Module 5: Python UI
Assignment

'Maya UI' Like Shelf

Let's create a 'Maya' Shelf for our assignments from module two, three and four assignment.

This will replace the functionality in the Asset Browser with easy access buttons and tabs.

There will be 4 tabs:

1. File
    - On the first tab include a graphical buttons for New File, Save File, Save File As, Open File, use the functionality from Module 2

2. Elements
    - On the second tab include a graphical buttons for all our basic element creation, use the functionally from Module 4.

3. Primitives
    - On the third tab of the shelf include a graphical buttons for all our FBX file primitives located here:

    C:\Program Files\Autodesk\MotionBuilder 2013\bin\system\primitives

4. Characters
    - On the fourth tab of the shelf, include a graphical buttons for Character, character face, character extension, actor, and actor face.

We are using pre-existing MotionBuilder All images can be linked from within this system folder:

C:\Program Files\Autodesk\MotionBuilder 2013\bin\system

This is what our UI shelf will look like, here is the 4 tabs displayed:
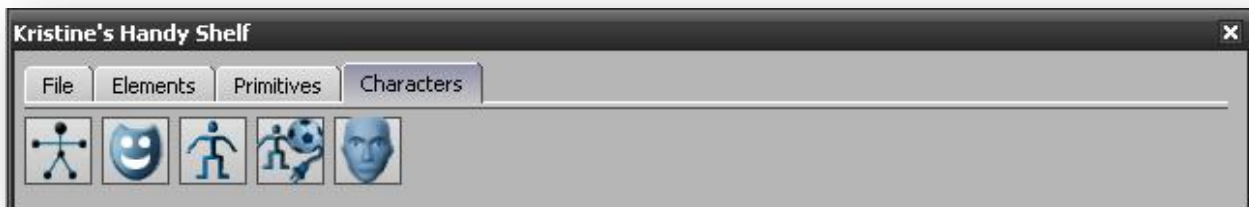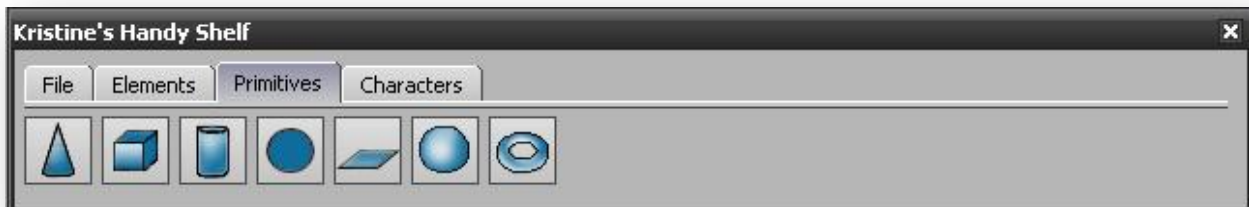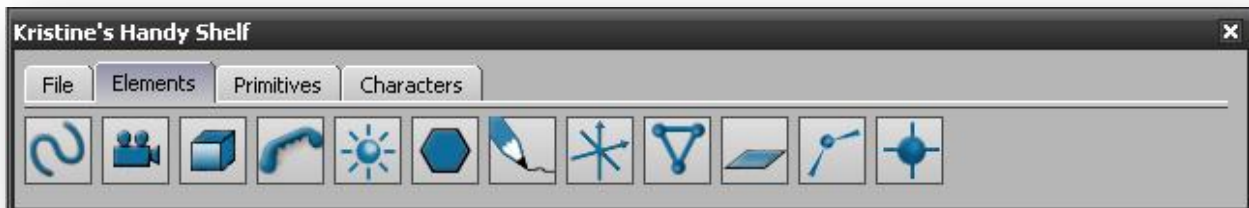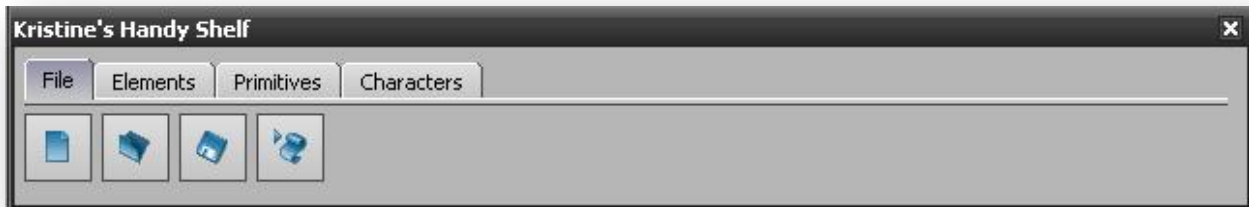
Finalizing our New Tool

1. Now that we are done coding our tool, let's add it to the Python Startup folder located here:

   C:\Program Files\Autodesk\MotionBuilder 2013\bin\config\PythonStartup

2. Since our new tool links to module files that have our functionality in them for each button, we need to move these scripts:

   - file.py
   - characters.py
   - elements.py

- primitives.py

To this location, so that the MoBuShelfUI.py can access these modules from the PythonStartup folder:

C:\Program Files\Autodesk\MotionBuilder 2013\bin\config\Python

3. We can save our new tool in a custom layout so it is always visible.