all tabs. This button will toggle ON the visibility attribute for each IPUI image plane in the current Maya scene.

Minimize All IP - Enabled on all tabs. This button will put all IPUI image planes into their minimized icon position at the bottom of the camera frame.

Maximize All IP - Enabled on all tabs. This button will restore previously minimized image planes to their last maximized position. The last maximized position is based on the Horizontal, Vertical, Scale, Depth, and

Transparency attribute values.

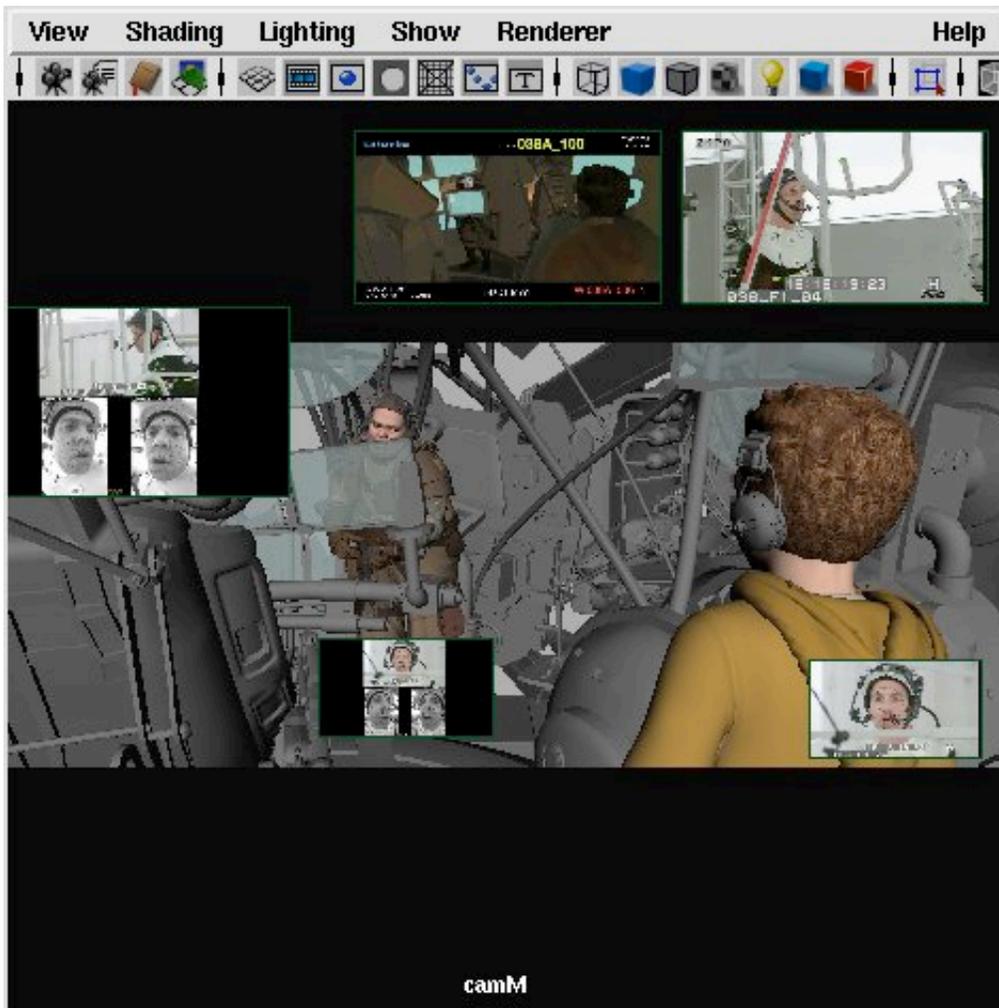
Close - Enabled on all tabs. This button will close the IPUI tool.

Presets Samples

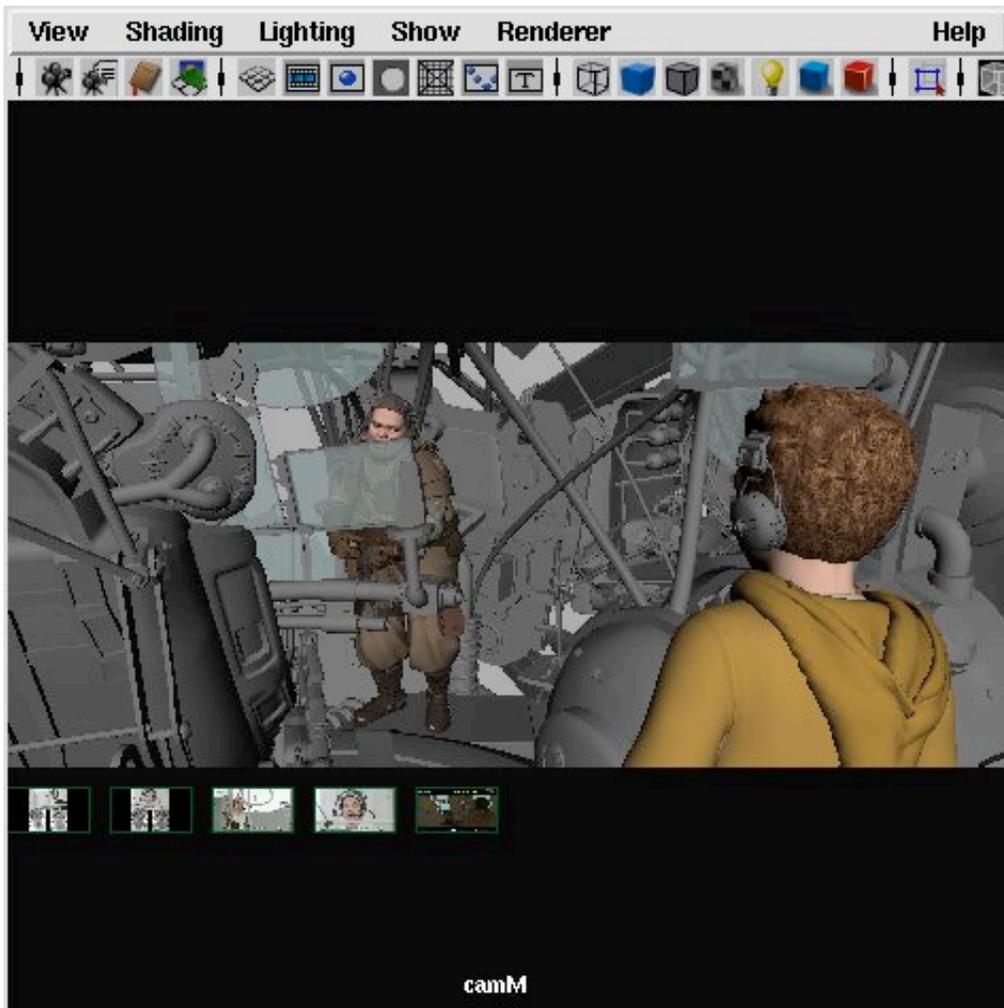
The Preset buttons allow the quick placement of image planes around the screen and depth from camera. These are some sample placements the preset buttons provide:



Assorted Preset Samples: 1) Reference, 2) Picture-in-Picture, and 3) Quarter Screen.



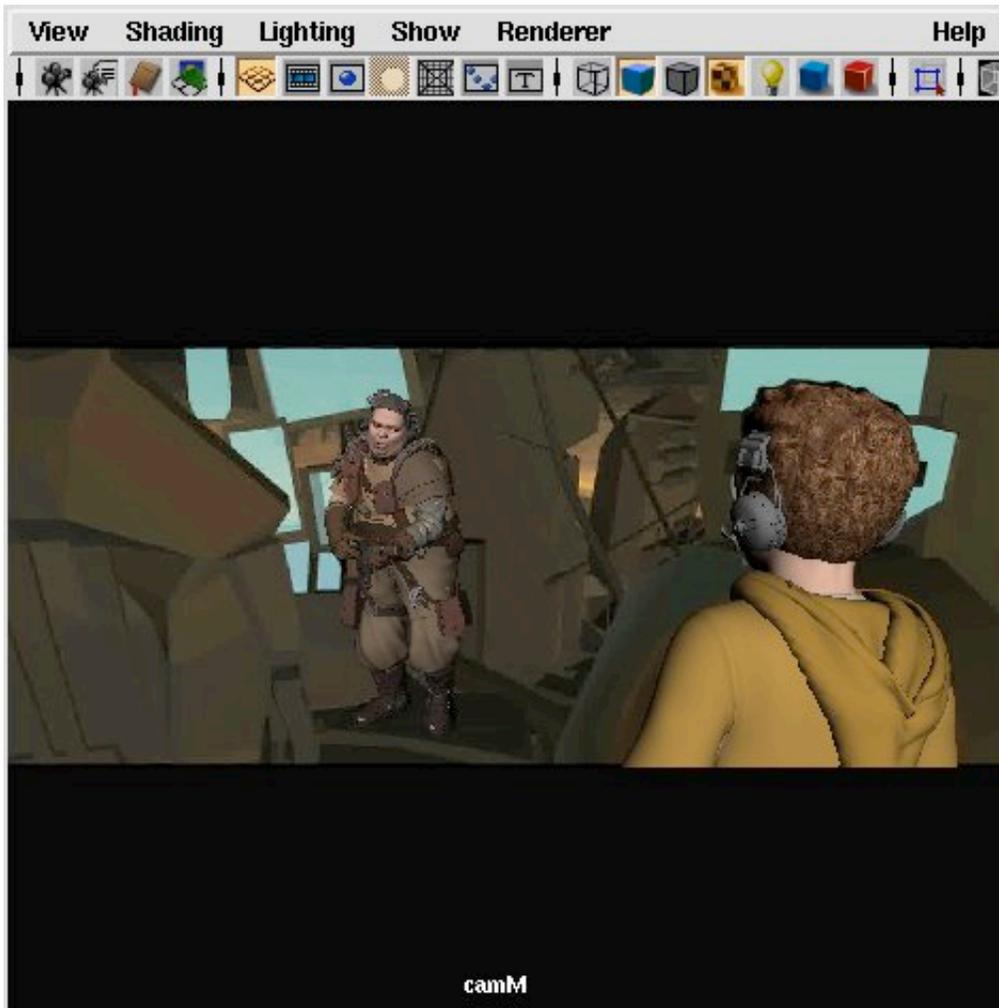
Maximized Image Planes Sample



Minimized Image Planes Sample



Onion Skin Preset Sample



Underlay Preset Sample (Characters are CG, Image Plane is BG)

Help

Contact Gary Parks at x6534, or gparks@imagemoversdigital.com for any help or questions with the IPUI tool.