

# Procédures

Les procédures d'imports / Export et autres

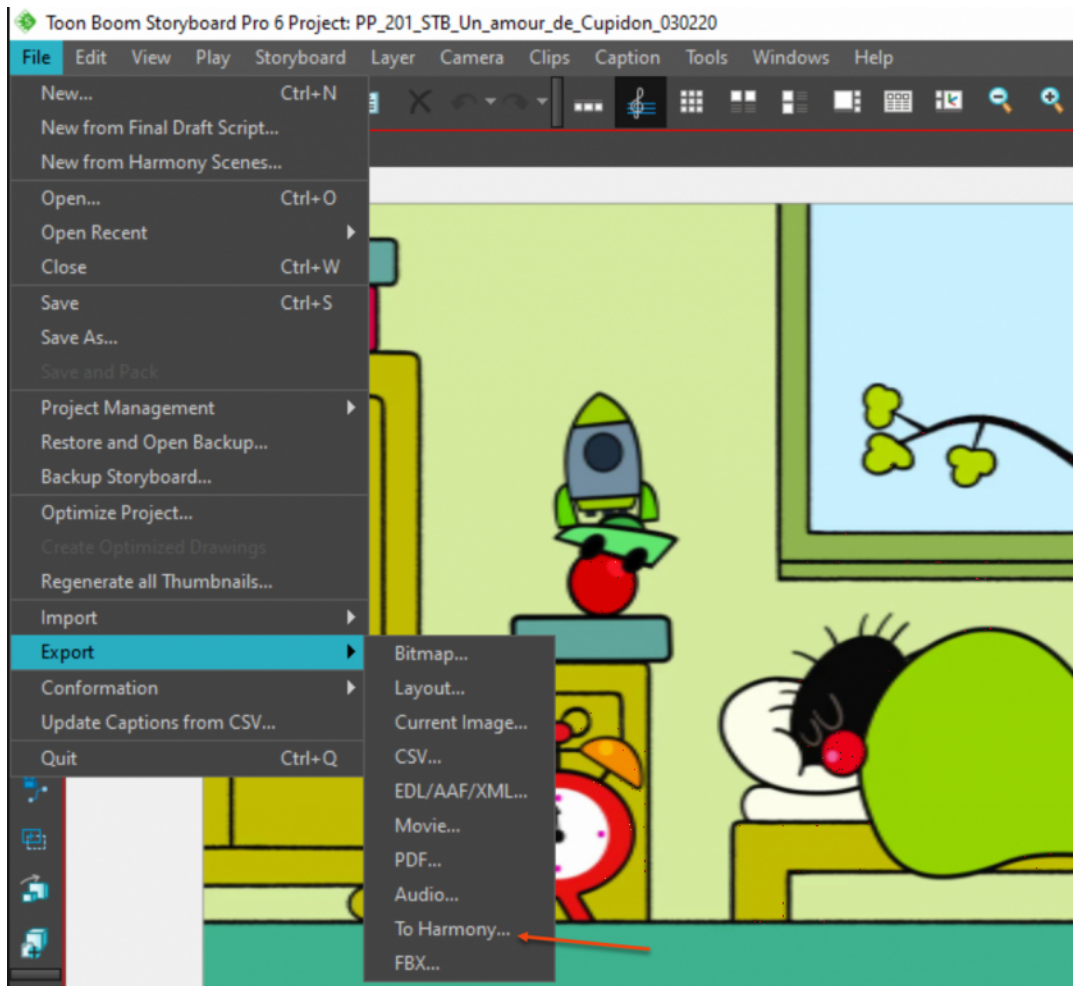
- [Import d'un Animatique dans Harmony](#)

# Import d'un Animatique dans Harmony

**Cette procédure ne disposant pas de vérification (Sanity) je vous conseille vivement de la mettre en oeuvre après le Kitsu Animatic importer**

Ouvrez votre storyboard avec Toonboom Storyboard

Rendez vous dans la menu File Export et choisir To harmony



Le Scene name Patter est %3s

**Le dossier de destination doit etre vide. Nous n'avons pas besoin de conservé cet export sur le serveur**



## Export to Harmony



### Destination Path

C:\Users\dnstech.MADLAB\Desktop\MondossierExport



### Scene Name Pattern

%3s

### Export Type

Format: Harmony Database ▼

Version: 9.2 or Higher ▼

☐ Rendered Animatic

Resolution: Full Size (1920 x 1080) ▼

Generate One Scene: per Scene ▼

☒ Optimize Still Images

☐ Animatic On Top

☐ Original Scene

☐ Nest Panels in Symbols ☐ Add Camera Reference Layer

☐ Apply transformation on Drawings

### Export Range

Sounds

Burn-In

Camera Grids

Scene Options

☐ All

☐ Selected Scenes

Select

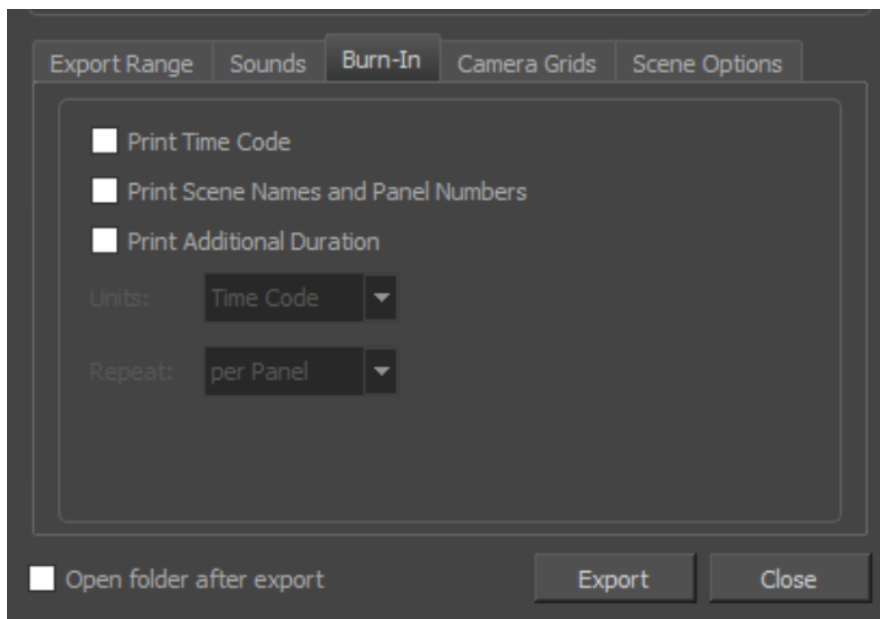
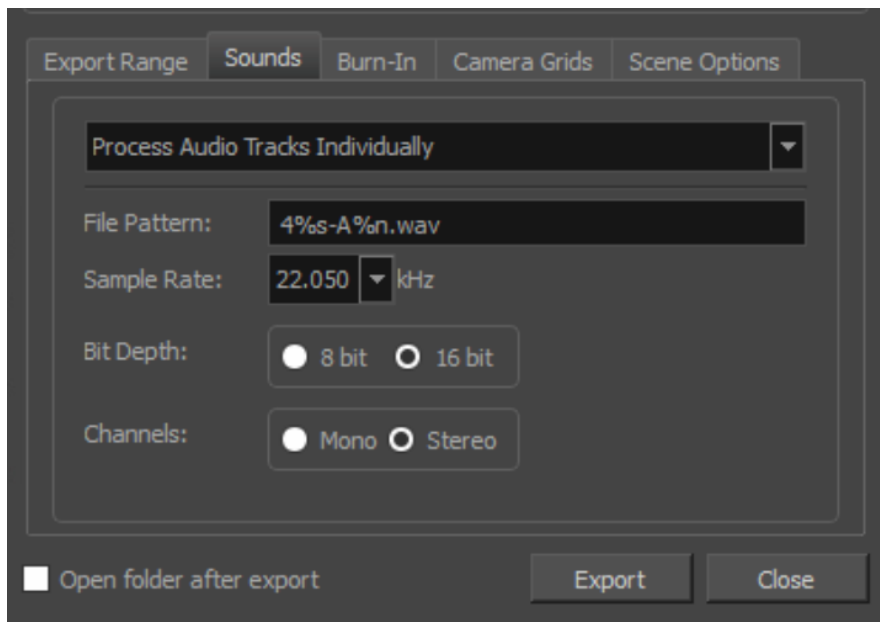
☐ Current Scene

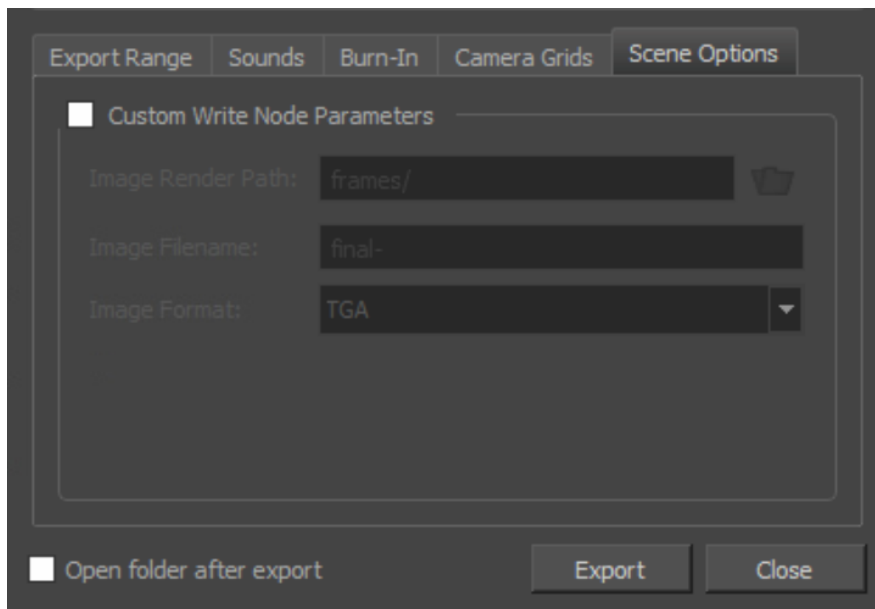
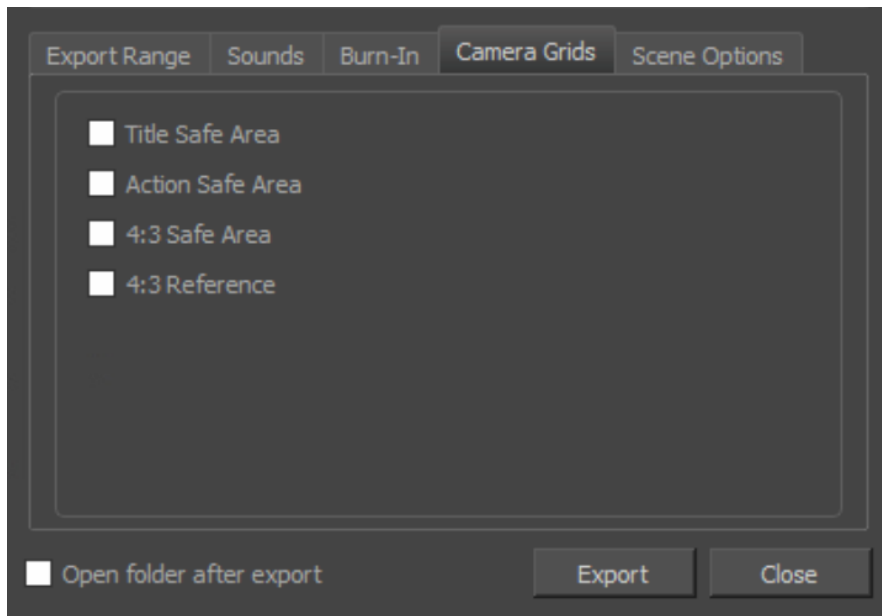
☐ Open folder after export

Export

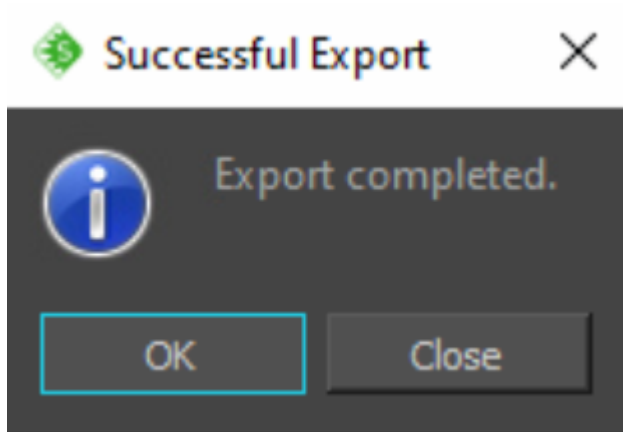
Close

Comme vous pouvez le voir il y a différent onglet dans la parti basse de cette capture voila les setting

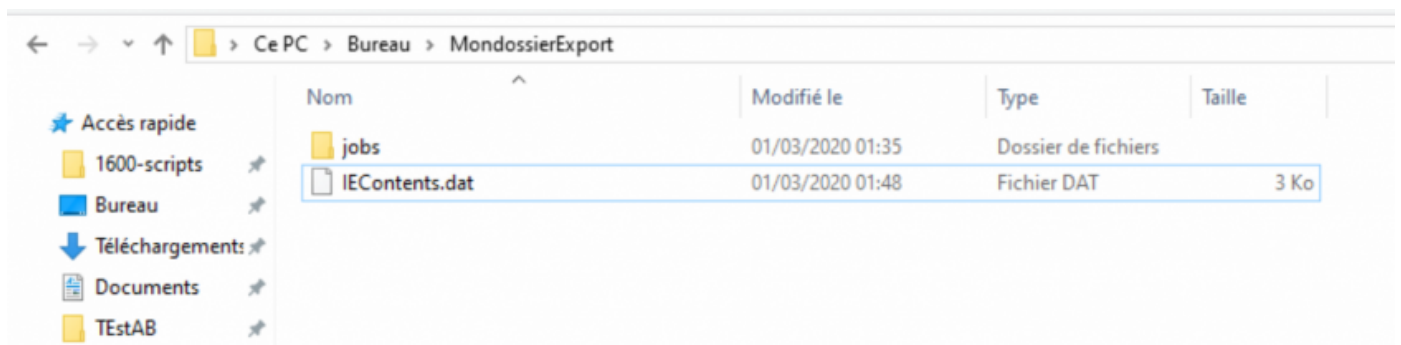




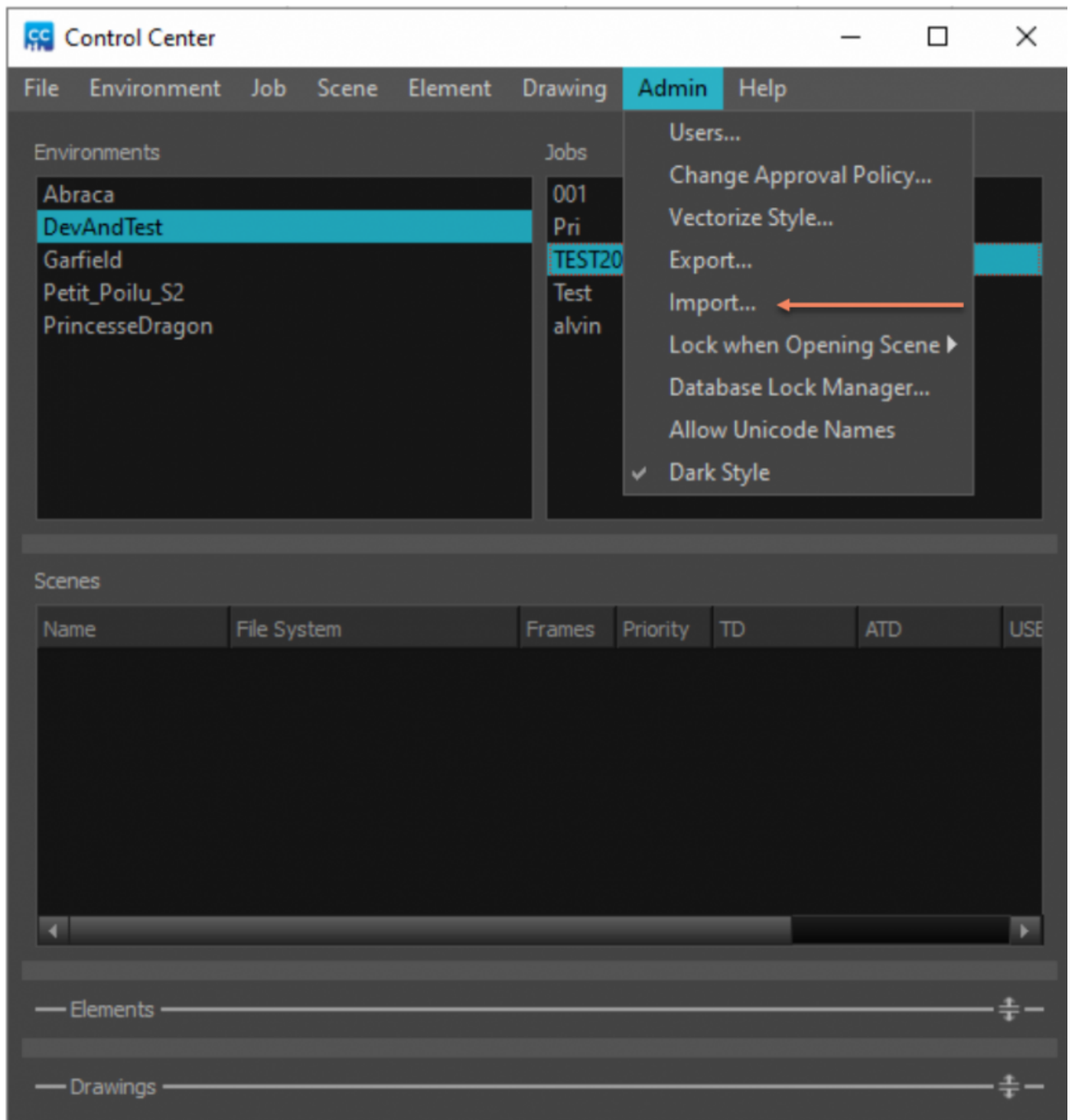
Une fois cette export obtenue



Vous allez Obtenir un fichier IEcontent.dat



Lancer le control center d'harmony allé dans le Menu Admin et la Fonction import



Important : Si votre episode n'existe pas encore dans la liste de job vous devez le créer avant dans lancer l'import

# Import Scene(s)



Package Directory

sers/dnstech.MADLAB/Desktop/MondossierExport/IEContents.dat

Destination

Environment	Job	File System
DevAndTest	TEST201	/usadata000

Scene(s) to Import

Environment	Job	Scene	Version
sboard	PP_201_STB_Un...	001	1 Unt
sboard	PP_201_STB_Un...	002	1 Unt
sboard	PP_201_STB_Un...	003	1 Unt
sboard	PP_201_STB_Un...	004	1 Unt
sboard	PP_201_STB_Un...	005	1 Unt
sboard	PP_201_STB_Un...	006	1 Unt
sboard	PP_201_STB_Un...	007	1 Unt
sboard	PP_201_STB_Un...	008	1 Unt
sboard	PP_201_STB_Un...	009	1 Unt



Checkin

Import

Close

Data Options

Message Log

- ☒ Audio
- ☒ Database
- ☐ Final Frames
- ☐ Other Directories
- ☒ Elements
- ☐ Timing Drawings
- ☐ Annotation
- ☒ Stage (xsheet & network)

☐ Palettes



Env



Job



Scene



Backup

☐ Macros



Env



Job



Scene

☐ Libraries



Env



Job



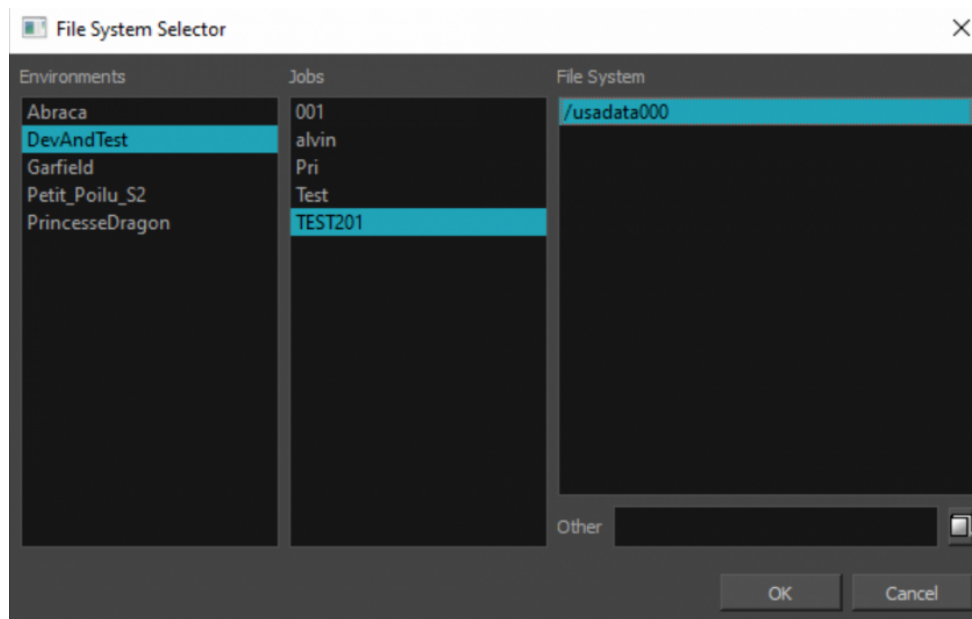
Scene

Default

Clear All

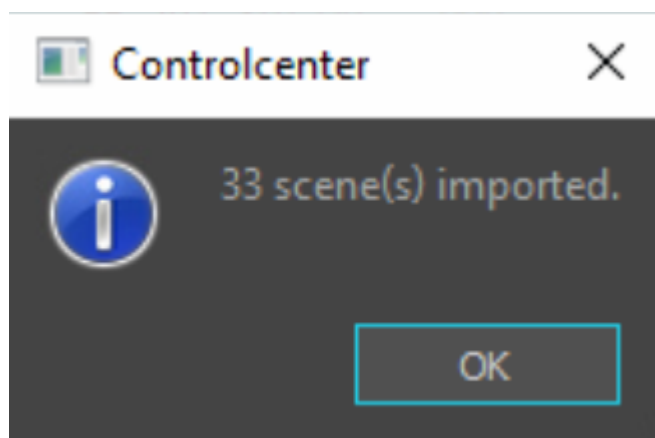
Dans Package Directory Vous devez choisir le dossier ou vus avez exportez votre IEcontent.dat

Dans Destination vous devez choisir l'épisode dans la database



**Vérifiez bien que le SceneTo Import na nom de Scène reprend bien notre convention de nomage 001,002 pour une série**

Vous pouvez cliquez sur import



Vérifiez bien que le nombre de scene importé est cohérent avec le board

Dernière étape

Lancé le kitsu Desktop shell

Et lancé cette commande :

```
controlcenter_17 -runStageScript c:\pipeline\Extension\Toonboom\Harmony\ani_version.js -env DevAndTest
```

Evidement adapté votre environnement et le nom du job :)

Cette commande va traité tout les scènes de l'épisode et correctement paramétré leur version (ANI\_01) puisque cela est la version 1 de l'animatique que nous importons :)

```
C:\Users\DNSTEC~1\MAD\AppData\Local\Temp
A controlcenter_17 -runStageScript c:\pipeline\Extension\Toonboom\Harmony\ani_version.js -env DevAndTest -job TEST201

C:\Users\DNSTEC~1\MAD\AppData\Local\Temp
A Toon Boom Harmony Premium
Control Center (Controlcenter.exe) version 17.0.0 build 14765 2019-06-07 14:20:17

QFSFileEngine::open: No file name specified
QFSFileEngine::open: No file name specified
wrong Preference type: position
wrong Preference type: position
Executing script c:\pipeline\Extension\Toonboom\Harmony\ani_version.js against scene 007.
Executing script c:\pipeline\Extension\Toonboom\Harmony\ani_version.js against scene 001.
Executing script c:\pipeline\Extension\Toonboom\Harmony\ani_version.js against scene 002.
Executing script c:\pipeline\Extension\Toonboom\Harmony\ani_version.js against scene 003.
A Executing script c:\pipeline\Extension\Toonboom\Harmony\ani_version.js against scene 004.
A Executing script c:\pipeline\Extension\Toonboom\Harmony\ani_version.js against scene 005.
Executing script c:\pipeline\Extension\Toonboom\Harmony\ani_version.js against scene 006.
Executing script c:\pipeline\Extension\Toonboom\Harmony\ani_version.js against scene 008.
Executing script c:\pipeline\Extension\Toonboom\Harmony\ani_version.js against scene 009.
Executing script c:\pipeline\Extension\Toonboom\Harmony\ani_version.js against scene 010.
Executing script c:\pipeline\Extension\Toonboom\Harmony\ani_version.js against scene 011.
Executing script c:\pipeline\Extension\Toonboom\Harmony\ani_version.js against scene 012.
Executing script c:\pipeline\Extension\Toonboom\Harmony\ani_version.js against scene 013.
Executing script c:\pipeline\Extension\Toonboom\Harmony\ani_version.js against scene 014.
Executing script c:\pipeline\Extension\Toonboom\Harmony\ani_version.js against scene 015.
Executing script c:\pipeline\Extension\Toonboom\Harmony\ani_version.js against scene 016.
Executing script c:\pipeline\Extension\Toonboom\Harmony\ani_version.js against scene 017.
Executing script c:\pipeline\Extension\Toonboom\Harmony\ani_version.js against scene 018.
Executing script c:\pipeline\Extension\Toonboom\Harmony\ani_version.js against scene 019.
Executing script c:\pipeline\Extension\Toonboom\Harmony\ani_version.js against scene 020.
Executing script c:\pipeline\Extension\Toonboom\Harmony\ani_version.js against scene 021.
Executing script c:\pipeline\Extension\Toonboom\Harmony\ani_version.js against scene 022.
Executing script c:\pipeline\Extension\Toonboom\Harmony\ani_version.js against scene 023.
Executing script c:\pipeline\Extension\Toonboom\Harmony\ani_version.js against scene 024.
Executing script c:\pipeline\Extension\Toonboom\Harmony\ani_version.js against scene 025.
Executing script c:\pipeline\Extension\Toonboom\Harmony\ani_version.js against scene 026.
Executing script c:\pipeline\Extension\Toonboom\Harmony\ani_version.js against scene 027.
Executing script c:\pipeline\Extension\Toonboom\Harmony\ani_version.js against scene 028.
Executing script c:\pipeline\Extension\Toonboom\Harmony\ani_version.js against scene 029.
Executing script c:\pipeline\Extension\Toonboom\Harmony\ani_version.js against scene 030.
Executing script c:\pipeline\Extension\Toonboom\Harmony\ani_version.js against scene 031.
Executing script c:\pipeline\Extension\Toonboom\Harmony\ani_version.js against scene 032.
Executing script c:\pipeline\Extension\Toonboom\Harmony\ani_version.js against scene 033.
```

Vous pouvez appuyer sur la touche enter pour reprendre la main dans le shell quand vous constatez que toutes les scene on été traité