Producer22

Toon Boom
Producer 22

Producer Link

Legal Notices

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Publication Date

07-13-2022

Contents

Producer Link

Producer Link is a desktop application allowing you to upload preview files as well as link assets to Producer from your computer. The desktop application can be downloaded from the Downloads and Resources section of Producer and installed locally for each user who will need to use Producer Link.
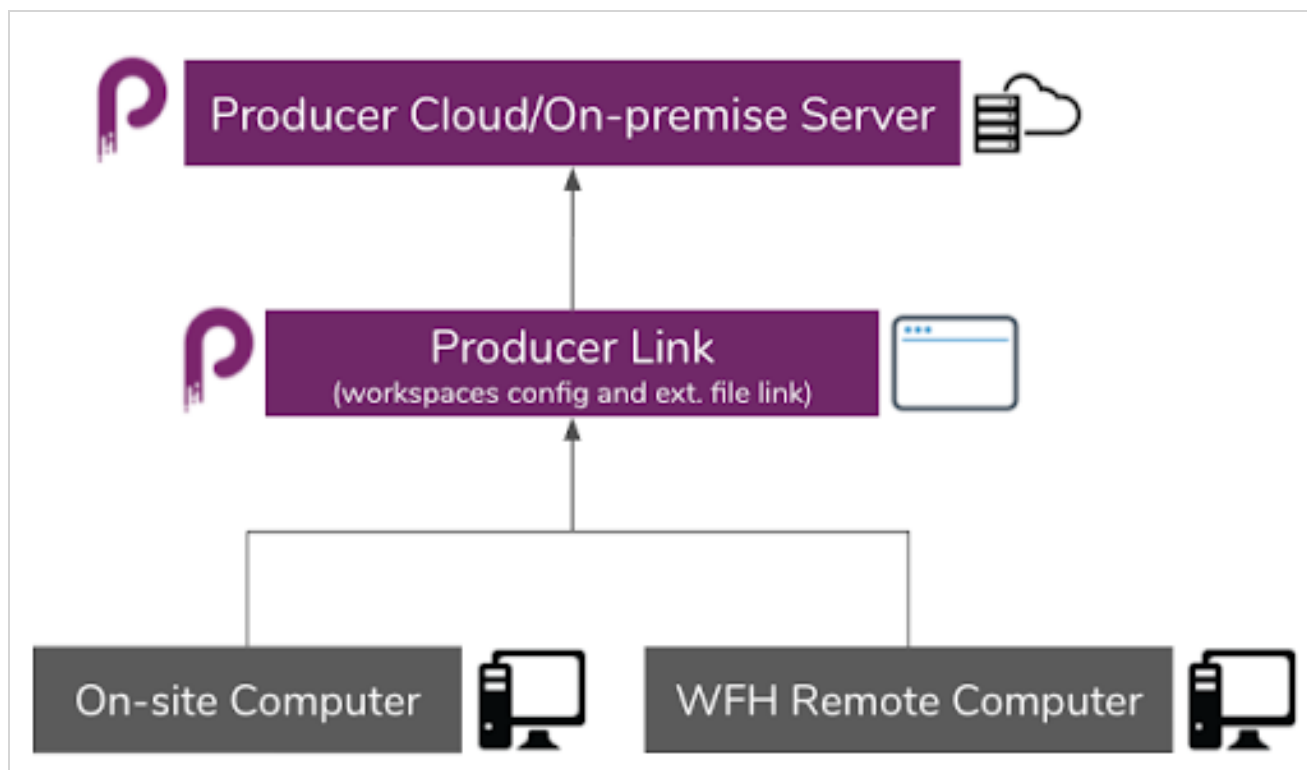
About Producer Link

Web applications such as Producer cannot access files on a computer, unless a specific file is uploaded. Producer Link bridges the communication between Producer and local files.

The Producer Link desktop application can be used directly with Producer without the need of Harmony or Harmony Server. It can be used to link files such as PSDs as well as open the linked PSD files directly from Producer. It can also be used to create scenes generated in Storyboard Pro as well as uploading the matching preview movies. Finally, it can also be used to link scene assets such as Maya projects.
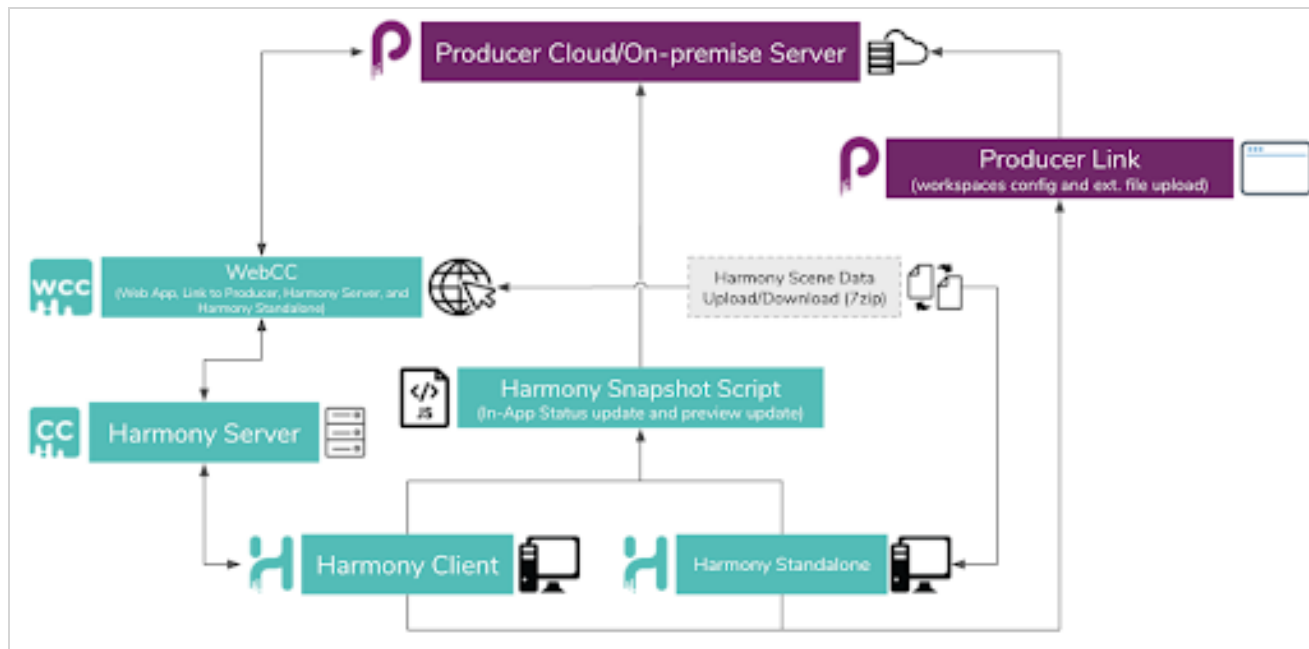
> **NOTE**
>
> Assets are linked to Producer from your external centralized repository. Only preview files such as thumbnails and movie preview are uploaded to Producer.

## Producer and Producer Link without Harmony Setup

## Producer and Producer Link with Harmony Setup

Workspaces

To allow everyone on your team to access and open files, your data such as backgrounds, library assets, Maya projects and so on must be located in a centralized repository accessible by everyone who needs access to it to work. Each computer must be able to access the location via an absolute path that will be configured in Producer Link.

You can have one or multiple repositories. These shared locations are called workspaces. Each location will be identified in Producer with a Workspace Id. The Workspace Id will then be linked to the absolute path from each computer who will need to access the location.
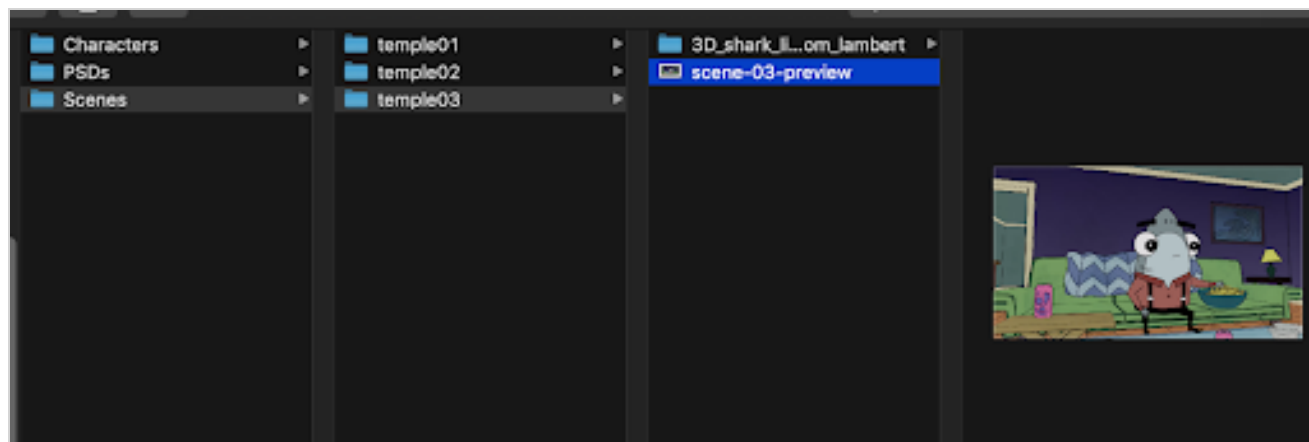
Everyone will be using the same Workspace Ids, but everyone will most likely be using a different absolute path to access these shared locations from their computers.
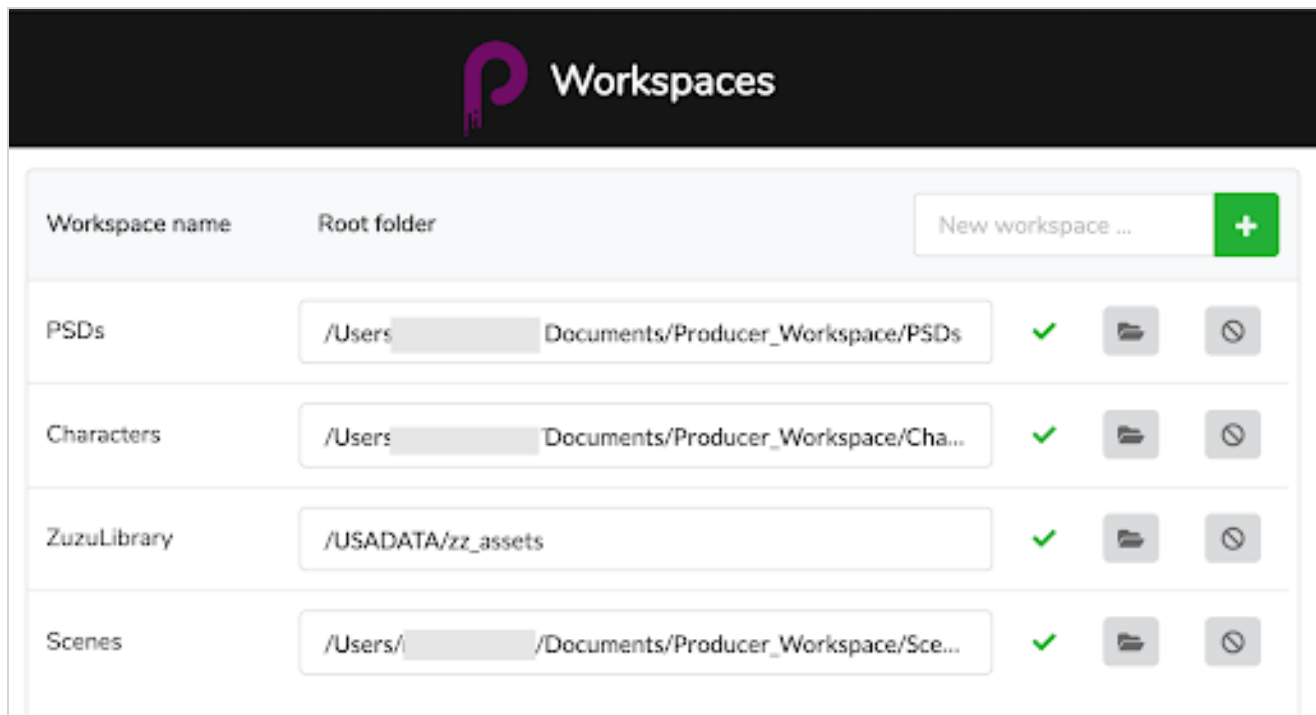
Therefore, the first step will be to create this shared space and give access to the users. This is done outside of Producer and Producer Link. This is an internal operation to your organization.

Installing Producer Link

Producer Link installer can be downloaded from the Downloads and Resources section of Producer. It can be installed on Mac, Windows, and Linux.
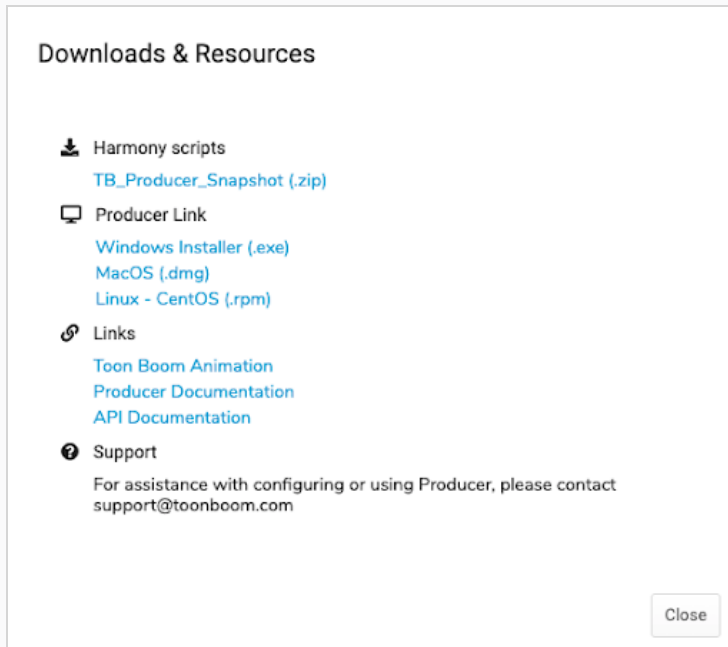
How to install Producer Link

1. Log into your Producer instance.

2. In the user profile drop-down menu, select Downloads & Resources.
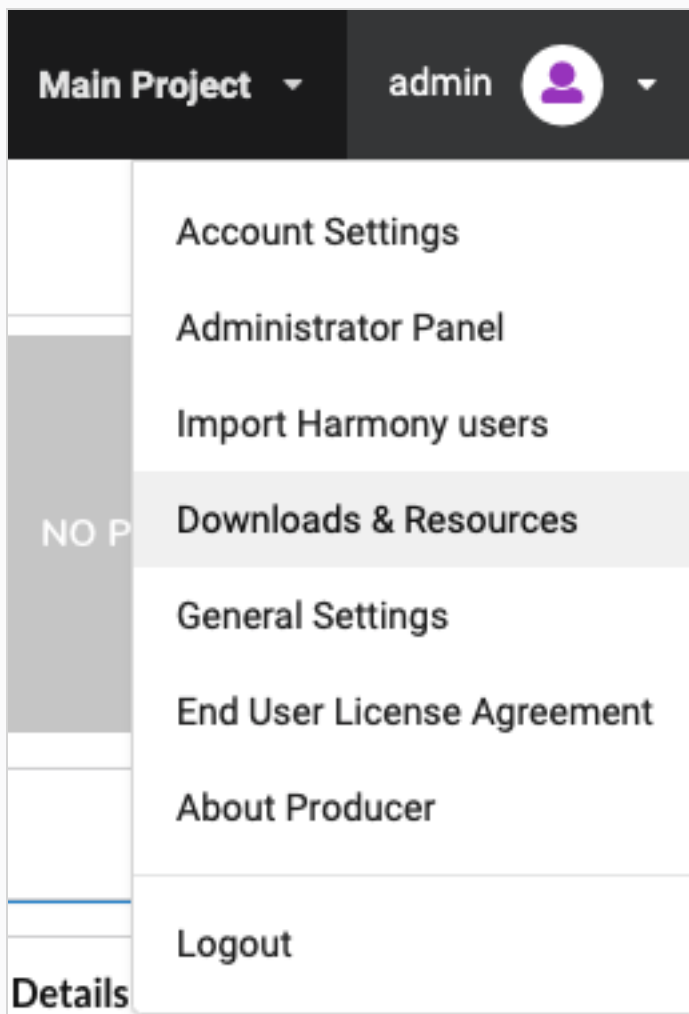
3. In the Downloads & Resources window, click on the Producer Link installer matching your operating system.

Downloads & Resources

⬇ Harmony scripts
    TB_Producer_Snapshot (.zip)

🖵 Producer Link
    Windows Installer (.exe)
    MacOS (.dmg)
    Linux - CentOS (.rpm)

🔗 Links
    Toon Boom Animation
    Producer Documentation
    API Documentation

❓ Support
    For assistance with configuring or using Producer, please contact support@toonboom.com

Close

4. Once downloaded, click the Close button.

5. Launch the installer and follow the on-screen instruction to install the application.

    The application can be found here:

    - macOS: *Applications/Producer Link*

    - Windows: *C:\Program Files\Producer Link*

    Even when closing the Producer Link interface, the application is still running in the background. To completely stop the application, you must either quit the background process or from the top menu, select Exit.
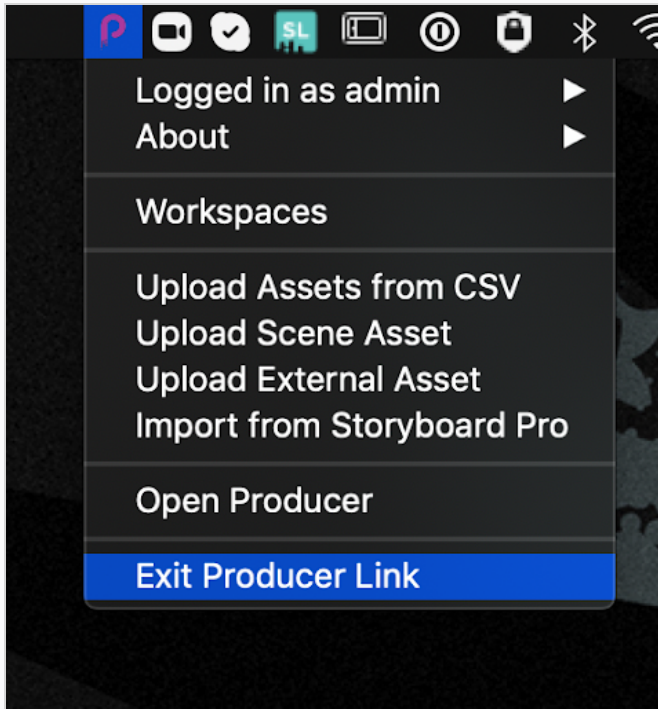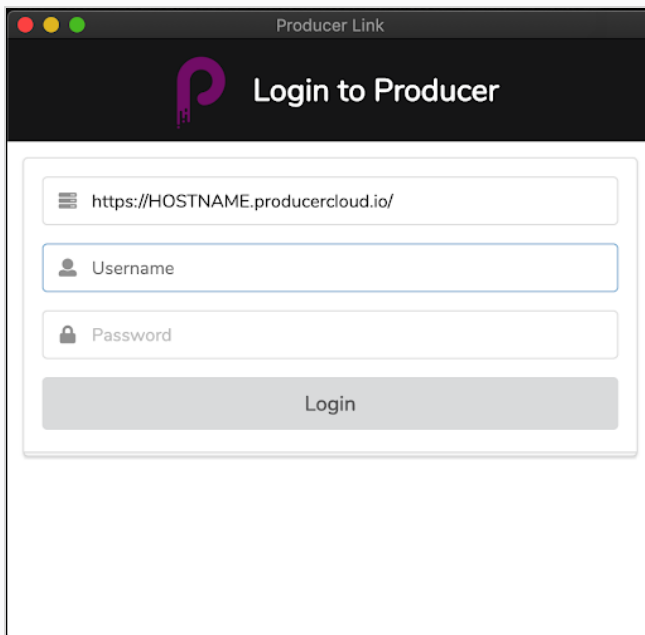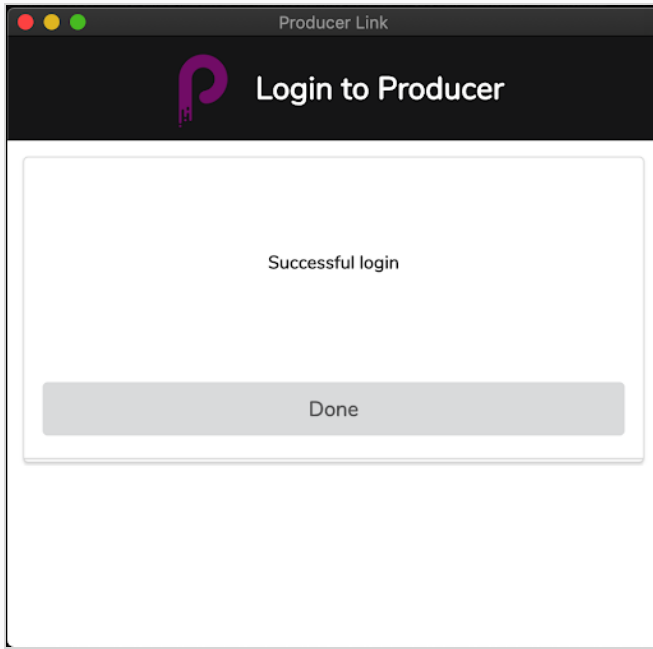
Logging into Producer Link

To access the Producer Link user interface, you must first log into the application using your Producer user.

How to log into Producer Link

1. In the URL field, type the address to your Producer instance.

2. In the Username field, type your Producer username.

3. In the Password field, type your Producer password.

4. Click Login.

5. Once the login is successful, click Done.

Producer Link Interface

Once logged into Producer Link, you can access various functions via the top menu. You can configure your workspaces using the Workspaces menu and upload files using the Upload menu.

macOS has a Producer allowing you to exit the application, access the version number, and so on.

You can launch Producer using the Producer menu.
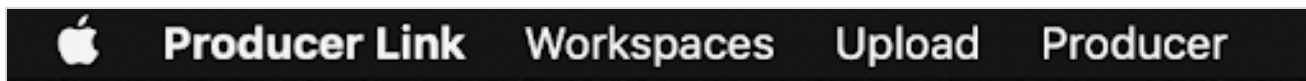
To set up your workspaces, *How to create a workspace from the user interface* on page 21 and *How to create a workspace using the terminal or command prompt* on page 22.
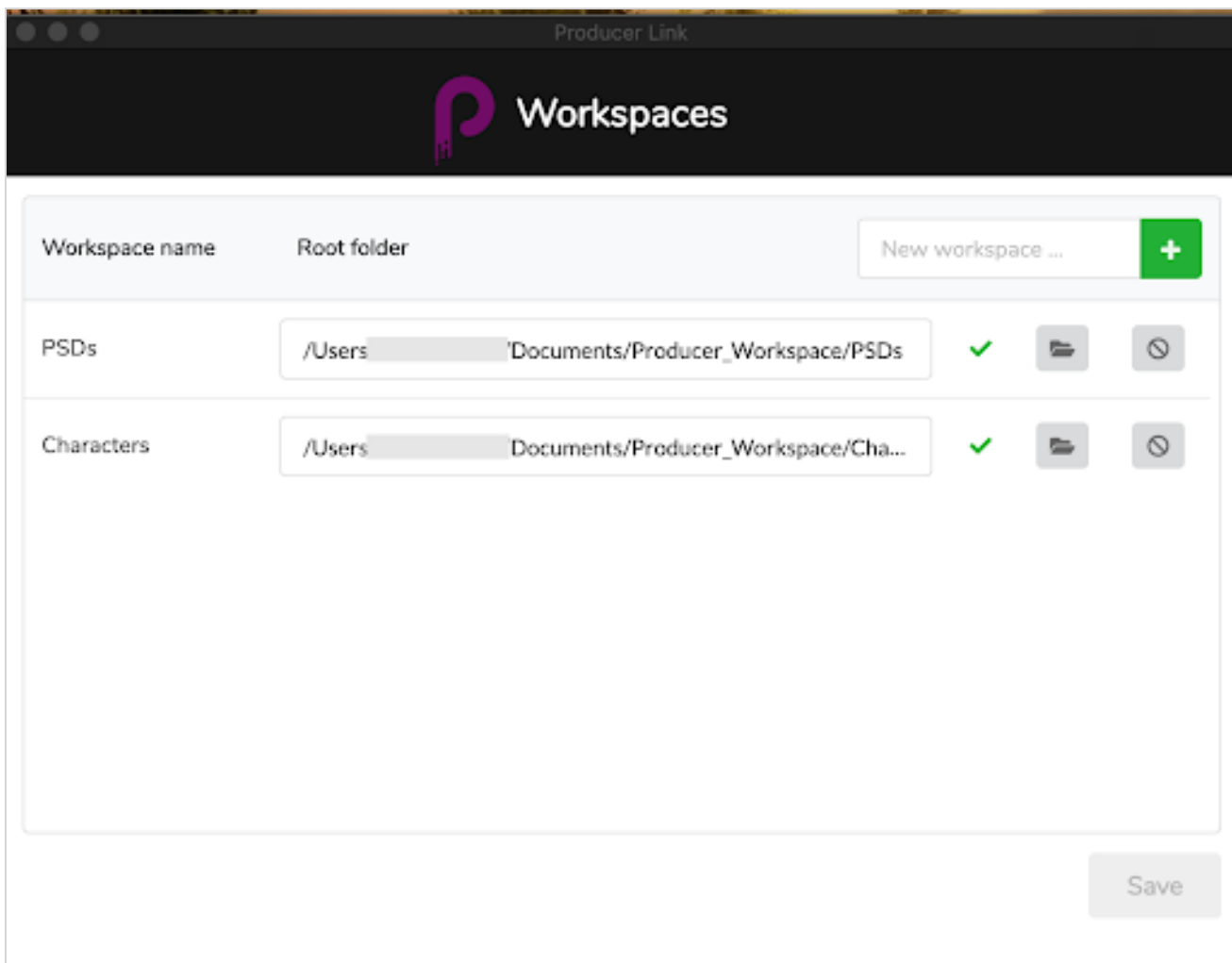
For the Upload menu, you can upload multiple assets from a CSV file, scene assets, external assets such as PSDs, and import a scene list and the matching movie previews from Storyboard Pro, see Uploading Assets.
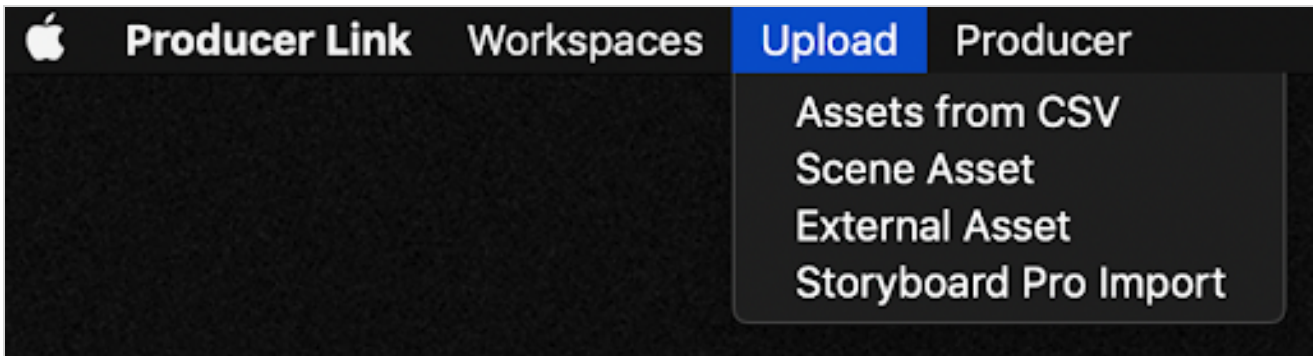
Configuring Producer Link

As users will be accessing files from various locations and various computers, the path to those files will be different for most users. For example, files could be stored on a centralized cloud location such as DropBox or a centralized server in the studio. Each computer will have a different path to access these files.

Producer Link Commands

Using a Terminal or a Command Prompt, Producer Link can be modified.

You can navigate to the Producer Link application using the following command:

- macOS *cd /Applications/Producer\ Link.app/Contents/MacOS*

- Windows: *cd "C:\Program Files\Producer Link"*

You can access the list of commands using the following command:

- macOS: *./Producer\ Link config --help*

- Windows: *"Producer Link.exe" config --help"*

```
Usage:   config [options]

Saves common settings in Producer Link configuration file

Options:
  --set-user <user>                     Producer username
  --set-url <url>                       Producer url
  --set-ticket <ticket>                 Login ticket
  --set-access-token <access_token>     Access token
  --set-project <project>               Default Project Name
  --set-process <process>               Default Process
  --set-workspace <id>                  Defines a new workspace
  --root <path>                         Sets the absolute path to a workspace
  --clear-config                        Clears Producer Link main configuration
                                        file

  --clear-workspaces                    Clears all workspaces
  --export-workspaces                   Writes WebCC workspaces to a file
  --get-default-assets-lib-path         Returns the current value of WebCC
                                        default path for assets
  --set-default-assets-lib-path <path>  Sets a new value of WebCC default path
                                        for assets
  -h, --help                            output usage information
```

## How to add new workspace button to the UI

By default, the Add New Workspace button is not visible in the UI. If the user requires to add new workspaces, Producer Link can be configured by setting a project using the Terminal or the Command Prompt.

1. Use the following command to configure a project for Producer Link:

    -   Mac OS: ./Producer\ Link config --set-project project_name

    -   Windows: "Producer Link.exe" config --set-project project_name

Most of the time, the project name will be main_project. If you created a different project (not the environment, but Producer project), use that project name.

When the project to be used is set, you will be able to relaunch Producer Link and have access to the Add New Workspace button in the UI.
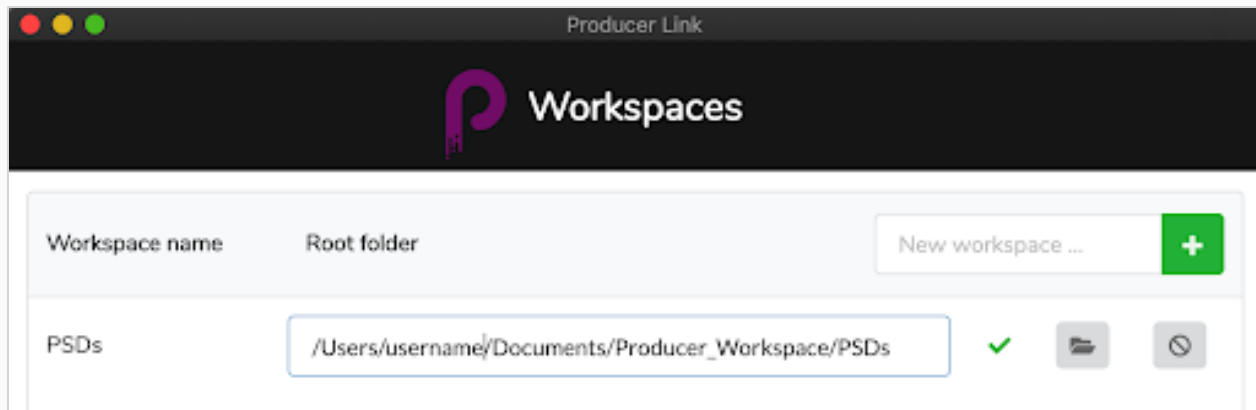
How to configure Producer Link to work remotely on a Harmony Database

To simplify working from home on a Harmony database, a studio using Producer can choose to set up and use the Harmony Offline Mode. This setup requires a combination of software and exchange folders which are detailed in the following Producer User Guide chapters:
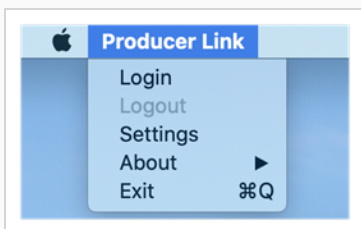
 Working Remotely

 Configuring Access

Setting up the cloud exchange

Once the above is completed by a studio system administrator, the user may now configure Producer Link as detailed below.

1. In Producer Link, make sure you are connected to your Producer instance. If you are not, you should "Login".

2. In Producer Link, open "Settings"

3. Under General Settings, choose the Working Project from the drop-down list.

4. Under Harmony Offline Mode, make sure the "Open Scenes in Offline Mode" option is **checked** (this is the default value).

5. Enable the "Check out before Export" option if you would like the default value of the Export button to be "Check out and Export" (instead of "Export only").

6. Still under Harmony Offline Mode, click on the folder icon at the end of the "Cloud Exchange Folder" line and browse to where the cloud folder that was shared with you is mounted on your machine. This should be a subfolder named after your Harmony username.

> **NOTE**
>
> The path may appear slightly different than the sequence of folders you have just browsed since some cloud storage services may use "shortcuts". This is no cause for concern.

7. Still under Harmony Offline Mode, click on the folder icon at the end of the "Local Offline Folder" line and browse a folder of your choosing where offline scene files will be stored and uncompressed on this remote computer to work in Harmony Standalone.

Below is a more in-depth description of each Configuration option in the Setting page of Producer Link.

Settings

Options	Description
General Settings	
Working Project	This project will determine where Producer Link will look for Environments, Jobs and Scenes.
Harmony Offline Mode	
Open Scenes in Offline Mode	If enabled, clicking on the button from the Production page will export the highlighted scene and launch the Open Offline Scene dialog from Producer Link. If disabled, clicking on the button from the Production page will attempt to open the scene in database mode. (This is only preferable for machines located in the studio.) By default, the Open Scenes in Offline Mode option is enabled.
Checkout before Export	If enabled, the default value of the Export button will be "Check out and Export" (instead of "Export only").
Cloud Exchange Folder	The Cloud Exchange Folder is a locally mounted folder shared from the cloud which is synchronized with the Harmony Server Exchange Folder. For this option to work, the user will need to install a cloud storage application connected to the studio server, in which every user will have their own subfolder used for exporting their scenes offline. The user folders will act as an intermediate between the studio' server and the Local Offline Folder described in the next option below. Each user subfolder will contains two subfolders: Exported: The Exported subfolder contains the *.7z and *.7z.props file. Imported: The Imported subfolder contains the *.7z file. **NOTE** Just to name a few, Google Drive and Dropbox can be used as cloud storage applications. The Cloud Exchange Folder option lets the user define where the user cloud storage subfolder is mounted locally. The checkmark icon ✓ confirms that the path entered in the textfield is valid and recognized by Producer link. The warning icon ⚠ indicates that the path entered in the textfield is invalid or that

Options	Description
	Producer Link was not able to recognize it.
Local Offline Folder	Lets the user define where on his computer the unzipped scene files will be stored to allow him to work in Harmony Standalone. The checkmark and warning icons will either confirm or infirm the validity of the path entered in the textfield.
Harmony Versions	
Alias	Lets the user write an ID for his Harmony version path. The ID provided within this field does not have any other purpose other than providing a name to differentiate each Harmony Version listed within the Harmony Versions section.
Harmony Path	Here, the user defines the Harmony Premium.app location. The checkmark and warning icons will either confirm or infirm the validity of the path entered in the textfield.
Add	Allows the user to add another Harmony version to the Harmony version list.
Default	Lets the user define which Harmony version will be defined as the default one.
Action	Lets the user remove the Harmony version, by clicking on the Remove Harmony Version button .
Workspaces	
Alias	This field lets the user write an ID for his Workspace Folder path. The ID provided within this field does not have any other purpose other than providing a name to differentiate each workspace listed within the Workspaces section.
Workspace Folder	The Workspace Folder defines the path for a single resource or asset type folder. The more resources or assets that a user will have to play with, the more workspaces will be needed to be defined in Producer Link. The checkmark and warning icons will either confirm or infirm the validity of the path entered in the textfield.

| Options	Description
Default	Lets the user define which workspace will be defined as the default one.
Action	Lets the user remove the workspace, by clicking on the Remove Workspace button.
Add	Lets the user add another workspace to the workspace list.

Creating Workspaces

Once the Add Workspace button is visible, you can create various workspaces based on your needs. You could create a single workspace leading to all the directories with various assets such as characters and backgrounds or you could create one workspace per asset type.

To add the New Workspace button to the UI, please see *How to add new workspace button to the UI* on page 15.

How to create a workspace from the user interface

1. Launch Producer Link.
2. In the top menu, select Workspaces > Edit.
3. In the New Workspace field, type the ID name of the new workspace.
4. Click the + button.
5. Once the new workspace appears in the list, set the root folder by typing it or browsing to the folder location using the Select Folder button.
6. Click Save.
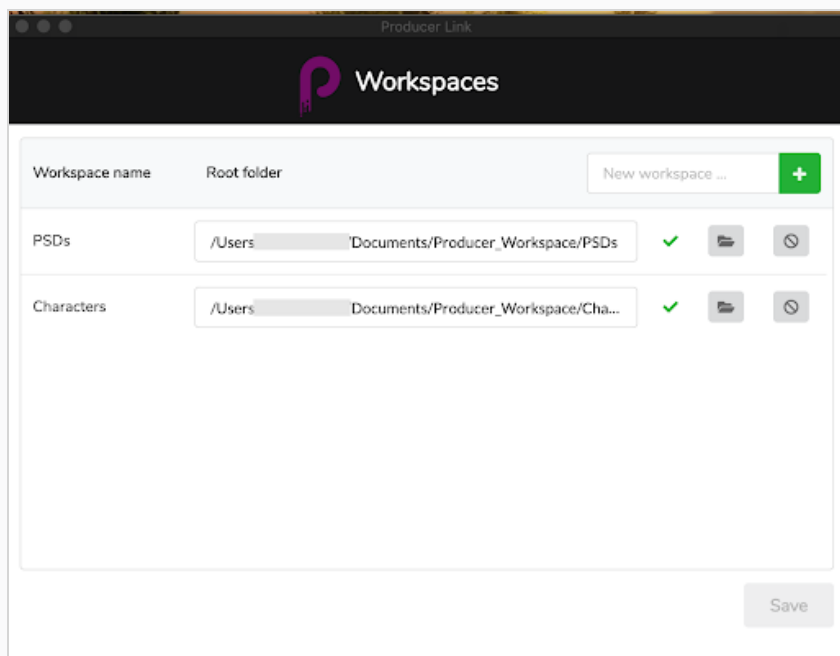
How to delete a workspace

1. Launch Producer Link.
2. In the top menu, select Workspaces > Edit.
3. Beside the workspace to delete, click the Delete Workspace button.

How to create a workspace using the terminal or command prompt

You can set up your workspaces directly with command lines instead of using the user interface. Use the following command to configure workspaces:

- macOS: *./Producer\ Link config --set-workspace WorkspaceName --root /path/to/my/workspace*

- Windows: *"Producer Link.exe" config --set-workspace WorkspaceName --root /path/to/my/workspace*

where you replace WorkspaceName with the name of the location where your assets will be located and */path/to/my/workspace* with the root path to that folder.

Configuring Harmony Server to Recognize Workspaces

Once your workspaces are created, you can export the configuration from Producer Link as a json file. That json file needs to be copied on the Harmony Server in the USA_DB directory. The paths in the json file must be paths that can be accessed from the Harmony Server so that assets can be baked into Harmony scenes during the Assembly (Scene Setup) process.

Note that if you create new workspaces, you will need to reexport a new json file.

To learn more about assembly, see About Assembly and to learn more about baking, see About Sending Assets to Harmony (Banking).

How to configure Harmony server for baking

1. Completely close Producer Link, including the back-end process.

2. On the Harmony Server, in the Terminal or Command Prompt, browse to Producer Link.

3. Use the following command to export the workspaces as a json file:

   - Mac OS: *./Producer\ Link config --export-workspaces*

   - Windows: *"Producer Link.exe" config --export-workspaces*

4. Once the json file is exported, a message is displayed indicating the path where the file has been saved. Browse to that path to find the file.

   - Example: Your WebCC workspaces have been written to */Users/username/workspaces.json*

5. Copy and paste the `workspaces.json` file to */USA_DB*. The file has to be located on the Harmony Server at the root of USA_DB.

6. You can open the json file to verify that the paths are accessible from this location. If the paths are not accessible, the baking process will fail.

Uploading Assets

Using Producer Link, you can upload assets directly to Producer from your local computer. Harmony is only required if you are uploading assets created with Harmony. WebCC is not required for the upload. Producer Link communicates directly with Producer.

In order to link assets and upload previews, workspaces need to be configured. See Configuring Producer Link.

Uploading Assets from CSV

Upload Assets from CSV can be used to provide Producer with a list of assets to create and previews to upload. This process is very useful when you have a series of existing assets, such as hundreds of backgrounds and would like to load them in Producer in a single operation.

- The actual source file, specified by the \"Relative Path\", will not be uploaded but its path will be registered for later access.

- The Thumbnail will be uploaded.

CSV Format Specifications

The CSV field delimiter is a semicolon (or comma). The first line of the CSV must contain the various field names.

The following fields are recognized (case insensitive):

Field	Description
Asset Name	It is a mandatory field, unless an asset code is specified.
Asset Code	It is used to update an existing asset.
Workflow Code	To determine which workflow will be used with this asset. **NOTE** This cannot be used to update existing assets.
Type	Must match an existing asset type - Optional.
Category	Must match an existing asset category - Optional.
Workspace Id	Workspaces are predefined using Producer Link.
Relative Path	Path of the source file for the asset, relative to the Workspace. In the case of a Harmony Standalone template, must point to the `.xstage` file.
Thumbnail Path	Absolute Path of a file to be uploaded and used as thumbnail in Producer.

| Field	Description
Process Name	Specify the process for the uploaded asset and note.
ExternalRef Type	Use one of these two ExternalRef Types: • Harmony Standalone (Standalone scene used to build a template) • ref (any other type, such as third party software images)
Note	Note for the asset. Quote your note e.g. \"Your note,;\" so that , or ; are not recognized as separators.
Note Attachment Path	Absolute path of a note attachment.

Sample CSV

Sample CSV

Asset Name;Workflow Code;Workspace Id;Relative Path;Thumbnail Path;Process Name;ExternalRef Type;Note;Process;Note Attachment Path

bg_ep_002_324;main_project/bg__TB_DEFAULT;Workspace_name;Subdirectory/source Note;Breakdown;/full/path/noteAttachment.ext

How to upload CSV files with thumbnails

1. In the top menu, select Upload > Assets from CSV.

2. In the Project field, select the Producer Project. This is not the environment. Assets are global to the Producer project.

3. In the Source field, browse or drag and drop the CSV file containing the list of assets to be uploaded.

4. In the Converter section, browse for the Harmony executable file.

5. Click Upload Assets.
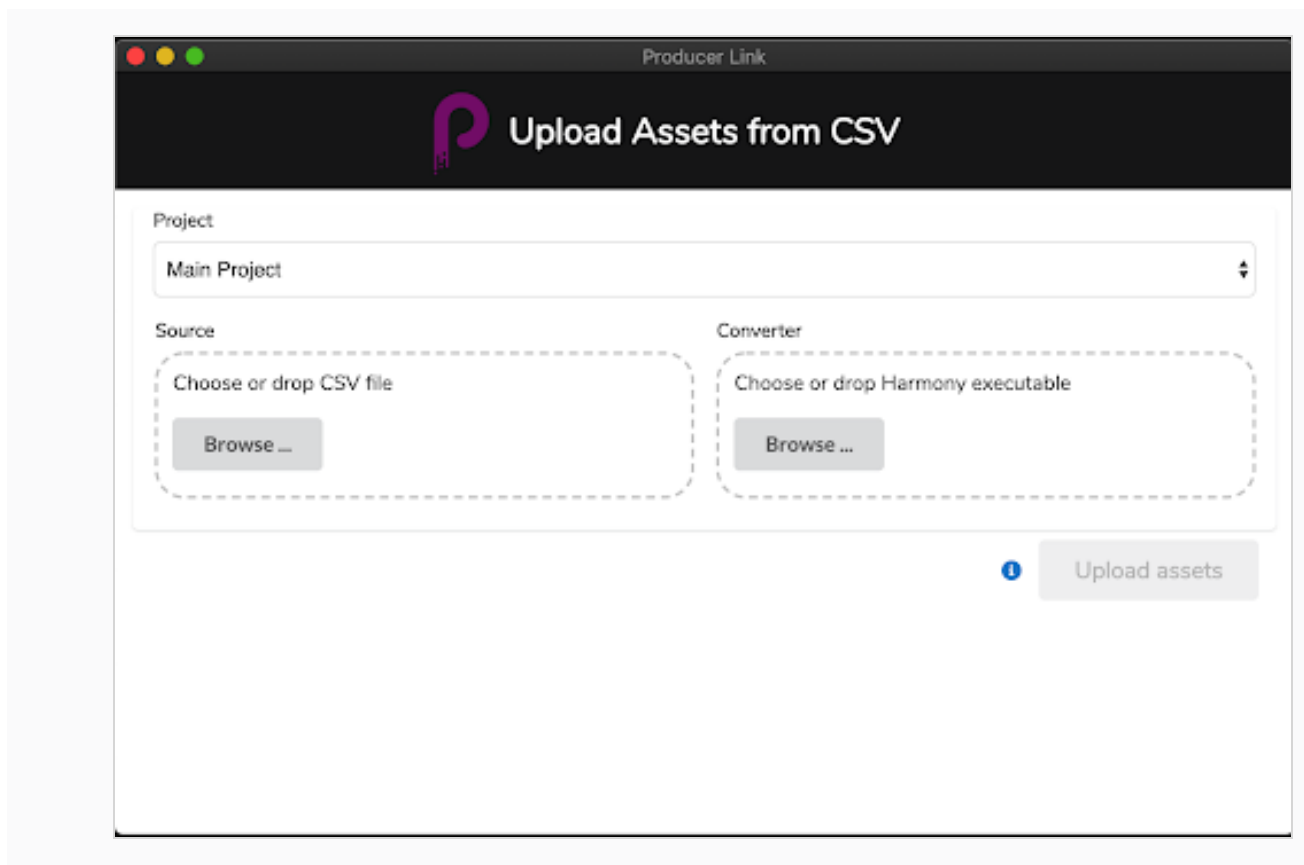
Uploading Scene Assets

Scene assets are any files that are used to build your scenes such as Harmony standalone files, Maya projects, movie files, and so on. You can use the Upload Scene Asset to link Producer to the scene files on your centralized repository as well as uploading the matching preview. Once the Scene Asset file is linked, you can open the file directly from Producer, regardless if the application is Harmony, Maya, Photoshop, or any other tool you are using in production.

To upload scene assets, a workspace must be defined in the centralized repository. See *How to create a workspace from the user interface* on page 21.

How to upload a scene asset

1. In the top menu, select Upload > Scene Asset.

2. In the Project field, select the Producer project containing the Environment you are uploading to.

3. In the Environment field, select the corresponding environment.

4. In the Job field, select the corresponding job (episode, sequence, etc.).

5. In the Scene field, select the scene you are linking an asset to. As you start typing the name, existing scenes will be populated. Note that the scene must already exist in Producer.

6. In the Process field, select the Process (task) you are linking your scene asset to.

7. In the Source field, click Choose File and browse to the location of the file you are linking. If a Harmony file, select the `*.xstage` file. If a Maya file, select the *.ma file. The executable file must be selected in order for Producer to launch the application and open the file later on. See Opening an Asset from Producer.

> **NOTE**
>
> The file you are looking for must be located within the workspace (shared location), if not an error message will be displayed.
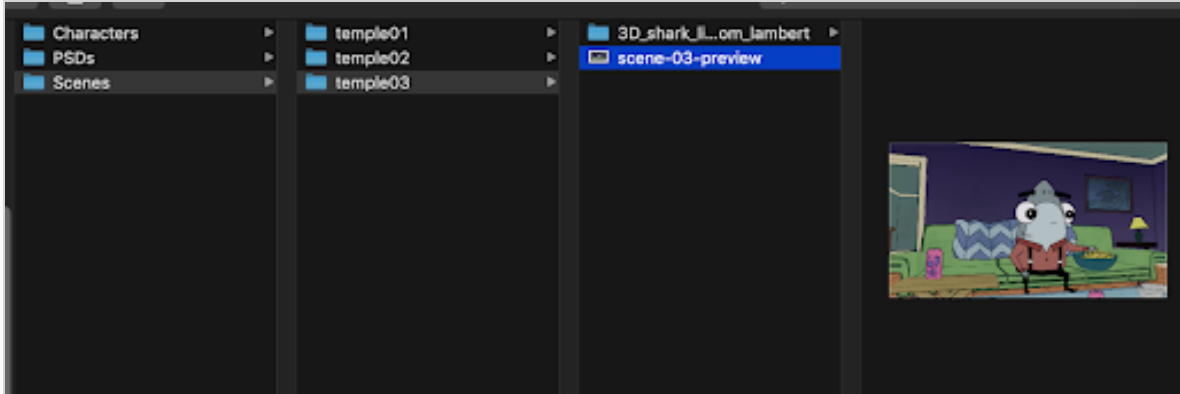
8. In the Preview section, browse for a flattened image, such as a PNG or JPG, to preview what the file is in Producer.

9. Click Create Snapshot.

Example with a Harmony File

Success ✖
Successful upload of preview-sc02.png

Project

Main Project ⬍

Environment | Job | Scene
Not_Linked ⬍ | NL_ep_001 ⬍ | sc02 🔍

Process

Comp ⬍

Source

Choose or drop scene asset file

Choose File Temple_007_IntLighting.xstage

Preview

Choose or drop preview file

Choose File preview-sc02

Create Snapshot

Example with a Maya File


Uploading External Assets

You can link external assets such as background PSDs or Harmony templates to Producer and upload a preview for it. These assets can then be directly opened from Producer or baked in a Harmony scene. To upload an external asset to, the asset must first exist in Producer. To learn how to create assets, see *Uploading Assets* on page 23.

How to upload an external asset

1. In the top menu, select Upload > External Asset.

2. In the Project field, select the Producer project. This is not the environment. Most of the time, you will select Main Project unless a different Producer project has been created.
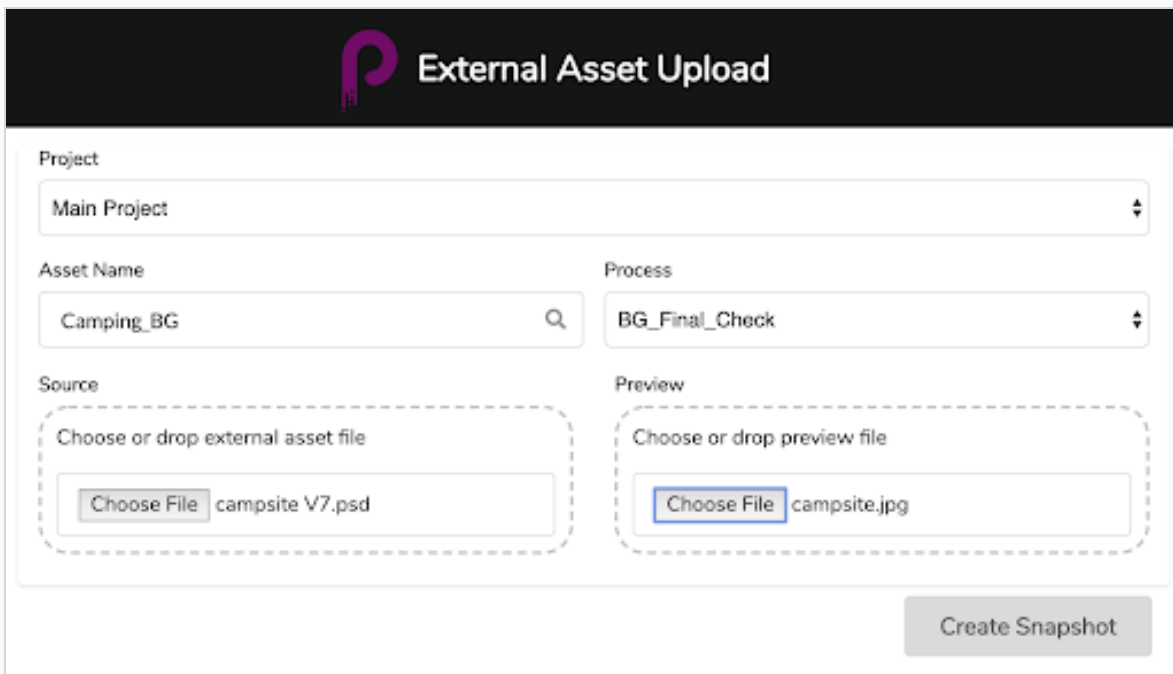
3. In the Asset Name field, start typing the name of an existing asset (already in Producer). As you type the name, existing assets will be displayed in the drop-down menu. Select the matching asset.

4. Once the asset name is selected, in the Process field, the matching workflow tasks appear. Select the task matching your upload.

5. In the Source section, click the Choose File button to browse for the file to upload. Note that the asset has to be located within the set workspace. If you select a file outside of the workspace, the upload will result in an error.
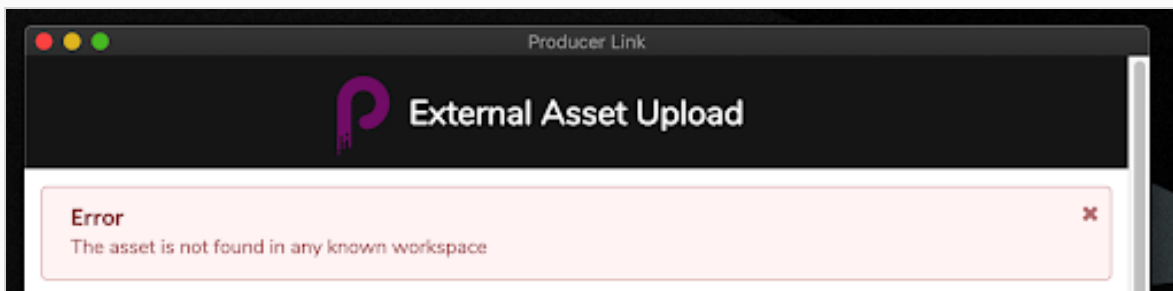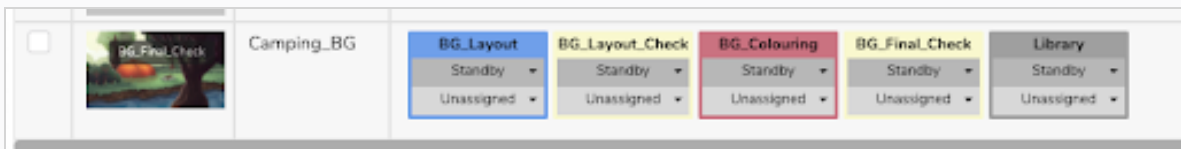

6. In the Preview section, click the Choose File to select a flattened image such as a PNG or a JPG to display the preview in Producer.

7. Click Create Snapshot.

   Once the process is complete, a success message appears.
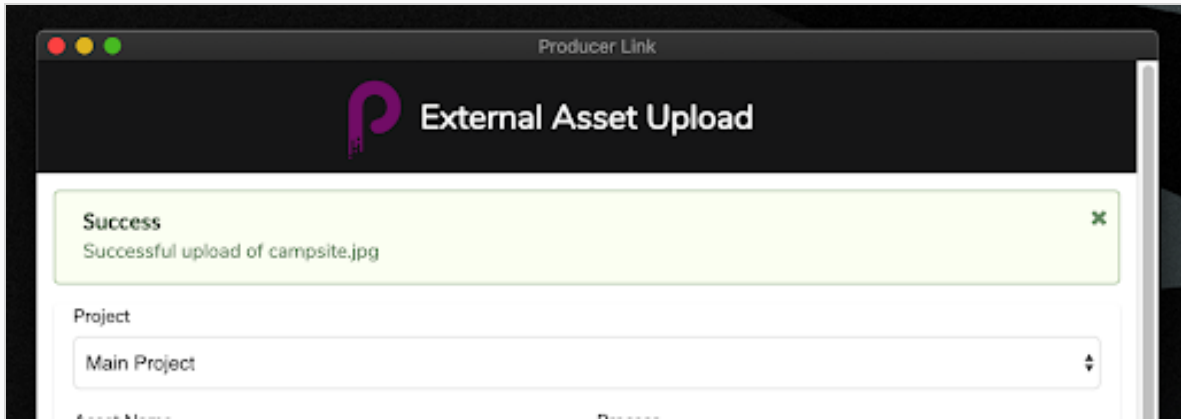
In Producer, the file is linked and the preview file is uploaded and updated.

## Opening an Asset from Producer

Once a file is linked via Producer Link, it can be opened directly from Producer by opening the Settings window of that asset.. It can also be downloaded and deleted. From that same settings section, previously uploaded versions can be accessed.

How to open an external asset

1. In the Asset list, hover over the asset preview.

2. Click the Settings Gear icon.

3. In the pop-up window, click the Open File icon. If you would like to download the asset, click Download.

4. Once you click Open File, you will be prompted to open Producer Link. Confirm the request to open Producer Link.
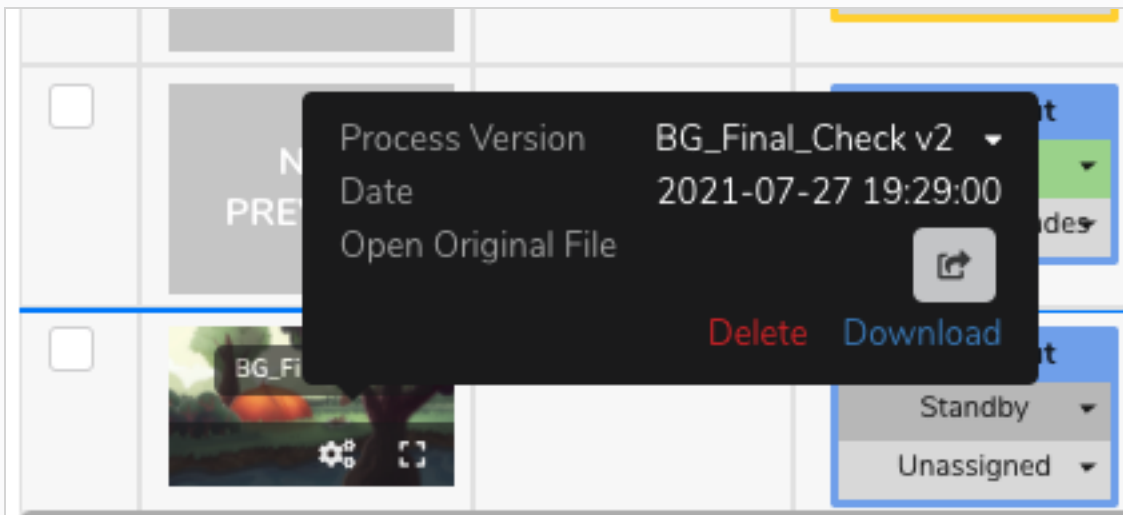
5. To access previous versions, click the Process Version drop-down arrow.
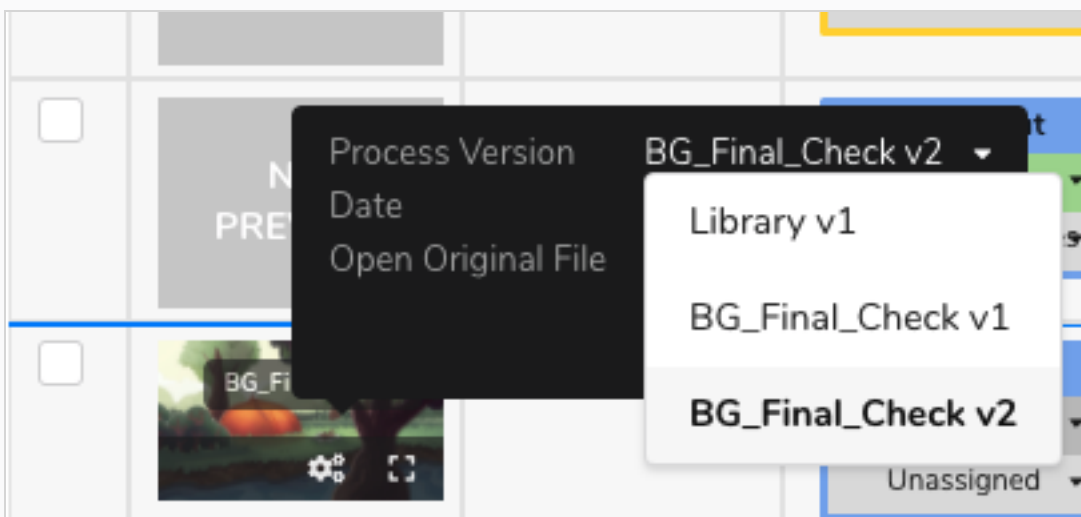
Uploading a Storyboard Pro Scene List

When creating a project in Storyboard Pro, the scene list is already created and an animatic movie preview for each one of these scenes can easily be exported. You can use Producer Link to automatically create scenes in Producer and upload the matching movie preview. This process is very handy if you are working on a project using Storyboard Pro but are not using Harmony Server.
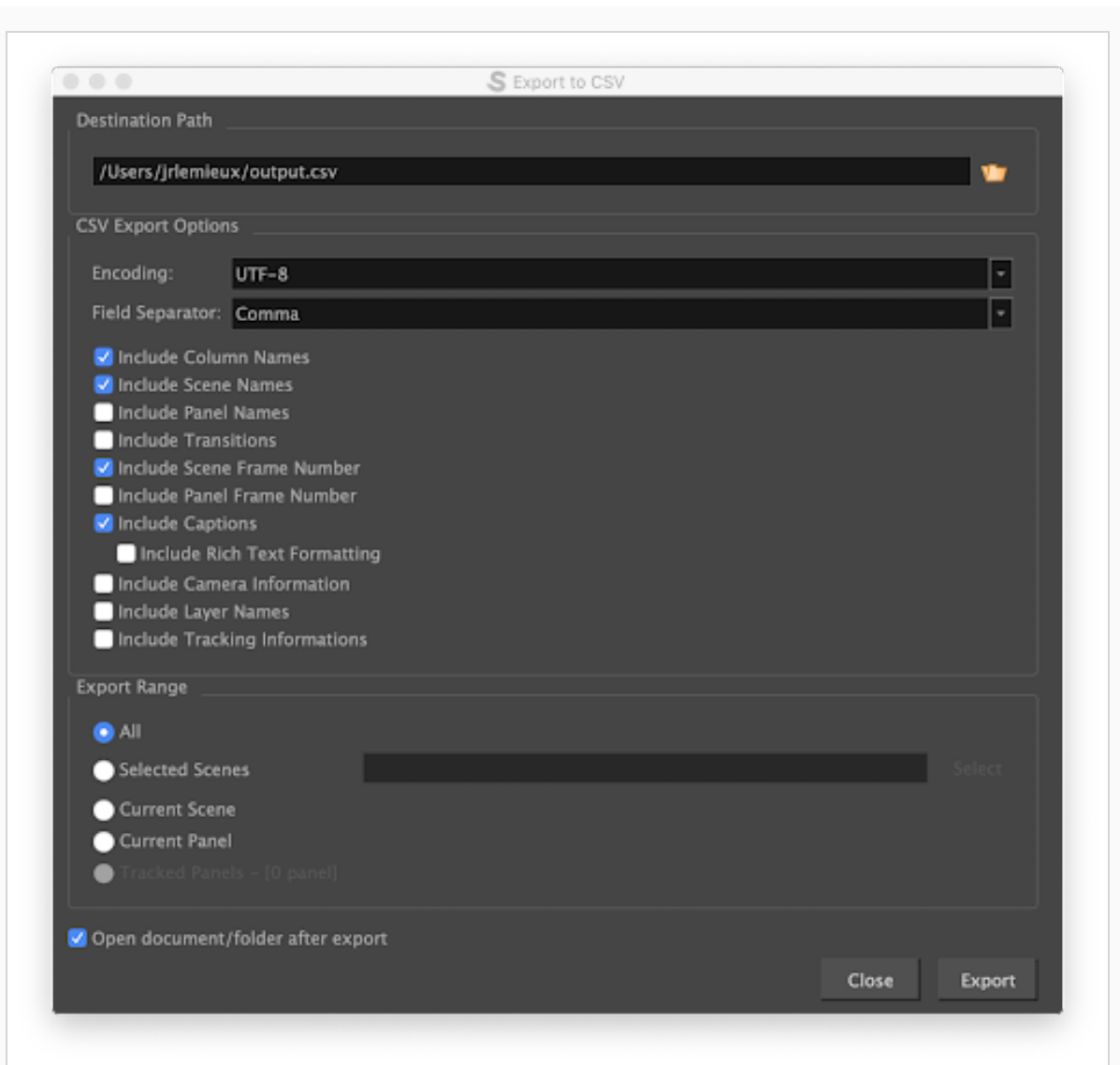
How to export your data from Storyboard Pro

1. In Storyboard Pro, make sure your scenes are named with leading zeros (example: 01, 02, 03 or 001, 002, 003 and not simply 1, 2, 3). You can use the Preferences > Naming Automatically Add leading Zeros and Minimum number of characters as well as the function Storyboard > Rename.
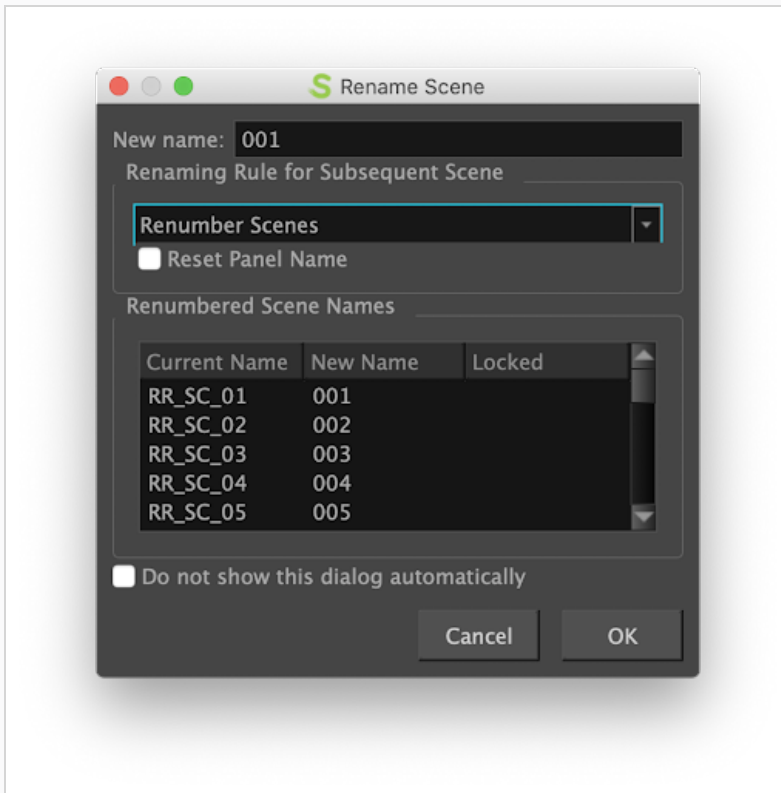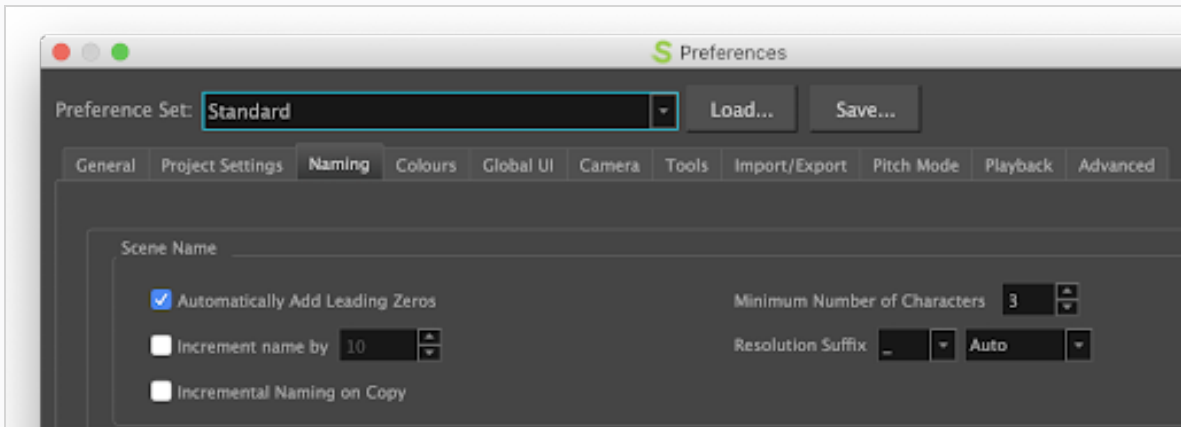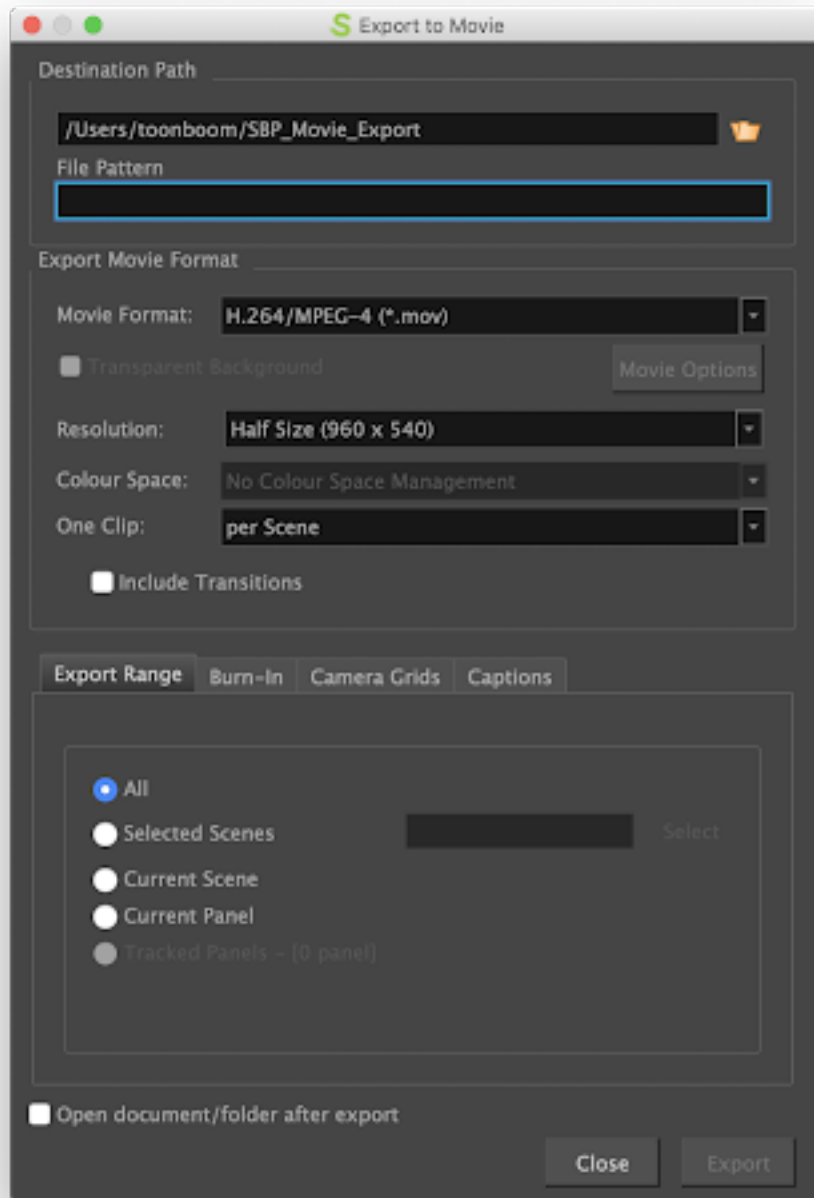
2. Save your SBP Project.

3. From Storyboard Pro, select File > Export > CSV.

4. In the Export to CSV dialog box, in the CSV Export Options section, disable the Include Transitions
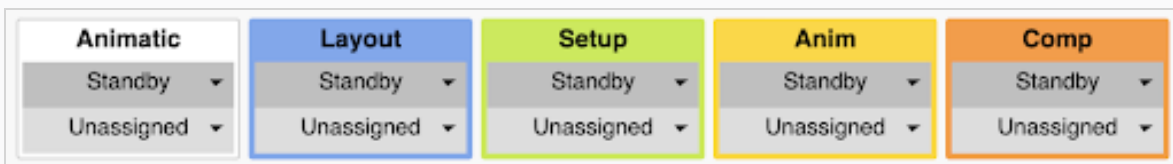   option.

5. Click Export.

6. From Storyboard Pro, choose File > Export > Movie.

7. Select a Destination Path.

8. Leave the File Pattern field empty.

9. In the One Clip field, select Per Scene.

10. Click Export.

How to import Storyboard Pro data in Producer

1. In Producer Link, select Upload > Storyboard Pro Import.

2. In the Project field, select the Producer project containing the environment you will be creating scenes for.

3. In the Environment field, select the corresponding environment.

4. In the Job field, select the corresponding job (episode, sequence, etc.).

5. In the Scene field, select the scene you are linking an asset to. As you start typing the name, existing scenes will be populated. Note that the scene must already exist in Producer.

6. In the Workflow field, select the scene workflow that will be associated to the scenes.

7. In the Process field, select the Process (task) you are linking your scenes to, most likely Layout or Animatic.

Animatic	Layout	Setup	Anim	Comp
Standby ▾	Standby ▾	Standby ▾	Standby ▾	Standby ▾
Unassigned ▾	Unassigned ▾	Unassigned ▾	Unassigned ▾	Unassigned ▾

8. In the Customer Media Folder field, browse to the folder containing the rendered movie files.

9. Click Import CSV.
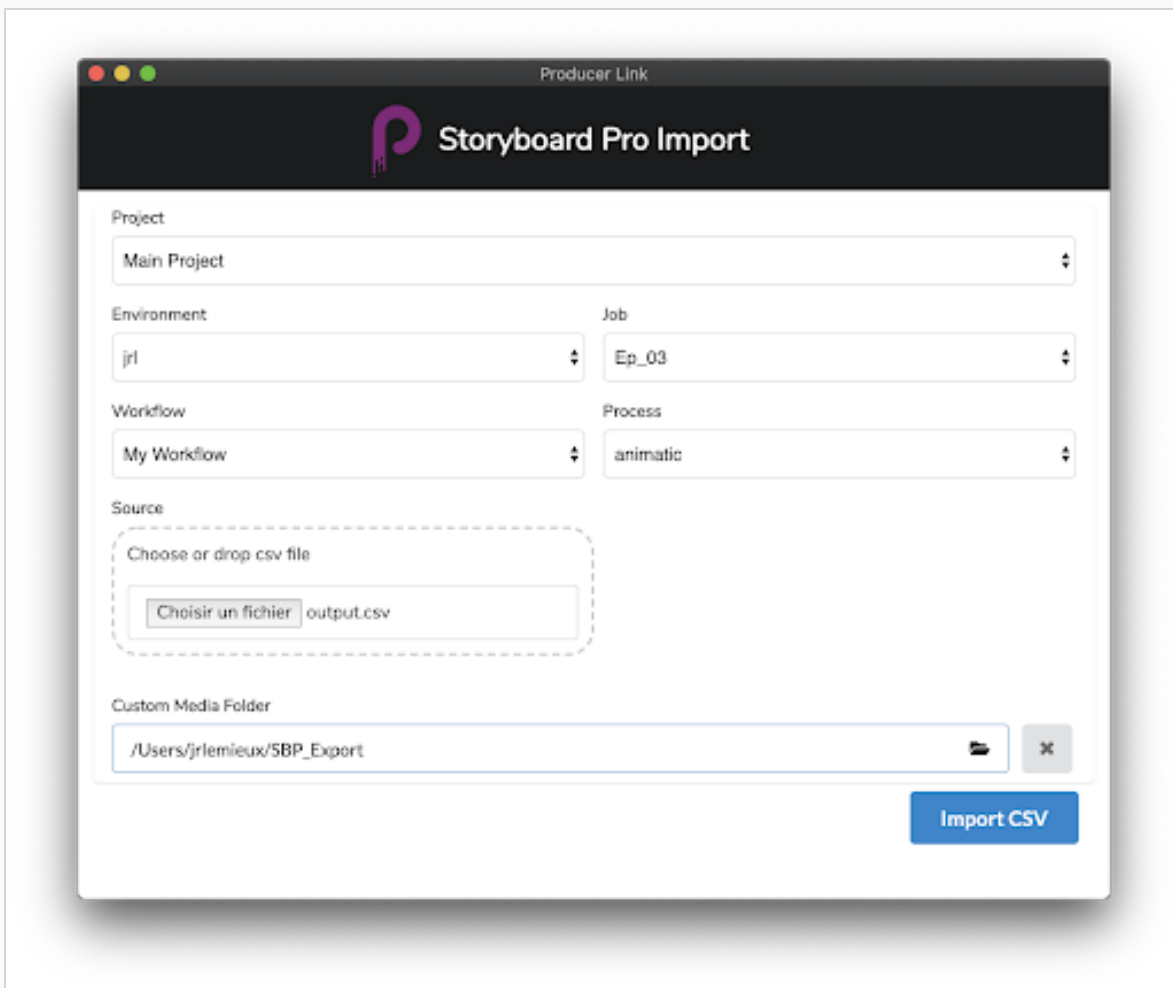
10. You can monitor the import process by scrolling down.

11. In your Producer, refresh your Production Page to see the new scenes.