

– GJ light preset v b0.4.0 –
For maya 2011, 2012 , 2013

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This script allows the user to save/load different lighting presets by saving lights, camera and rendering parameters in a .xml file from one UI in Maya. As preset files are simple .xml files they can be read/changed/shared easily.

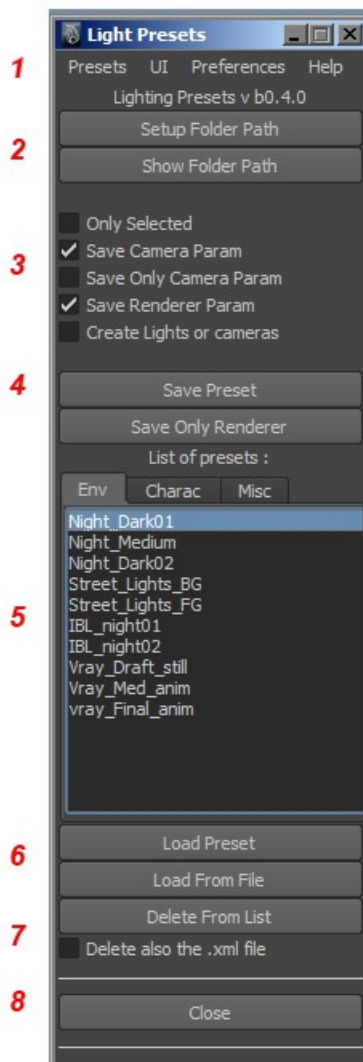
1. Setup :

Copy the .mel as well as the .png file into your shelves and icons folders. As here for windows:

`C:\Users\userName\Documents\maya\2012-x64\prefs\shelves`
`C:\Users\userName\Documents\maya\2012-x64\prefs\icons`

Restart Maya and you should see a new shelf "GJ_Tools" with one icon "lp".

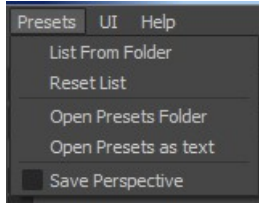
Or download the python script on guillaume-j.com, and open it with script editor in maya.



2. Interface :

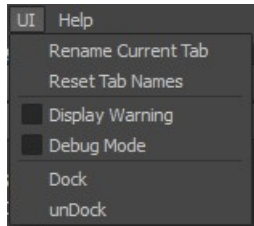
1. Menus :

– Presets :



- List From Folder : Load all valid preset files in the list from the folder.*
- Reset List : Remove all list elements (and .xml is option is ON see below)*
- Open Presets Folder : Open the folder location*
- Open Preset as Text : Open the .xml itself*
- Save Perspective : If « Save cameras param » is ON, the script will save also the perspective camera, otherwise it is skipped.*

– UI :



- Rename Current Tab : Rename the selected tab*
- Reset tab names : Return to the default tab's names*
- Display Warning : Display a warning is a preset is loaded or deleted.*
- Debug Mode : Show informations in script editor when a preset is loaded or saved.*
- Dock : Dock the UI into the main maya's UI.*
- UnDock : Undock the UI to be floating again.*

- *Preferences : Save / Delete / Edit Preferences file, that saves all options : Folder Path, Only selected, Save perspective, etc. to be kept even if you close Maya.*
- *Help : Abbreviated help, About, Version and « Check online version » button*

2. Setup folder path, where all preset files will be saved

3. Options:

- *Only selected lights will be saved in the preset*
- *Save camera param will save also cameras (recommended with sun and sky)*
- *Save renderer parameters will save MentalRay or Vray rendering parameters (see 'limitations')*
- *Create lights will create light objects found in the preset file*

4. Save preset (all data) or only rendering parameters

5. List of presets, 3 Groups available (you can rename a tab by adouble-click on the tab or by the UI menu)

6. Load/delete presets:

- *From the preset list*
- *From an external valid preset file*
- *Delete the selected preset from list*

7. When this is 'ON' the script also deletes the .xml file

8. Close the UI.

3. How to use :

First of all, you must setup a "Folder path" where all preset files will be saved for this session (it can be changed at anytime).

Presets are simple .xml files containing either light parameters or light and rendering parameters.

To save a preset click on "Save preset", this will only save the light parameters unless you have "Save Renderer Param" checked to include render parameters.

To save only the rendering parameters, click on "Save Only Renderer"

Enter a preset name without special character (« # ' @ etc.) or space. Use underscore " _ " instead.

To load a preset from the list click on "Load preset"

To load a preset from an external location click on "Load From File"

To delete a preset name from the list click on "Delete From List", this will only remove the name from list but keep the .xml preset file. To also delete the .xml check the option below ("Delete also the .xml file")

4. Known limitations :

Script still in beta

All "Files" or "Textures" parameters are not saved or loaded (like photon map file location, map projector, ies lights file ,etc...)

Work only with MentalRay and Vray. No Maya Software, Renderman, 3Delight or Arnold support yet.

Vray camera saving supported, but for loading, Vray attributes must be added manually first.

Parameters saved for Maya and MentalRay lights and cameras :

Spot lights :

'color','intensity','emitDiffuse','emitSpecular','decayRate','coneAngle','penumbraAngle','dropoff','fogSpread','fogIntensity','barnDoors','leftBarnDoor','rightBarnDoor','topBarnDoor','bottomBarnDoor','useDecayRegions','startDistance1','endDistance1','startDistance2','endDistance2','startDistance3','endDistance3','shadowColor','useDepthMapShadows','dmapResolution','useMidDistDmap','useDmapAutoFocus','dmapFocus','dmapFilterSize','dmapBias','fogShadowIntensity','volumeShadowSamples','useRayTraceShadows','lightRadius','shadowRays','rayDepthLimit','areaLight','areaType','areaSamplingU','areaSamplingV','areaLowLevel','areaLowSamplingU','areaVisible','emitPhotons','photonIntensity','areaLowSamplingV','exponent','causticPhotons','globIIIPhotons'

Directional Lights :

color','intensity','emitDiffuse','emitSpecular','shadowColor','useDepthMapShadows','dmapResolution','useMidDistDmap','useDmapAutoFocus','dmapWidthFocus','useLightPosition','dmapFilterSize','dmapBias','fogShadowIntensity','volumeShadowSamples','useRayTraceShadows','lightAngle','shadowRays','rayDepthLimit','emitPhotons','photonIntensity','exponent'

Point Lights :

'color','intensity','emitDiffuse','emitSpecular','decayRate','fogType','fogRadius','fogIntensity','shadowColor','useDepthMapShadows','dmapResolution','useMidDistDmap','useDmapAutoFocus','dmapFocus','dmapFilterSize','dmapBias','fogShadowIntensity','volumeShadowSamples','useRayTraceShadows','lightRadius','shadowRays','rayDepthLimit','emitPhotons','photonIntensity','exponent','causticPhotons','globIIIPhotons'

Aera Lights :

'color','intensity','emitDiffuse','emitSpecular','decayRate','shadowColor','useDepthMapShadows','dmapResolution','useMidDistDmap','dmapFilterSize','dmapBias','fogShadowIntensity','volumeShadowSamples','useRayTraceShadows','shadowRays','rayDepthLimit','emitPhotons','areaLight','areaType','areaHiSamples','areaHiSampleLimit','areaLoSamples','areaVisible','areaShapeIntensity','photonIntensity','exponent','miExportMrLight','causticPhotons','globIIIPhotons'

IBL :

'texture','mapping','hardwareFilter','hardwareExposure','hardwareAlpha','colorGain','colorOffset','invert','alphaIsLuminance','primaryVisibility','visibleInEnvironment','visibleInReflections','visibleInRefractions','visibleInFinalGather','overrideEnvColorFx','envInvert','envColorGain','envColorOffset','overrideFgColorFx','fgInvert','fgColorGain','fgColorOffset','fgFilterSize','emitLight','filterU','filterV','samplesU','samplesV','lowSamplesU','lowSamplesV','jitter','skipBack','emitDiffuse','emitSpecular','useRayTraceShadows','shadowColor','rayDepthLimit','overrideLightColorFx','lightInvert','lightColorGain','lightColorOffset','emitPhotons','globillumPhotons','causticPhotons','exponent','standardEmission','override'

PhotonColorFx','photonInvert','photonColorGain','photonColorOffset'

Camera :

'focalLength','cameraScale','nearClipPlane','farClipPlane','horizontalFilmAperture','verticalFilmAperture','lensSqueezeRatio','filmFit','filmFitOffset','horizontalFilmOffset','verticalFilmOffset','shakeEnabled','horizontalShake','verticalShake','shakeOverscanEnabled','preScale','filmTranslateH','filmTranslateV','horizontalRollPivot','verticalRollPivot','filmRollValue','filmRollOrder','postScale','depthOfField','focusDistance','fStop','focusRegionScale','renderable','image','depth','mask','depthType','transparencyBasedDepth','transparencyBasedDepth','threshold','backgroundColor','shutterAngle','displayFilmGate','displayResolution','displayGateMask','displayGateMaskColor','displayFieldChart','displayFieldChart','displaySafeTitle','displayFilmPivot','displayFilmOrigin','overscan','panZoomEnabled','horizontalPan','verticalPan','zoom','renderPanZoom','journalCommand','centerOfInterest','tumblePivotX','tumblePivotY','tumblePivotZ','usePivotAsLocalSpace','orthographic','orthographicWidth','visibility','template','visibility','lodVisibility','locatorScale'

Parameters saved for Vray Lights and Cameras :

Light :

"enabled","colorMode","lightColor","temperature","intensityMult","units","uSize","vSize","subdivs","cutoffThreshold","vrayOverrideMBSamples","vrayMBSamples","ignoreLightNormals","noDecay","doubleSided","invisible","skylightPortal","simpleSkylightPortal","storeWithIrradianceMap","affectDiffuse","affectSpecular","affectReflections","diffuseContribution","specularContribution","photonSubdivs","diffuseMult","causticsSubdivs","causticMult","locatorScale","sphereSegments","shadows","softShadows","shadowBias","shadowColor"

Camera :

'vrayCameraPhysicalOn','vrayCameraPhysicalUseMotionBlur','vrayCameraPhysicalType','vrayCameraPhysicalFilmWidth','vrayCameraPhysicalFocalLength','vrayCameraPhysicalSpecifyFOV','vrayCameraPhysicalFOV','vrayCameraPhysicalZoomFactor','vrayCameraPhysicalDistortionType','vrayCameraPhysicalDistortion','vrayCameraPhysicalFNumber','vrayCameraPhysicalLensShift','vrayCameraPhysicalSpecifyFOV','vrayCameraPhysicalSpecifyFOV','vrayCameraPhysicalShutterAngle','vrayCameraPhysicalShutterOffset','vrayCameraPhysicalISO','vrayCameraPhysicalSpecifyFocus','vrayCameraPhysicalFocusDistance','vrayCameraPhysicalExposure','vrayCameraPhysicalExposure','vrayCameraPhysicalWhiteBalance','vrayCameraPhysicalVignetting','vrayCameraPhysicalVignettingAmount','vrayCameraPhysicalBladesEnabled','vrayCameraPhysicalBladesNum','vrayCameraPhysicalBladesRotation','vrayCameraPhysicalCenterBias','vrayCameraPhysicalAnisotropy','vrayCameraPhysicalUseDof','vrayCameraPhysicalSubdivs'

'vrayCameraOverridesOn','vrayCameraType','vrayCameraOverrideFOV','vrayCameraFOV','vrayCameraAutoFit','vrayCameraDist','vrayCameraCurve'

'vrayCameraDomeOn','vrayCameraDomeFlipX','vrayCameraDomeFlipY','vrayCameraDomeFov'