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# **ftrack connect houdini**

***Release 0.1.0***

November 28, 2016



<b>1</b>	<b>Installing</b>	<b>3</b>
1.1	Installing with pip . . . . .	3
1.2	Building from source . . . . .	3
1.3	Dependencies . . . . .	4
<b>2</b>	<b>Using</b>	<b>5</b>
2.1	Launching . . . . .	5
2.2	Publishing asset versions . . . . .	5
2.3	Importing asset versions . . . . .	7
2.4	Managing asset versions in the scene . . . . .	9
<b>3</b>	<b>Developing</b>	<b>11</b>
3.1	API reference . . . . .	11
<b>4</b>	<b>Glossary</b>	<b>13</b>
<b>5</b>	<b>Release and migration notes</b>	<b>15</b>
5.1	Release Notes . . . . .	15
<b>6</b>	<b>Indices and tables</b>	<b>17</b>



Basic Houdini integration with ftrack.



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## Installing

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### 1.1 Installing with pip

Installation is simple with `pip`:

```
pip install ftrack-connect-houdini
```

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**Note:** This project is not yet available on PyPi.

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### 1.2 Building from source

You can also build manually from the source for more control. First obtain a copy of the source by either downloading the [zipball](#) or cloning the public repository:

```
git clone git@bitbucket.org:postmodern_dev/ftrack-connect-houdini.git
```

Then you can build and install the package into your current Python site-packages folder:

```
python setup.py install
```

Alternatively, just build locally and manage yourself:

```
python setup.py build
```

#### 1.2.1 Building documentation from source

To build the documentation from source:

```
python setup.py build_sphinx
```

Then view in your browser:

```
file:///path/to/ftrack-connect-houdini/build/doc/html/index.html
```

## **1.3 Dependencies**

- Python `>= 2.6, < 3`
- ftrack connect `>= 0.1.2, < 2`
- houdini `>= 2014, <= 2016`

### **1.3.1 Additional For building**

- Sphinx `>= 1.2.2, < 2`
- sphinx\_rtd\_theme `>= 0.1.6, < 1`



Find out all information you need to use houdini with ftrack.

## **2.1 Launching**

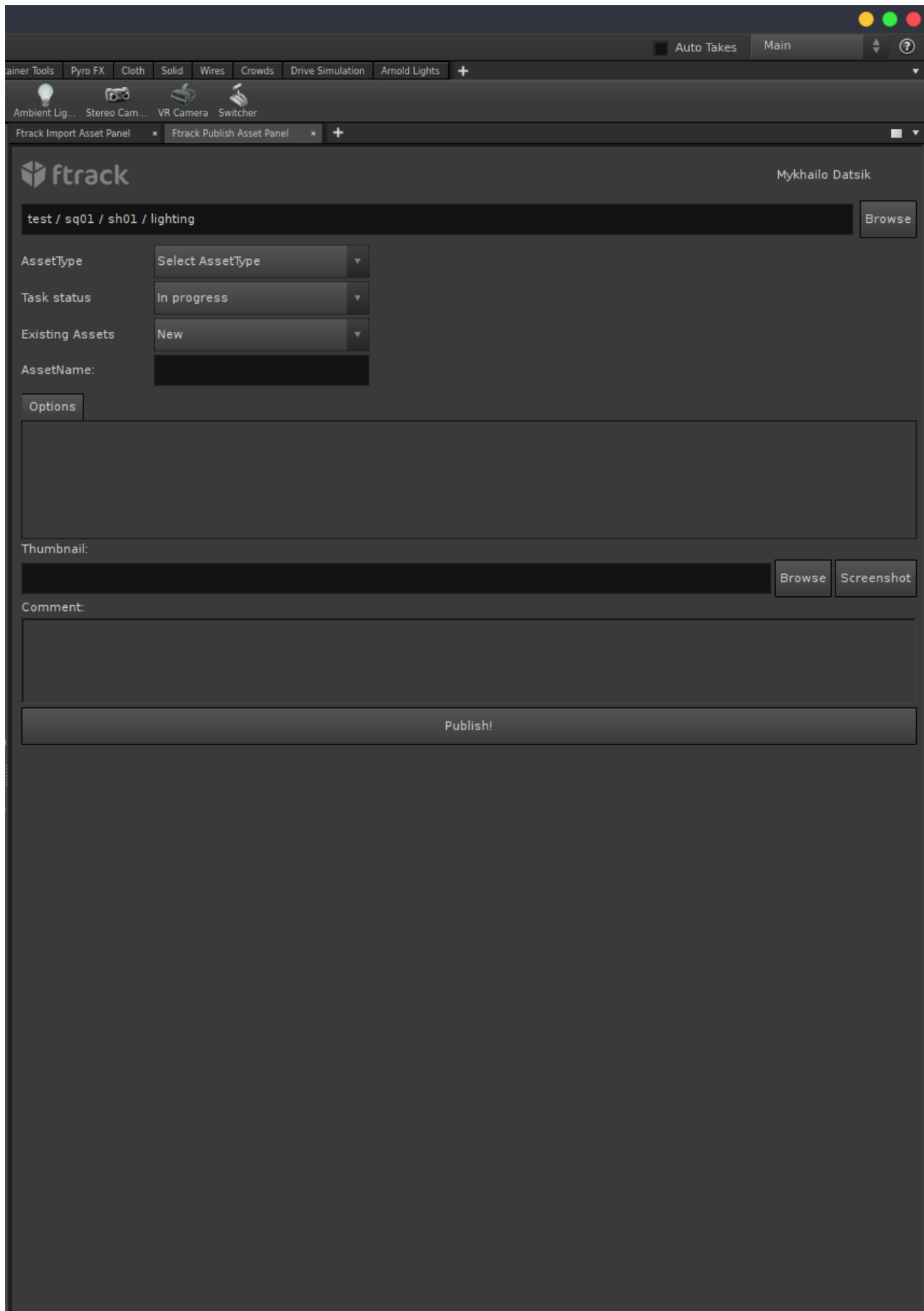
## **2.2 Publishing asset versions**

Use the publish asset dialog to publish a new asset version from Houdini.

For now supported asset types are:

- Scene

To publish a new asset or version up an existing, simply select it in your scene and bring up the publish asset dialog from the ftrack menu. Select the task you want to publish to and the type of asset you want to publish. You also need to give the asset a unique name or select the name of an existing asset to version up. A thumbnail can be added manually or as a screenshot of the current viewport.



## 2.3 Importing asset versions

To import an existing asset into Houdini, open the ImportAsset dialog from the ftrack menu. Browse to an entity that has asset versions and select the version in the list. Components on that version will be shown and can be imported from a location if that location is available to you.

Auto TakesMain

ClothSolidWiresCrowdsDrive SimulationArnold Lights

VR CameraSwitcher

Ftrack Import Asset Panel

ftrack

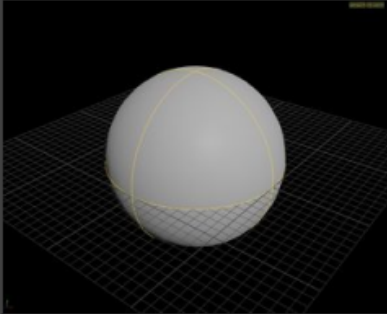
Mykhailo Datsik

Imported sphere.alembic.v2

test / sq01 / sh01 / lighting

Show AllRefresh

Asset	Version	Date	Asset Type	Author
main	2	2016-11-14 17:53	Scene	Mykhailo Datsik
mainLgt	1	2016-11-14 11:48	Light Rig	Mykhailo Datsik
mLgt	2	2016-11-14 11:57	Light Rig	Mykhailo Datsik
sphere	2	2016-11-14 18:42	Geometry	Mykhailo Datsik



AssetmLgt

AuthorMykhailo Datsik

Version2

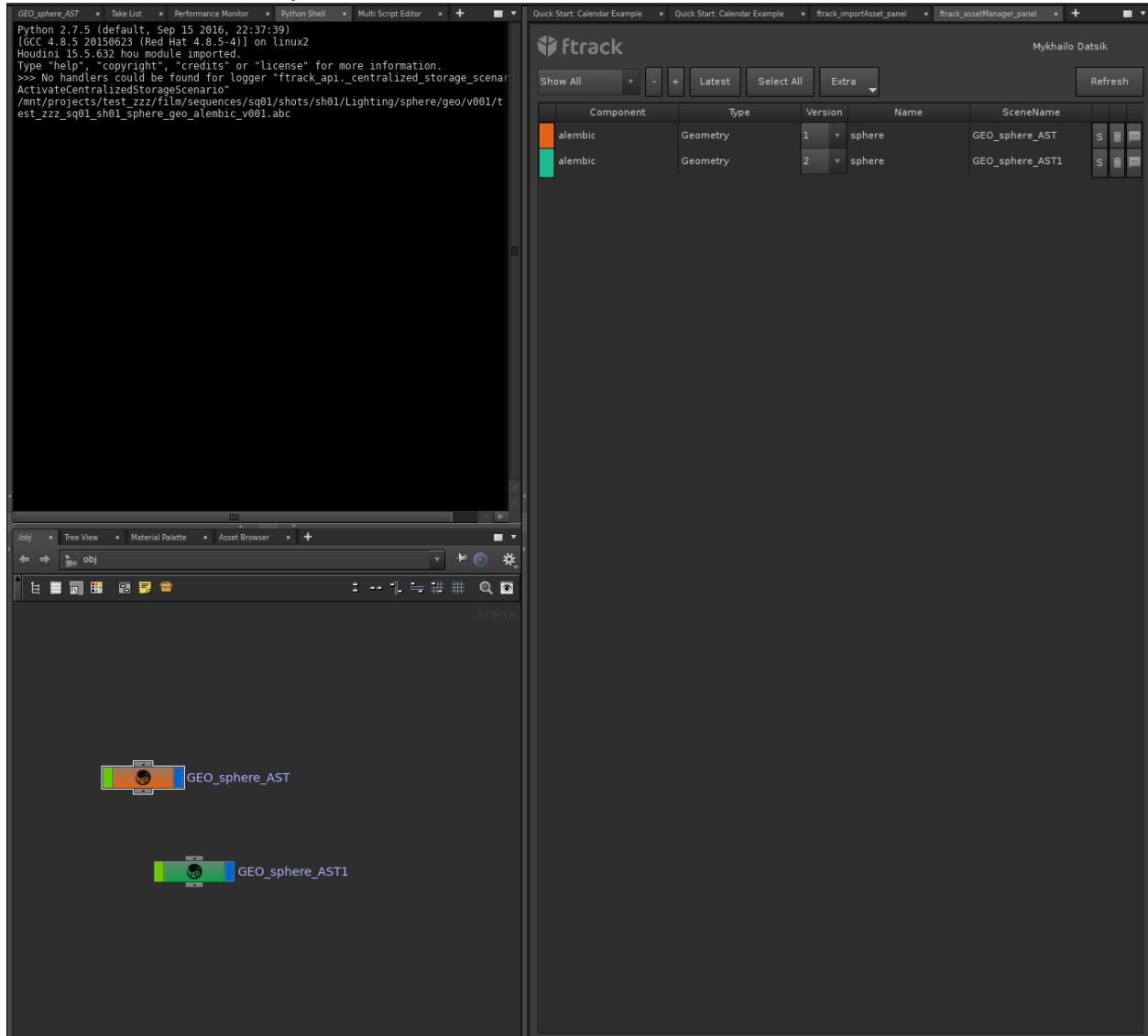
DateMon 14 Nov 2016 11:57:25 AM

Comment

Component	Location	Availability	Path	Action
test_zzz_sq01_sh01_lgt_mLgt-hip	studio.projects-location	100%	...01_sh01_lgt_mLgt-hip_v002.hip	Import

## 2.4 Managing asset versions in the scene

The asset manager can be used to track and manage the existing assets that have been imported into the scene. They can easily be versioned up or down using the asset manager. The asset manager can also be used to select assets in the scene to find them more easily.





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## Developing

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Discover how to develop and extend the default ftrack integration with Houdini.

### 3.1 API reference

#### 3.1.1 `ftrack_connect_houdini`





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**Glossary**

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## Release and migration notes

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Find out information about what has changed between versions and any important migration notes to be aware of when switching to a new version.

### 5.1 Release Notes



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## Indices and tables

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- `genindex`
- `modindex`
- `search`