

Reel Breakdown

Boundary Selection uses a simple base mesh to help select small or occluded clusters of geometry without tediously selecting individual parts. Designed to help reduce the interiors of manufacturer's CAD models.

Technologies Used: Python

Volume Based Selection approximates the bounding box information of a preselected mesh and uses the volume to select all geometry with equal to or lesser volumes. Designed to delete imperceptibly minute decals from manufacturer's CAD models.

Technologies Used: Python

Remote Render Manager allows users to view the progress of their renders on a frame by frame basis anywhere with an internet connection, even an iPhone. Users can either use this service by rendering from their local machine or by uploading their mayaBinary/mayaAscii file online to be rendered remotely. The Render Manager automatically publishes the images into a Flash movie, compresses the completed sequence into a Zip format, and uploads the archive to be downloaded onto any computer. Users also have access to remove any and all project files from their online account whenever necessary.

Technologies Used: mySQL, PHP, Apache, Python, Javascript, MEL, Batch Scripting, Mencoder

Particles to Paths traces the path of each particle independent of their time of birth, and develops animatable curves and extrusions from their world coordinates.

Technologies Used: Python

Merge Duplicates redistributes connections on identical render nodes and deletes any duplicates including their child nodes.

Technologies Used: Python

Attribute Reset takes any node and restores all editable, unlocked attributes to their default values.

Technologies Used: Python

File Duplicator copies static frames in a range while incrementing and maintaining filename syntax.

Technologies Used: Python

File Checker identifies missing frames from an image sequence and lists the frames which need to be rendered.

Technologies Used: Python