2018/12/17 - Asset Manager

As I was working through my pipeline, I ran in the first obstacle. I need an asset manager built into blender. An asset manager is a key piece of the pipeline needed to stay organized. Otherwise, I'll be forgetting where everything is.

I looked around. I found one, called Asset Flinger. I looked through it and it looked cool. But it had two problems: 1) it only worked with .obj files and 2) It only works for Blender 2.79. I'm building my entire pipeline around Blender 2.80. So I decided to convert it to blender 2.80. After converting it, I decided to spring forward and actually write my own Asset Manager, which I can use for the open movie. The idea is I should be able to work with different types of assets; obj, 3ds, blend, images, materials, etc.

I forked the Asset Flinger repository. The 2.80 compatible add-on is available here.

To be honest I found one for 2.80 on blender market for $40, but I decided against buying it. I want to build my own. I'm now 100% in Software Development mode.

I had only dabbled with blender add-ons, but nothing serious. Writing this add-on has been educational for sure. It's been 3 days working on it. I got the interface there and currently working on the functionality. Here is a PDF of my design document. And below are a couple of screen shots. Once I have it complete I'll upload the code on github.

Although I started with the Asset Flinger code, what I'm writing is its own add-on. I'll create a new repository for my Asset Manager. Felt like I should clarify this, since the images below carry the name "Asset Flinger", but the final add-on will not be named that.