ABSTRACT

ANALYSIS AND DESIGNING OF PLUGIN FILES DIRECTORY BASED ON NUKE USING FRAMEWORK FOR THE APPLICATION OF SYSTEM THINKING (FAST) METHOD

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Analyzing and designing this file directory plugin aims to assist Compositor in working on scenes and shots, and can be used by other user who use Nuke 9. Analysis and designing this plugin using the FAST method, because this method helps regulate the scope of system development, analyze problems, requirements and help make decisions in determining the function and design of plugins. So the output from the design of this system is more structured and functioning properly. The plugin is designed using the Pyhton programming language. Before the plugin is used, the user must specify the address and launcer by running the PathCreators program that is designed using the Visual Studio C# programming language. This program creates two files, xml files and bat files. So plugins can be used on any project because the export and import address of the file is determined by the user. The main function of the plugin is allows the user not have to search the files importing and exporting manually, because it allows user to open multiple windows files to make sure the location of the data that they want to do is certain. It might cause human error. So to reduce the risk that will occur, researcher designed a Plugin Files Directory that is able to determine the location of the file, by replacing the value of the Episodes name and Shots name in the Plugin, so the system will automatically determine the file location chosen by the user.

Keywords: System, Compositing, Plugin. Directory, Framework For The Application Of System Thinking (FAST)