



**Autodesk[®]
Maya[®]**

2008

Autodesk[®]

Maya 2008 and Toxik 2008 Guide

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Autodesk® Maya® 2008

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Work with Autodesk Toxik 2008

The Toxik 2008 Export feature allows you to export information from your Maya scene to Autodesk Toxik. Unlike Toxik 2007, which requires that you install the `compositingInterop` plug-in, the Toxik 2008 Export feature is automatically loaded into Maya.

Using Toxik 2008, you can generate a Toxik project file from within Maya based on the render layers in your scene. The compositing graph includes the associated image sequence filenames, Maya blend modes and layer-specific render settings.

Notes

- You must use image file formats that are supported by Toxik. For example, you must avoid using the `name.ext.#` image file format, as this file format is not compatible with Toxik. Instead, rendered image sequences should be named with the file extension listed last, for example, `name.#.ext`. This is necessary for Toxik 2008 to recognize the sequence. See the Toxik user documentation for more information on supported file formats.
- When exporting to Toxik, you should render the layers in your scene to the same Maya project directory because the Toxik 2008 Export plug-in expects each layer to have the same base path.

To export a scene to Toxik

- 1 Ensure that you have set a project for your scene file. Within the project, there must be a `scenes` folder. By doing so, the exported Toxik project file will be saved to the `scenes` folder by default. You may also enter an `Images` folder to which your sequences will be stored.
- 2 Batch render your scene in Maya and ensure that the rendered image sequences are named with the file extension listed last, for example, `name.#.ext`.
- 3 Select `Render > Export to Toxik 2008 >` . The `Export All Renderable Layers to Toxik Options` dialog box appears.

Warning

Do not simply select `Render > Export to Toxik 2008` without selecting the option box.

- 4 You may leave all fields blank with the exception of `Toxik Install Directory`. By default, Maya will give the Toxik project file the same name as your scene file and save it to the same folder as your scene file. For example, if your scene file is `myscene.ma`, the corresponding Toxik project file will be `myscene.ma.txproject`.

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- 5 Select Export. Expect a pause as the scene file is exported to Toxik.
- 6 In Toxik, click on the Existing tab and locate your `myscene.ma.txproject` file. Select Composition > Open to open the file.

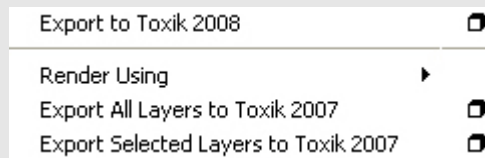
Render > Export to Toxik 2008

Exports a composite of all layers in your scene from Maya to Autodesk Toxik.

Beginning Toxik 2008, you will no longer export an IMSQ file. Instead, you will export to a Toxik project file.

Notes

- In order to use this functionality, Toxik 2008 must be installed along with Maya 2008 on the same system.
- Both Toxik and Maya should be of the same architecture. If the version of Toxik you are running is 32-bit, then the version of Maya you are running must also be 32-bit, and likewise for 64-bit.
- If you load the Toxik 2007 plug-in in Maya also, there will be two additional menu items under the Render menu: Render > Export All Layers to Toxik 2007 and Render > Export Selected Layers to Toxik 2007. However, these two menu items can only be used with Toxik 2007 and are not compatible with Toxik 2008.



Render > Export to Toxik 2008 > □

Toxik Export Options

Note

You can leave all fields blank with the exception of Toxik Install Directory. By default, Maya will give the Toxik project file the same name as your scene file and save it to the same folder as your scene file.

Toxik Project File

Specifies the file name and location for the saved output of the plug-in export results.

Composition Name

The unique name for the composition created by the plug-in. You can use a new name to create a new composition, or use an existing name to update the existing composition. The composition contains all cameras, locators and so forth. This folder is not saved to disk. It is only seen by Toxik.

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> Render > Export to Toxik 2008

Destination Folder

The name of the Toxik destination folder you want to use. The destination folder contains all the compositions you have created. This folder is not saved to disk. It is only seen by Toxik.

Render Layers Folder

The name of the Toxik render layers folder you want to use. The render layers folder contains all the media you have created. This folder is not saved to disk. It is only seen by Toxik.

Export Cameras

Choose to export all cameras or none of the cameras.

Export Layers

Choose to export all layers or none of the layers.

Export Locators

Select this option to export locators.

Configuration

Toxik Install Directory

Specify the parent directory of the location of the Toxik 2008 executable file (`toxik.exe`). You must specify this directory in order for the export feature to work.

For example, on a typical Windows installation, `toxik.exe` is saved to:

```
C:\Program Files\Autodesk\Autodesk Toxik 2008\program
```

You should therefore specify the Toxik Install Directory as:

```
C:\Program Files\Autodesk\Autodesk Toxik 2008
```

Temporary file Directory

Specify the location for a temporary file if you want to export to a separate Maya scene file.

Render Directory

Specify the location to which the frames are rendered. Toxik will search for rendered frames in this directory.

Import Script Arguments

Reserved for future development.