

ev_QTplayblast.mel v0.51

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REASONS FOR THIS SCRIPT

I personally use Quicktime as my playblast viewer (because it allows frame by frame viewing), but the only options under the Window's version of Maya is Default AVI Player and fCheck. So with this script, you are able to choose your own *custom playblast viewer*.

I felt that some added features could speed up the process of animating. For example, *shortcuts for movie size*, listing the *last 5 playblasts* to be easily viewed later, and *directory shortcuts*.

Adding options to temporarily hide/reveal objects in the scene would speed up the process of checking one's animation. For example... NURBS curves, locators, handles, and UI elements such as a FrameCounter could be hidden/revealed during playblast creation and reverted back to their original state afterwards.

THE USER INTERFACE

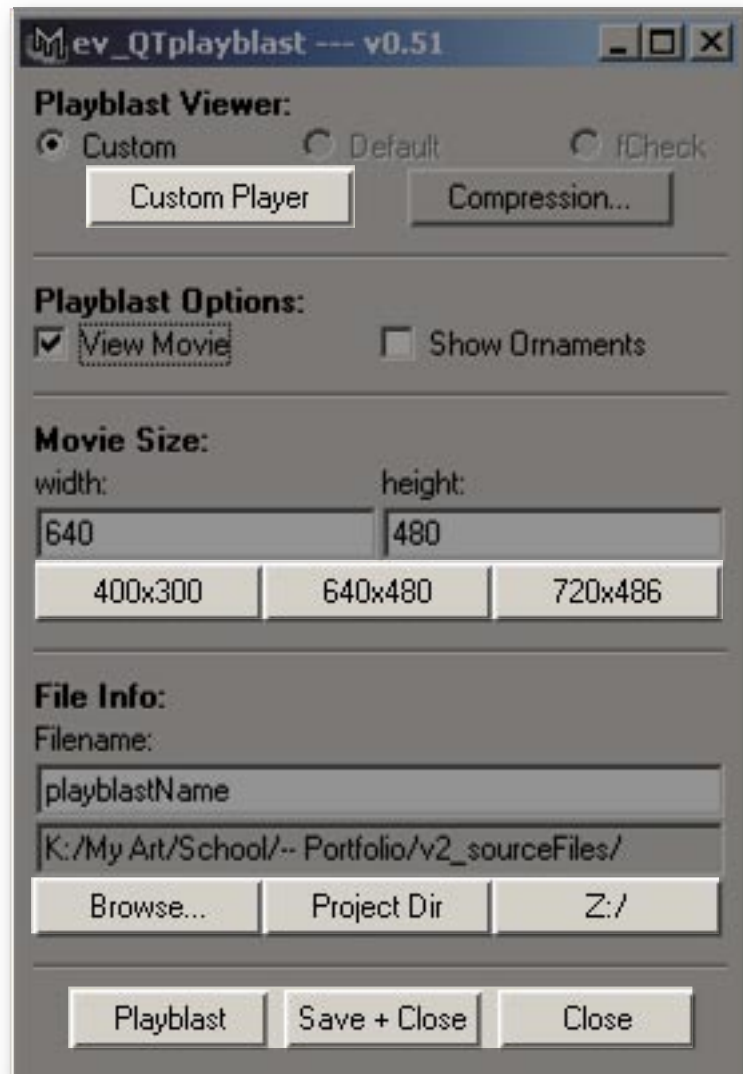
Choose your custom viewer and compression options here.

The options here will be expanded soon to hide/reveal specific Maya objects.

Added quick size selections, using some typically used pixel dimensions.

Quick selections for the directory, and one button allowing customization.

All settings are saved upon "Playblast" or "Save + Close"



ev_QTplayblast command and an option to open UI added to the *timeline's right-click menu* for ease of use .