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**Shino**

***Release 3.0***

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## GETTING STARTED

### 1.1 Requirements

Blender 2.8+

The official version on the website is always supported first and foremost but the developments also covers [Buildbot](#).

### 1.2 Addon Installation

#### 1.3 1. First, ensure you have Blender 2.8 or later installed.

- [Blender.org](#)
- [Steam](#)
- [Buildbot](#)

#### 1.4 2. Ensure the latest zip archives are downloaded.

Latest addon zip can be downloaded from the marketplace of origin. - [Blendermarket](#)

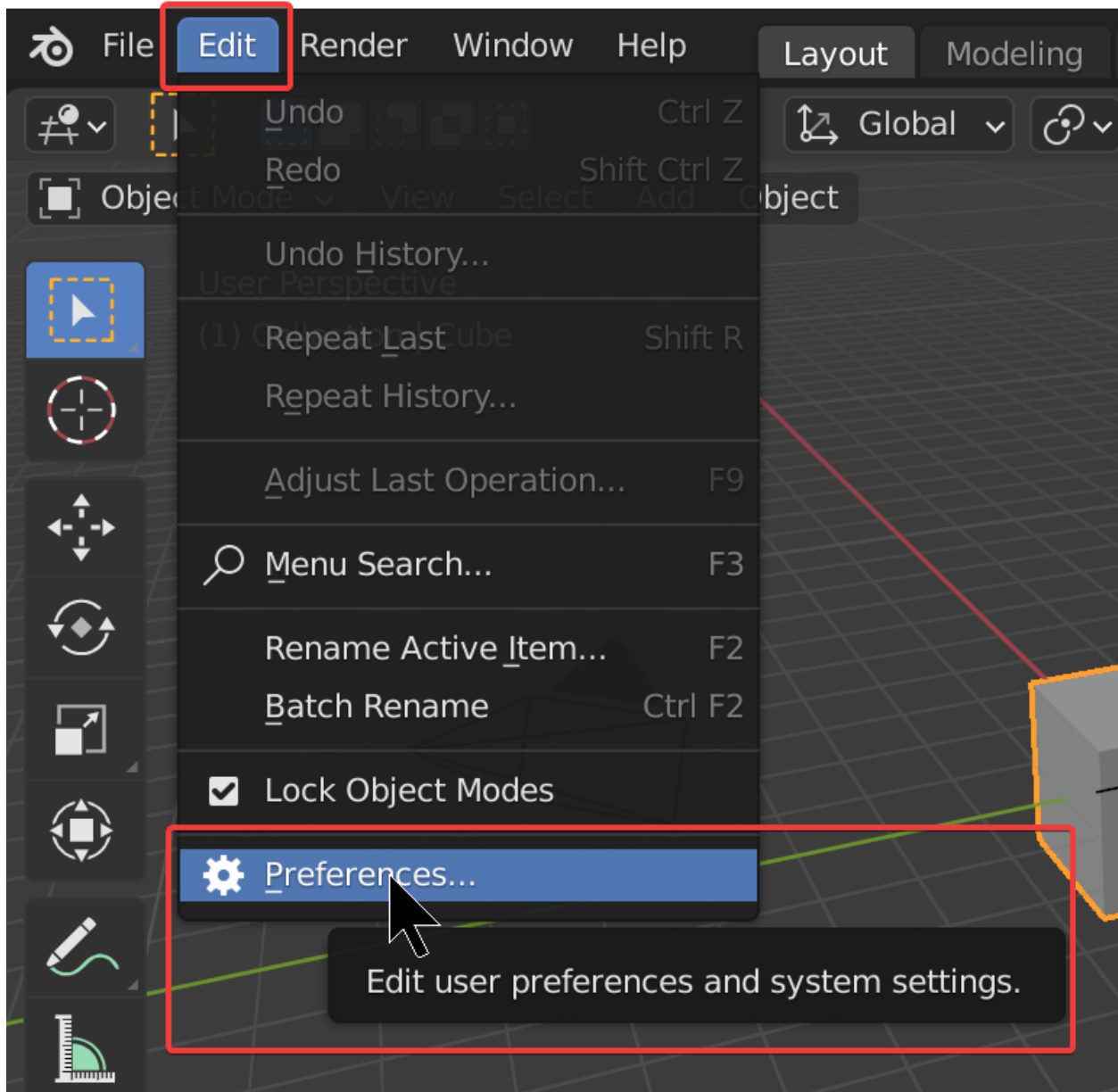
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**Important:** Do not unzip the downloaded files. Install the addons (.zip files) as explained below

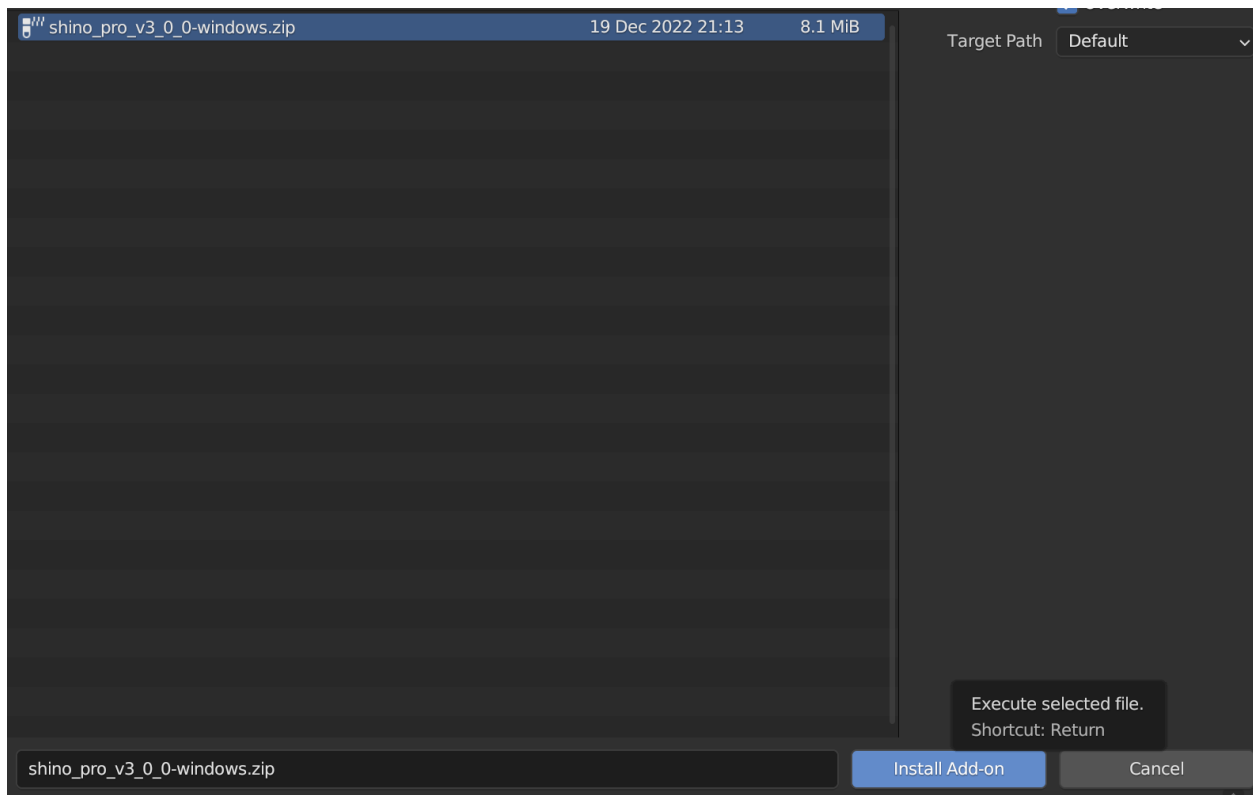
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#### 1.5 3. Install from file/Enabling addon

If updating, ensure you remove the previous version first.



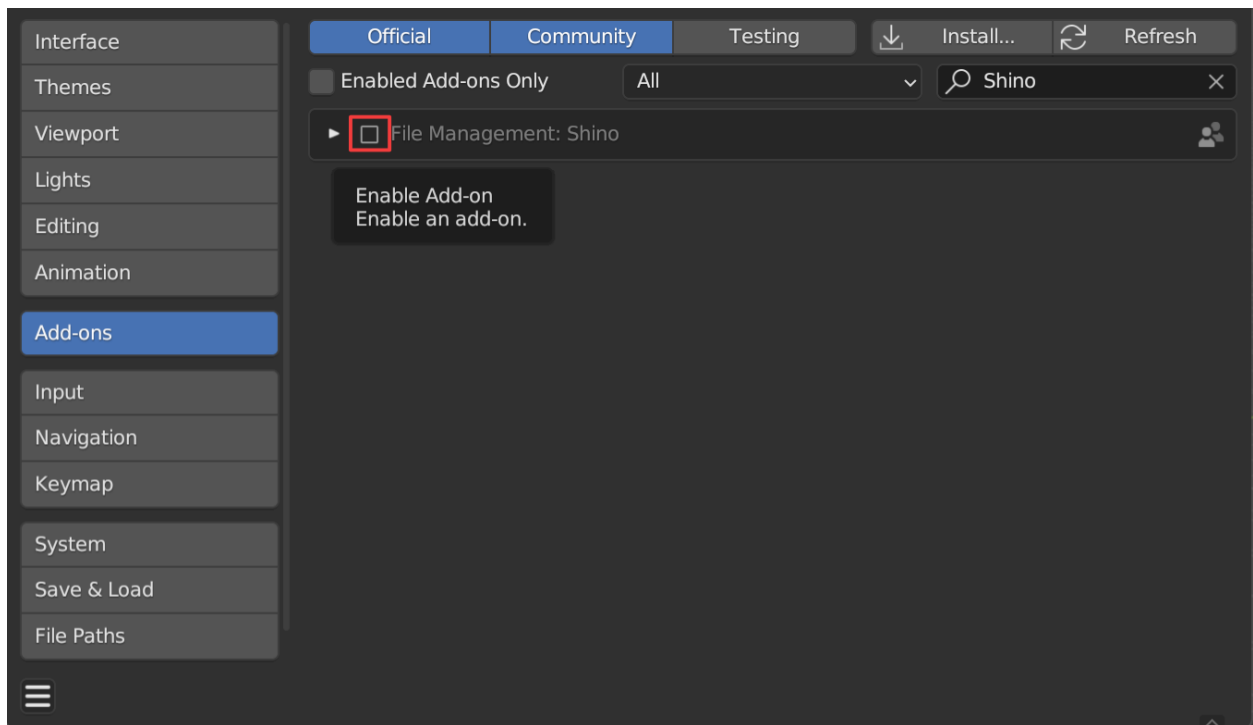
Navigate to the zip file that was downloaded and choose to install from file. After the installation is complete it will show up in the addon list.



This only works if the folder is not there already! Otherwise... issues.

In the addon panel locate Shino and remove it, then you will be able to install the newer update.

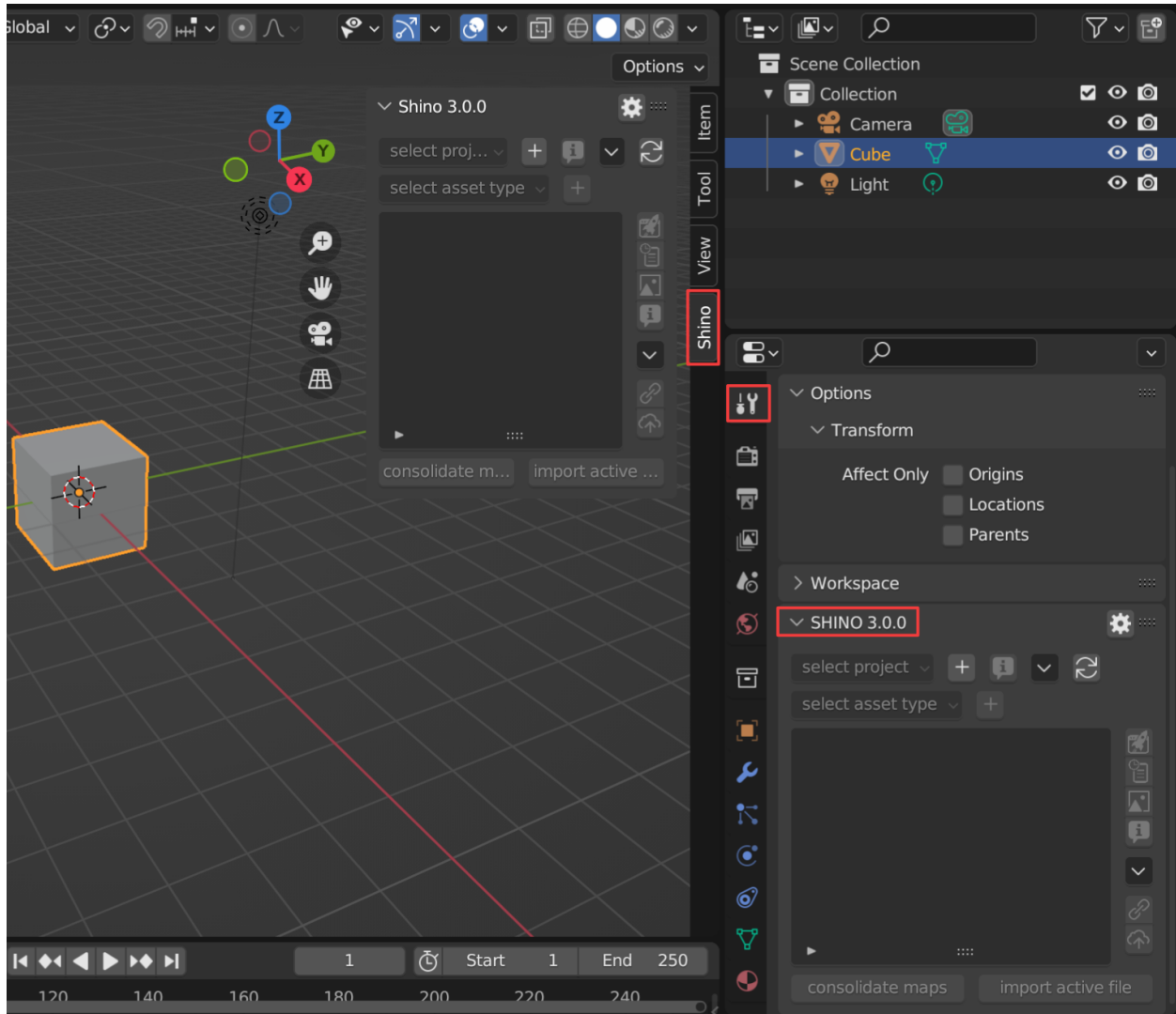
Enable addon by ticking the uppermost checkbox.



Ensure the previous addon folder is not there and it should work fine.

## 1.6 First Run

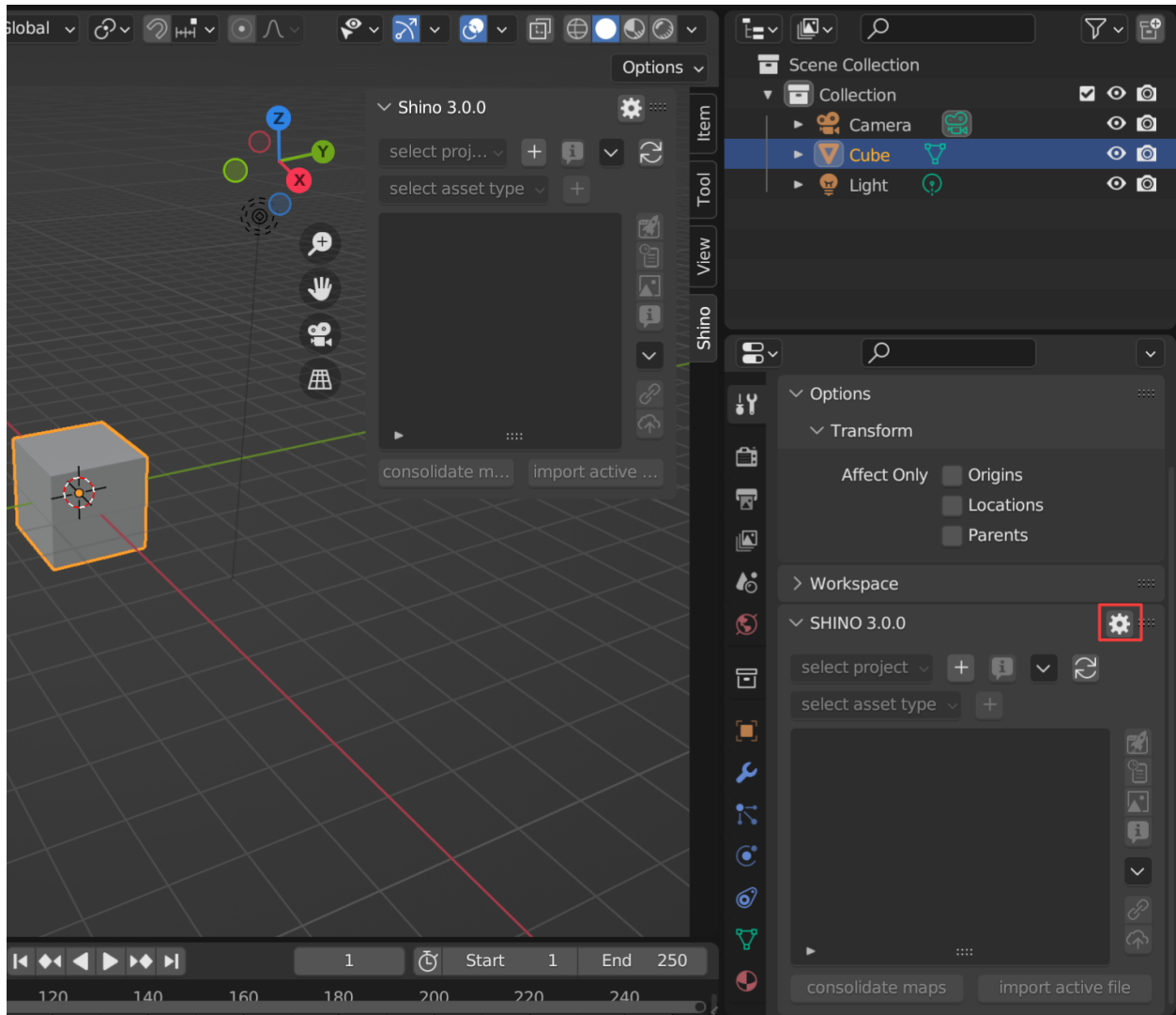
Locate Shino panel in the Properties panel (N Panel). You can also find Shino panel in the Active Tools and WorkSpace Setting. Click on the Shino tab to reveal it.



## 1.7 Preferences

To easily access Shino preferences, you can use the settings button on the right side of the panel.







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**Note:** Hey , first time here? You can find the installation guide and first run in the *Getting started* section.

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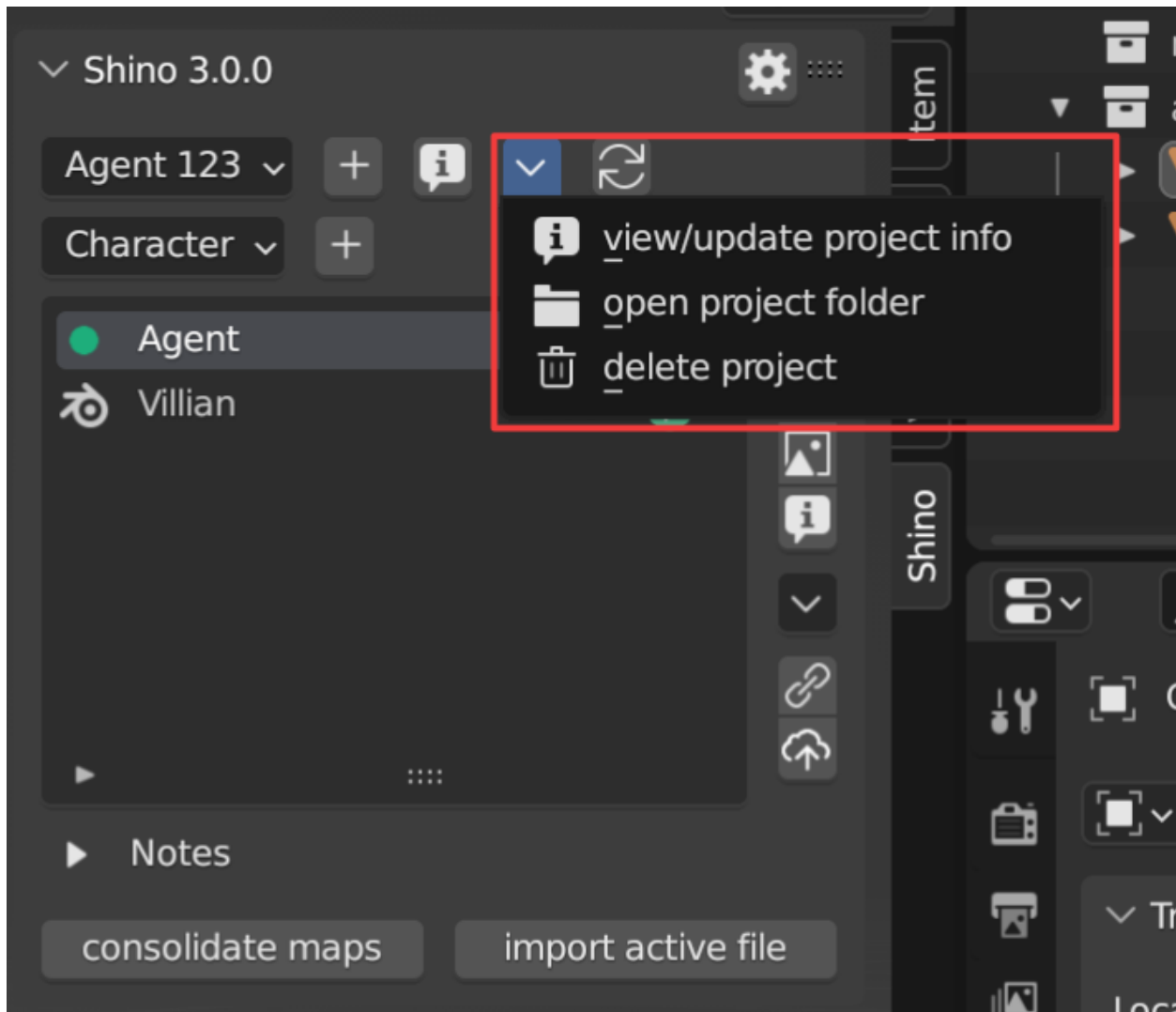
## 2.1 Creating/Editing Projects

### 2.1.1 Creating a Project

Creating a new project is as easy as clicking the plus button beside the project filter menu, give the project a name and a hourly rate if neccesary.

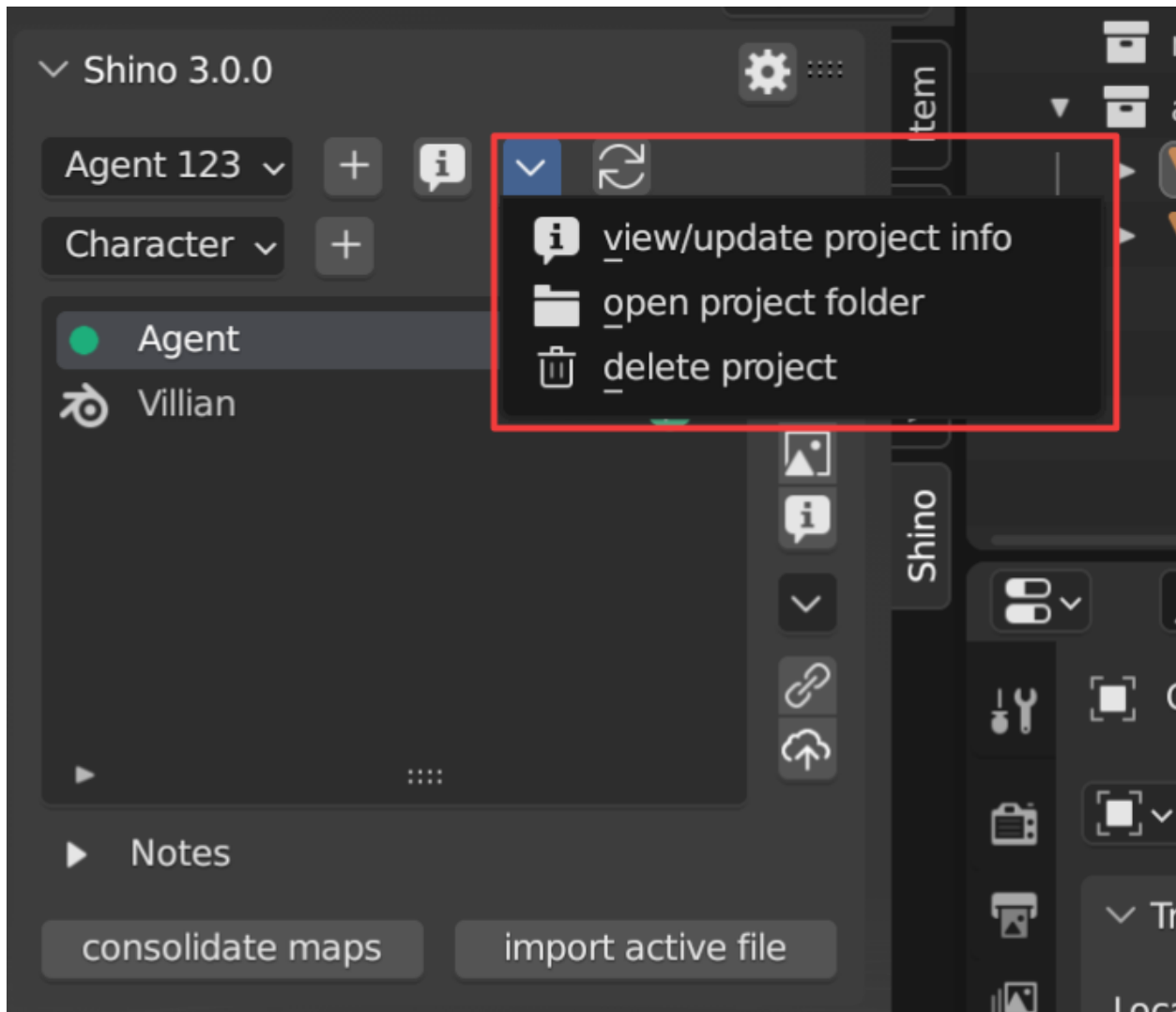
### 2.1.2 View/Editing Project Information

Select a Project you want, then click the file info button. You will be able to view all information about the project including time spent on it and other cost based on project rate. You can also update project name from here.



### 2.1.3 Project Extra Menu

From the project extra menu, you can find options to view/edit project info, open the folder where your project is located, or delete the project.



## 2.2 Creating/Editing Files

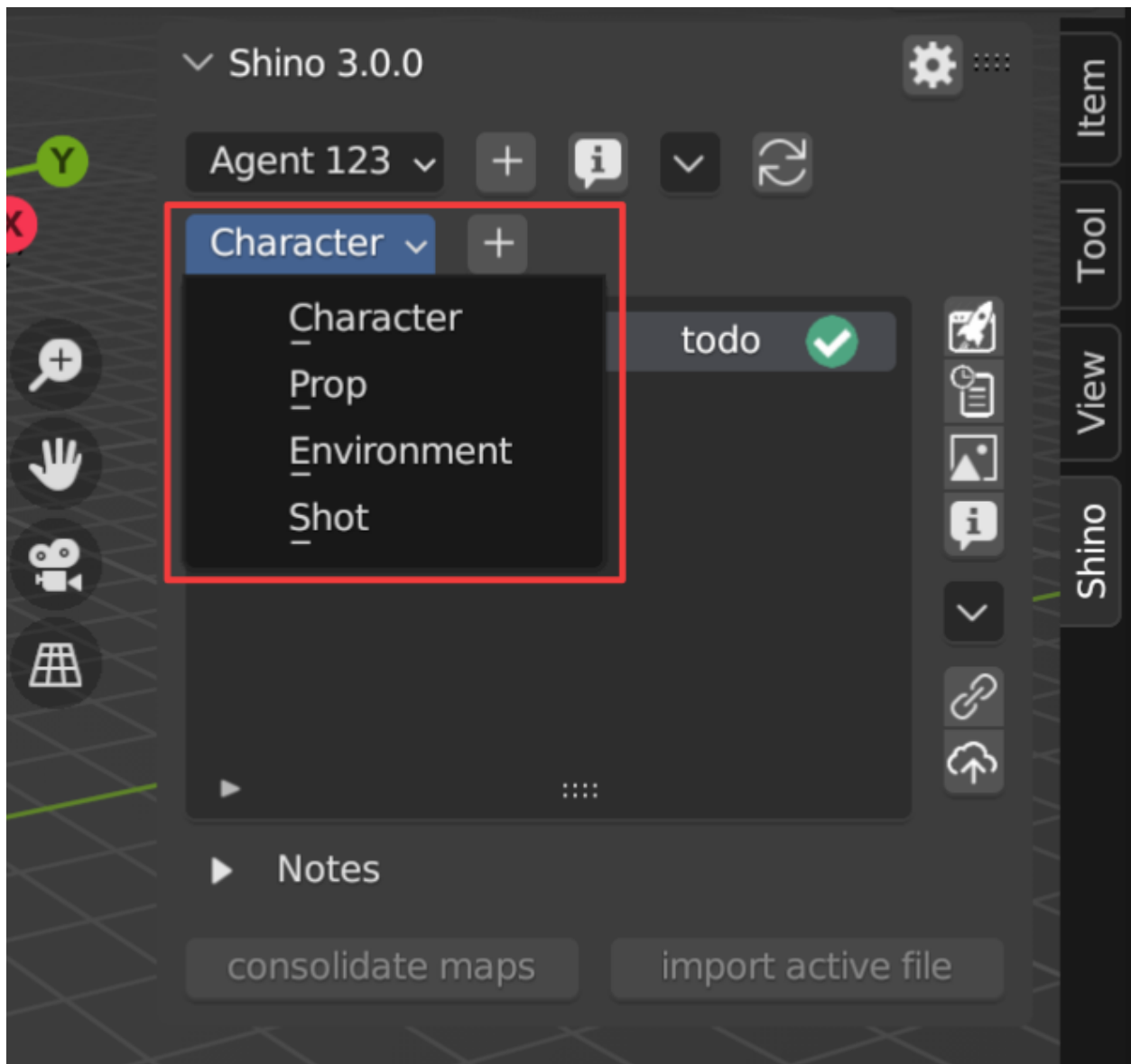
### 2.2.1 File Types

File types helps to categorize your files in sections that best fits its usage. Currently Shino supports 4 file types; Characters, Props, Environments and Shots.

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**Note:** We plan to add support for custom file types to help fit your needs

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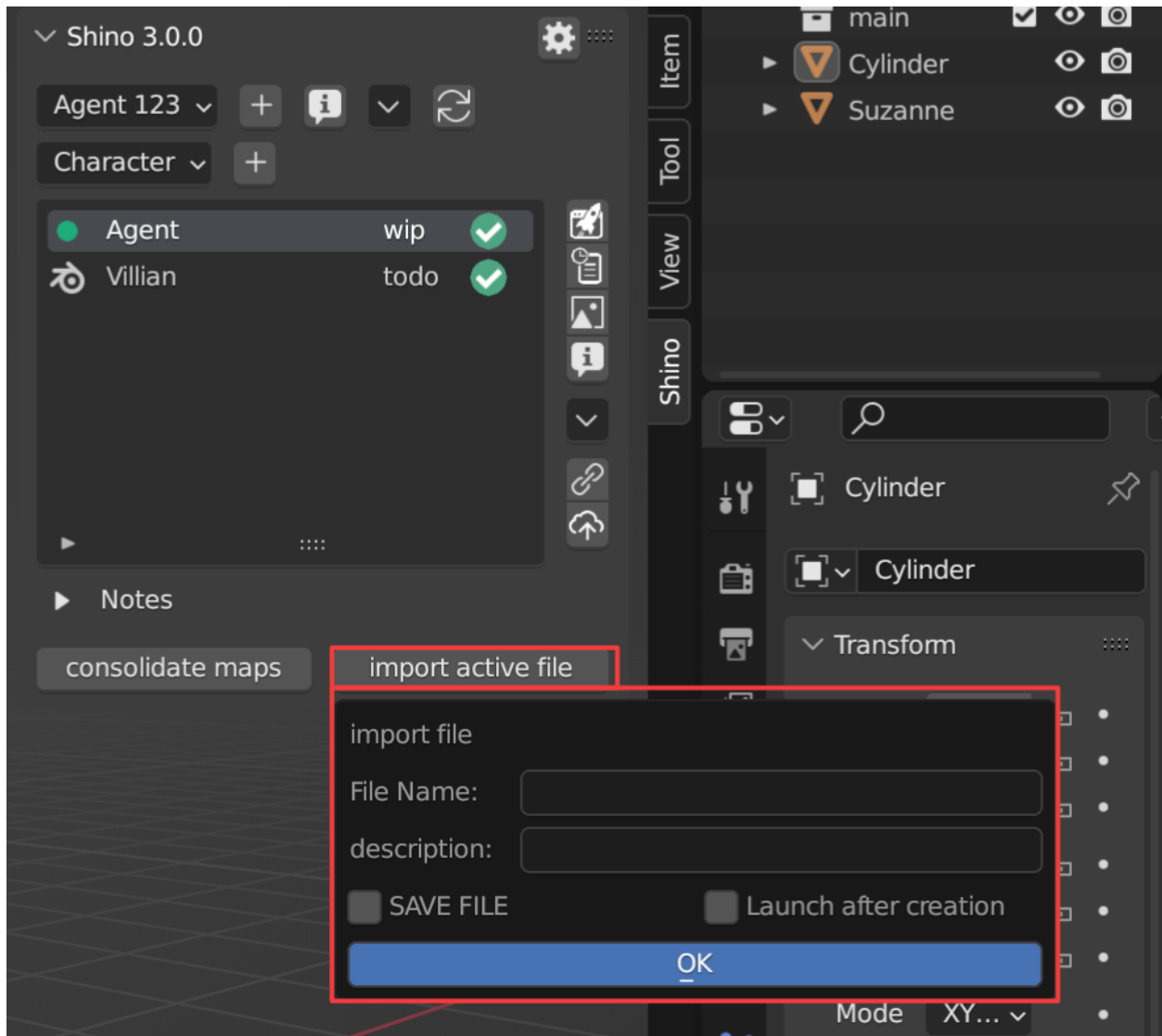


### 2.2.2 Creating a New File

Clicking the plus button beside the file type filter menu, give the file a name and a hourly rate if neccesary and also a description.

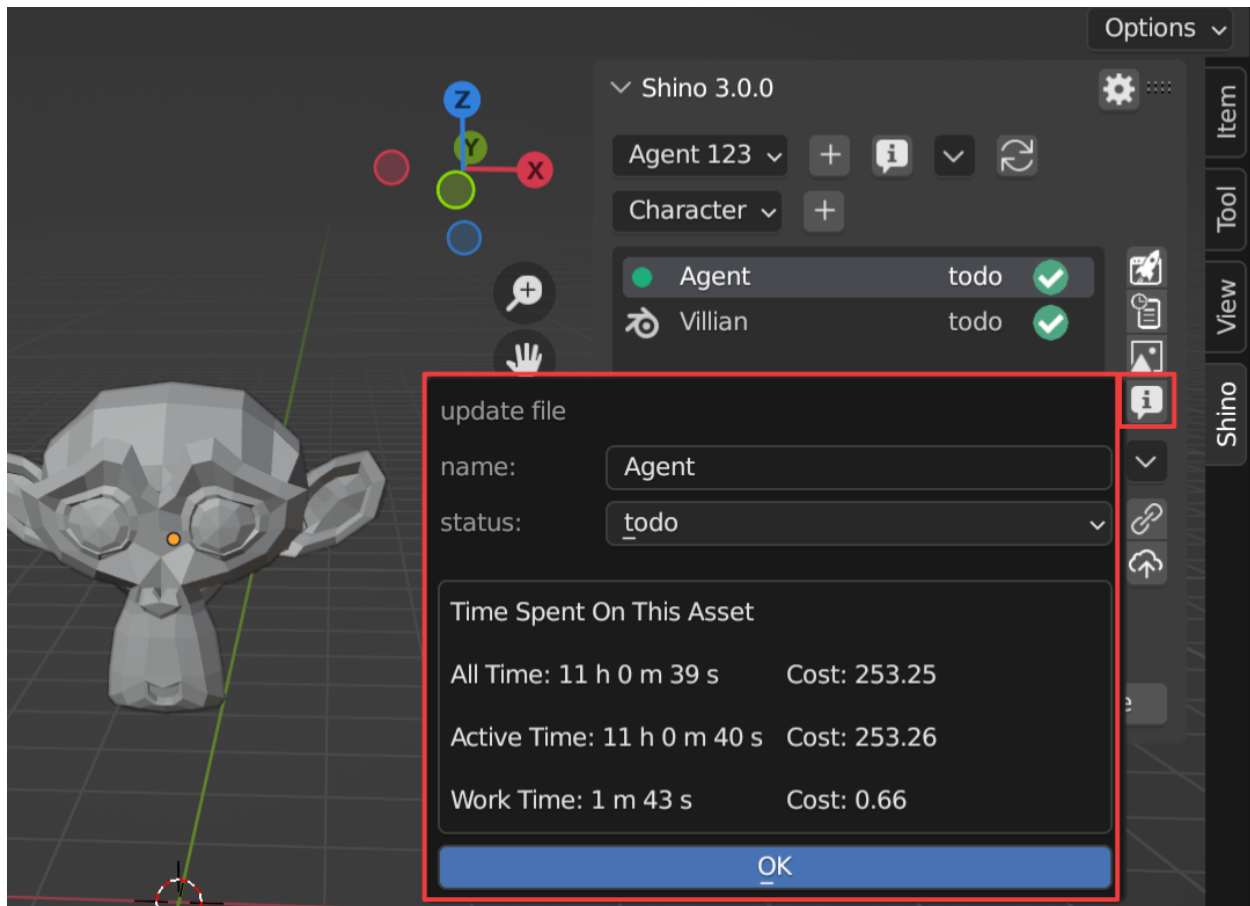
### 2.2.3 Creating a New File from an Existing File

Clicking the import active button will allow you to add the currently opened file to your project. This helps to simplify importation of previous files created outside Shino.



## 2.2.4 Viewing/Editing File Information

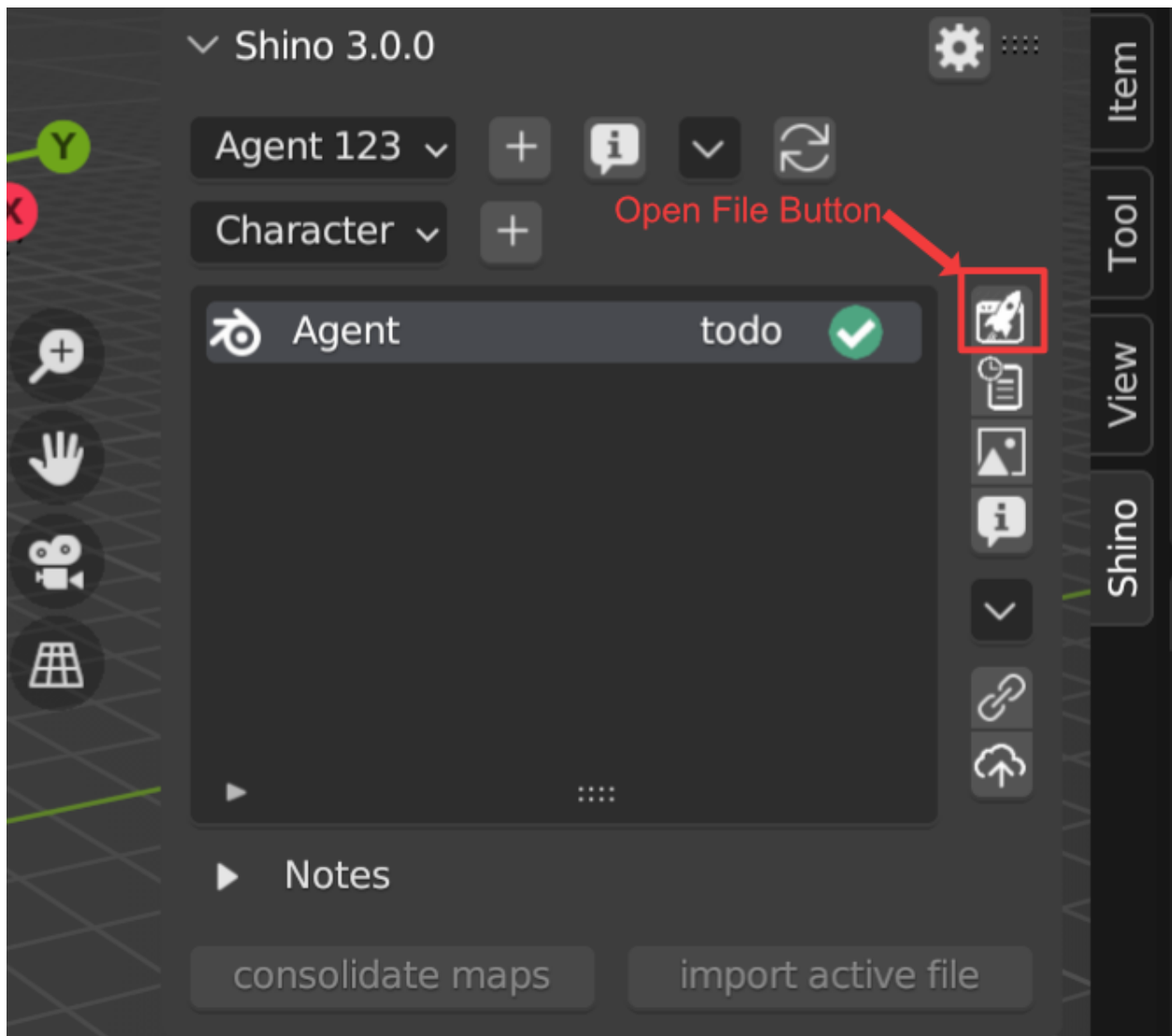
Select a file you want to open, then click the file info button. You will be able to view all informations about the file including time spent on it and costs estimation based on project rate. You can also update file name from here.



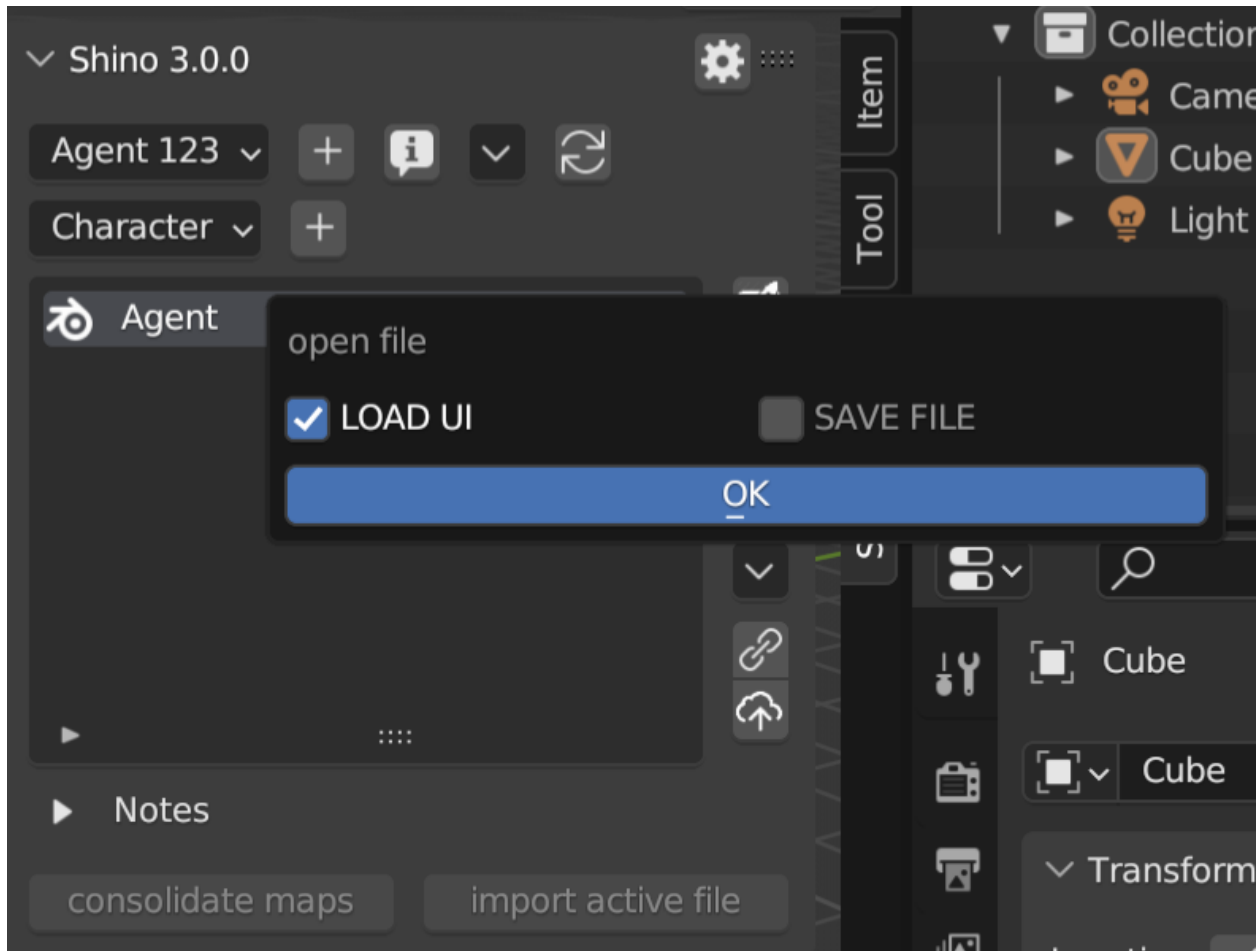
## 2.3 Opening a File

Select the file you want to open and click the open button . A green marker on the file will indicate the currently opened file.



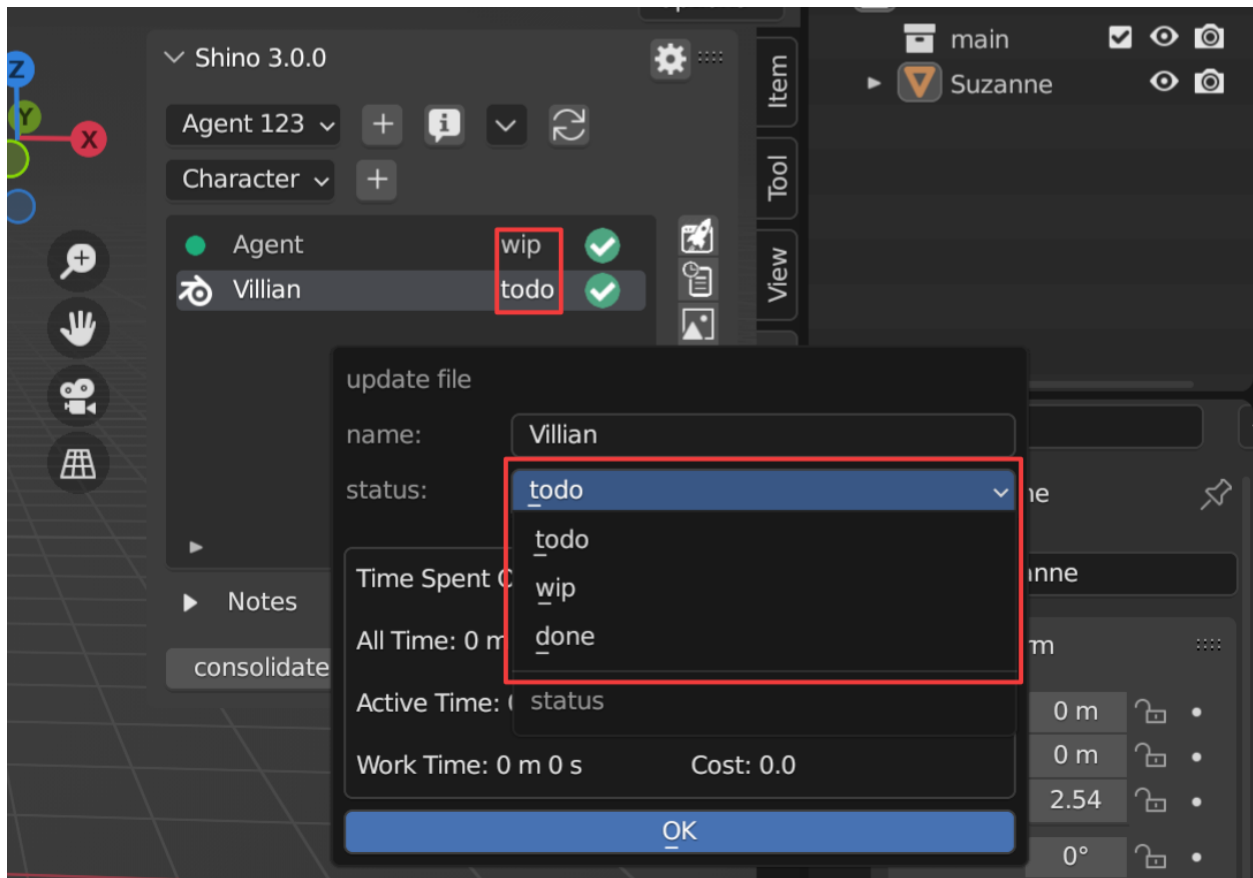


If you want to load the file with its UI setup then select Load UI.



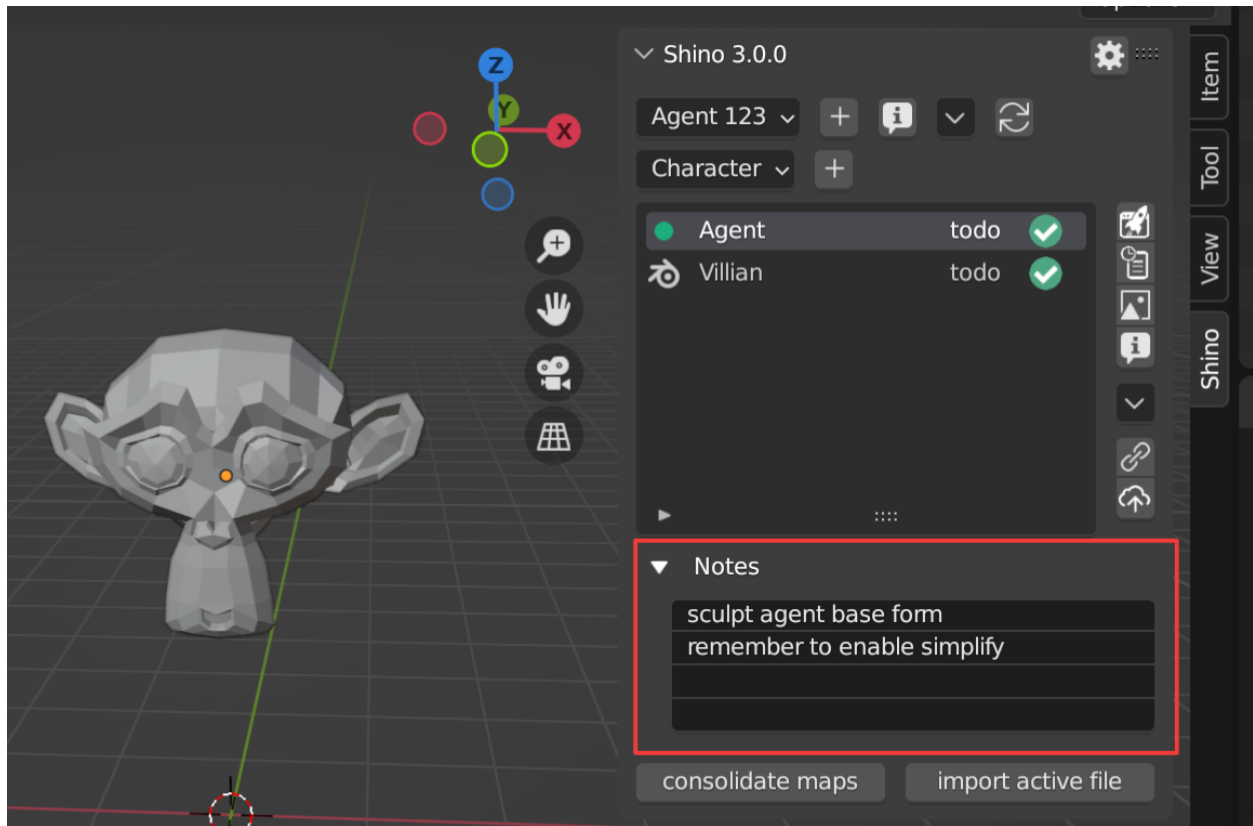
## 2.4 File Task Status

File task status can be changed through the file info pop up menu. There are three status a file can be in; Todo, WIP (work in progress) and Done.



## 2.5 Notes

Notes allows you to store and keep important informations to be used later during work.

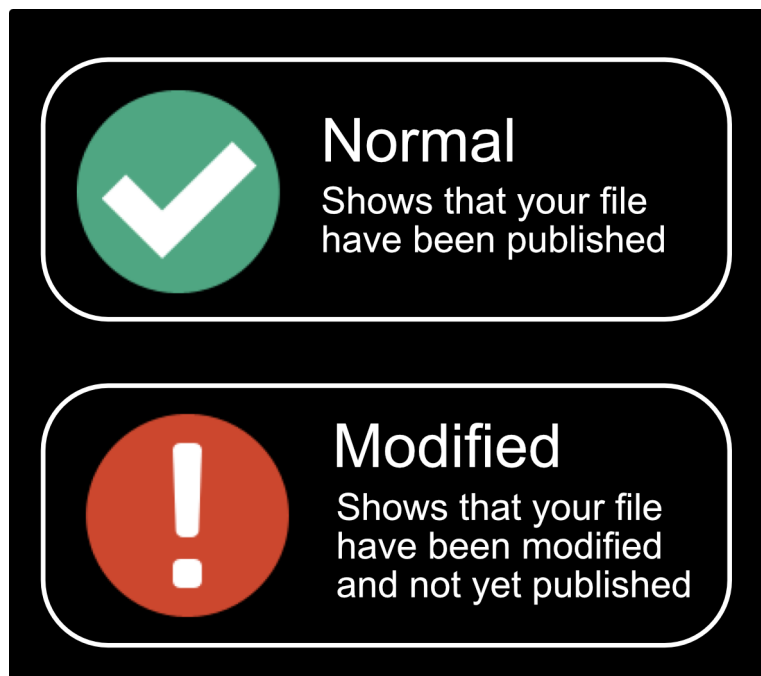
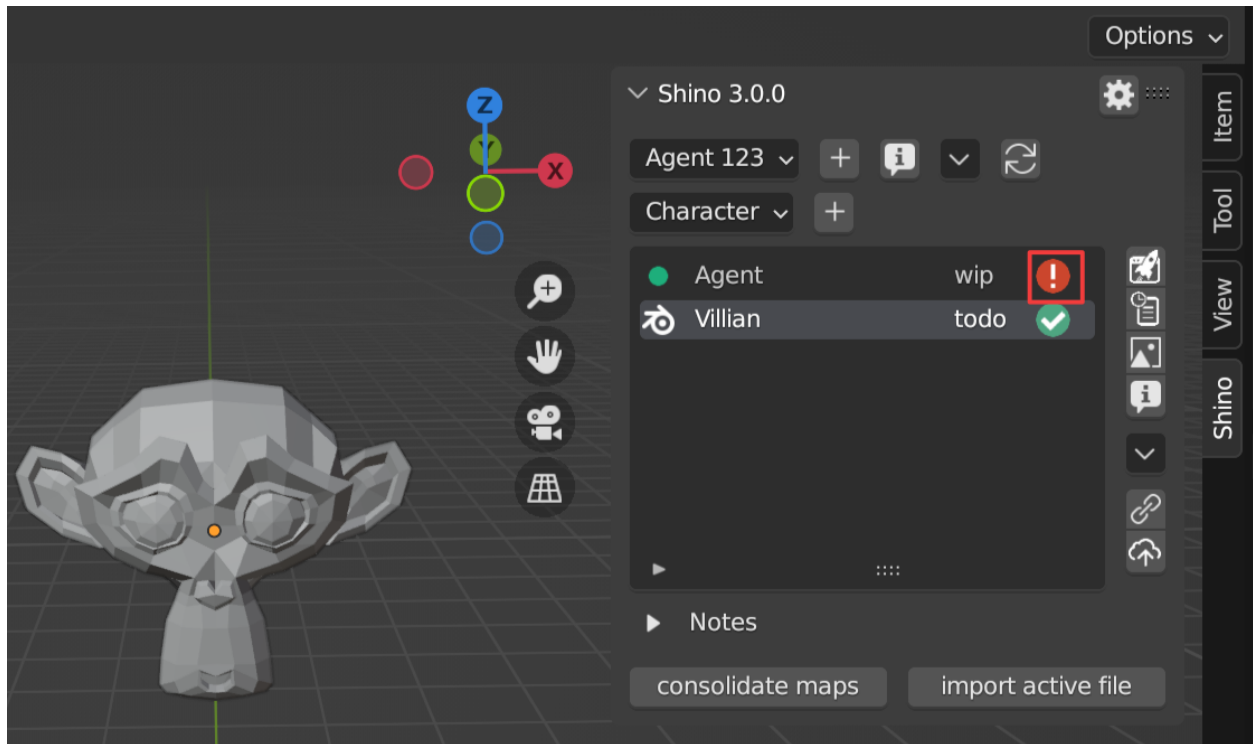


## 2.6 Version Control


Version controlling helps keep track on changes made over the period of a project. This will enable you to revert to any previous state of a file safely.

### 2.6.1 File Modification Status

When a file is modified its modification status becomes red, this helps to tell files that haven't been published.




## 2.6.2 Creating New Versions of File

You can create new version of a file by clicking on the publish button .

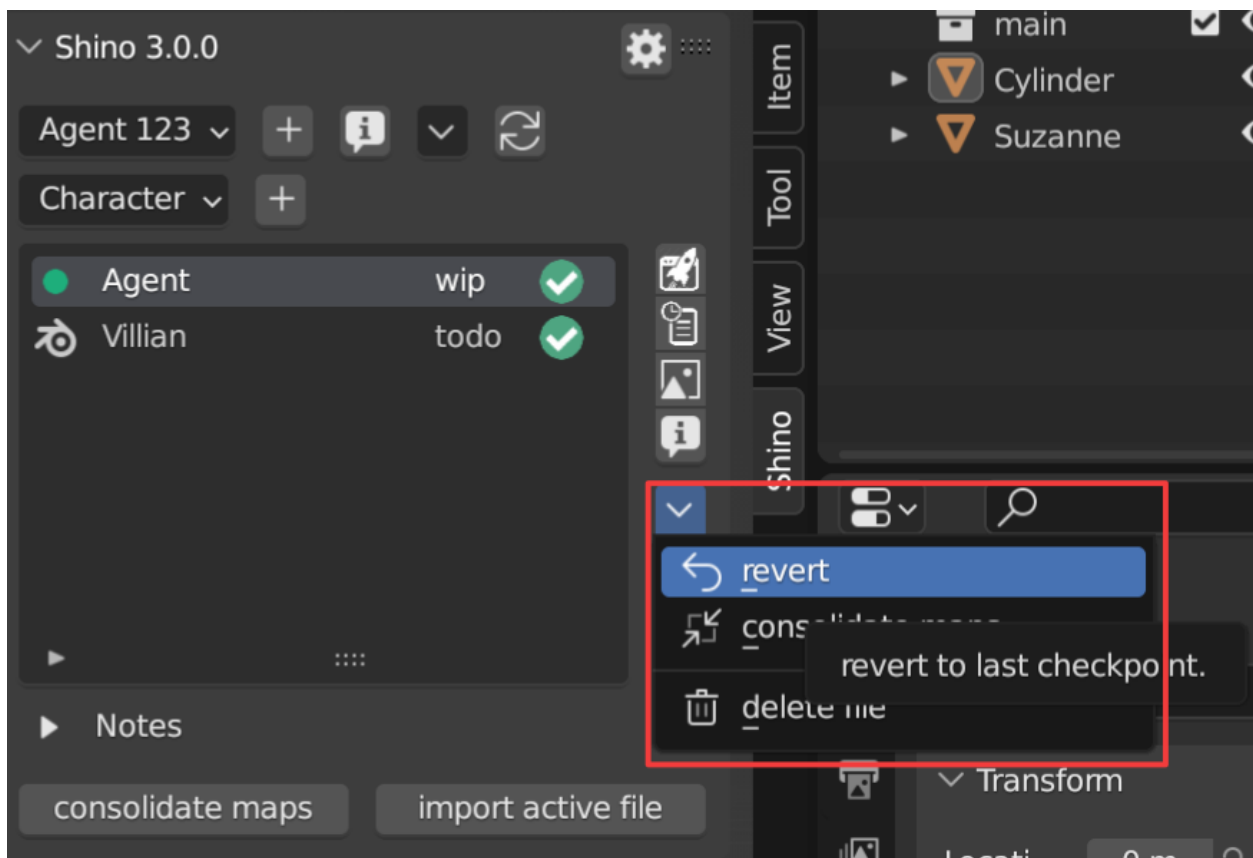
**Note:** You are advised to write a relevant message during publishing of file to help track changes easily.

## 2.6.3 Reverting to Previous Versions

You can revert to any stored version of your file at anytime using the version history button .

## 2.6.4 Resetting a File

When a file is modified you can reset it to the last published version using the revert button on the side menu.



## 2.6.5 Creating Versions of Maps

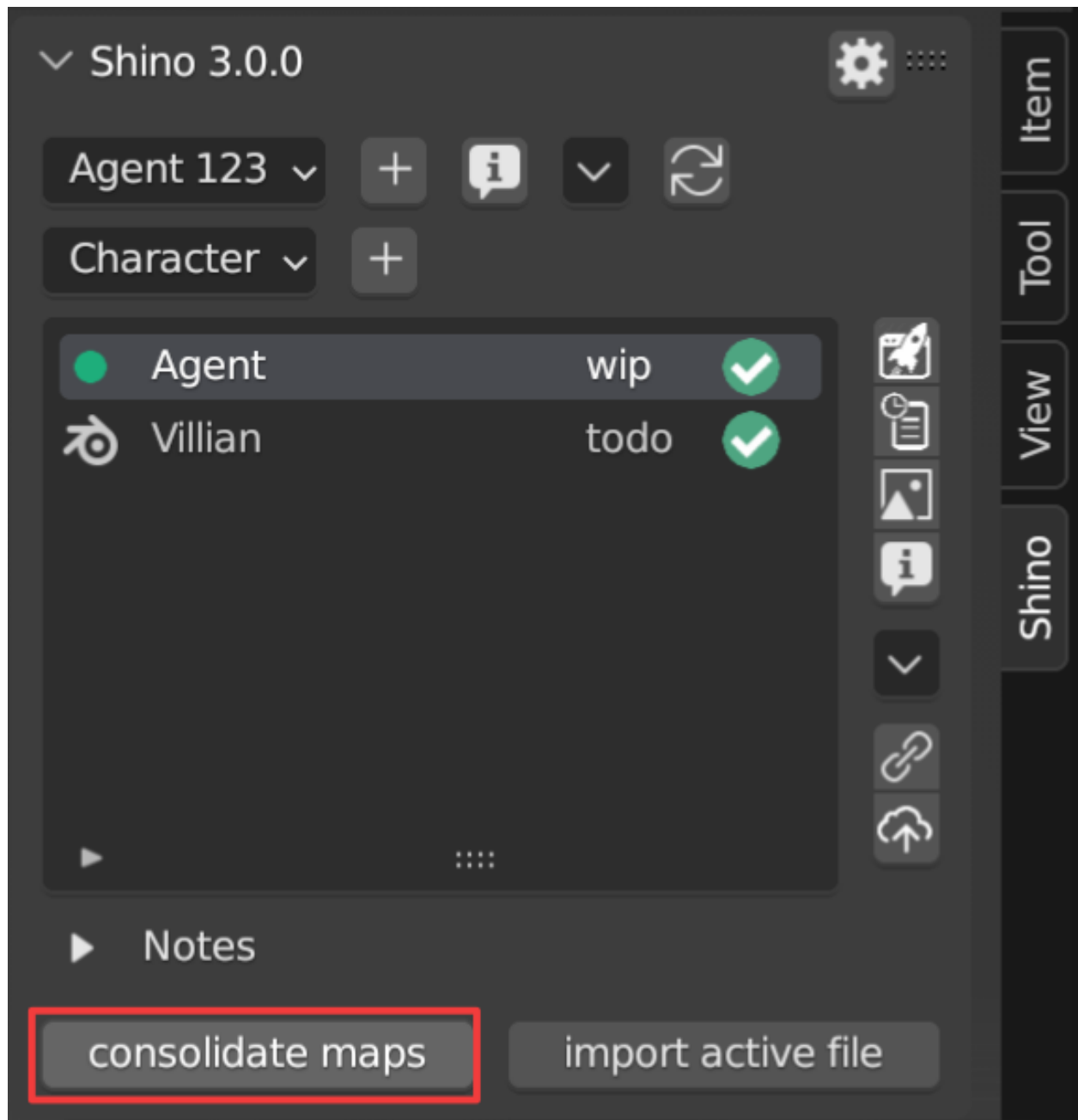
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**Note:** Maps are images or videos wrapped around an object in 3d. They are basically textures and video used in a file.

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All maps used in a file can be versioned. This is best used when painting a mask or texture, this will help you to version different stages of your maps without having to save multiple files.

To start versioning of maps, you need to click on the consolidate maps button. This will find and create a new version history for all new maps that haven't been consolidated previously.

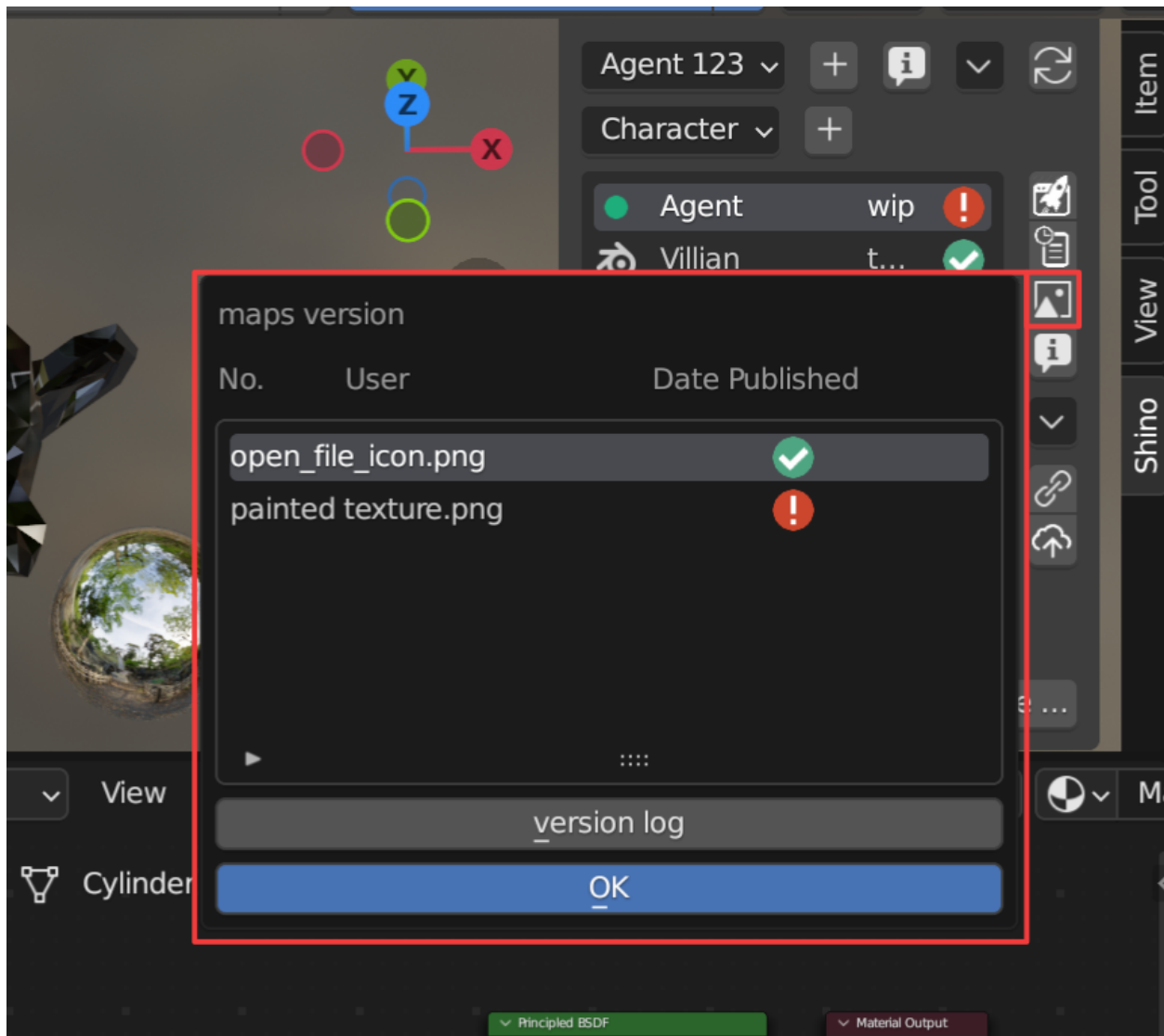


After consolidating maps for a file, any new publish to that file will also create a new version for all modified maps.



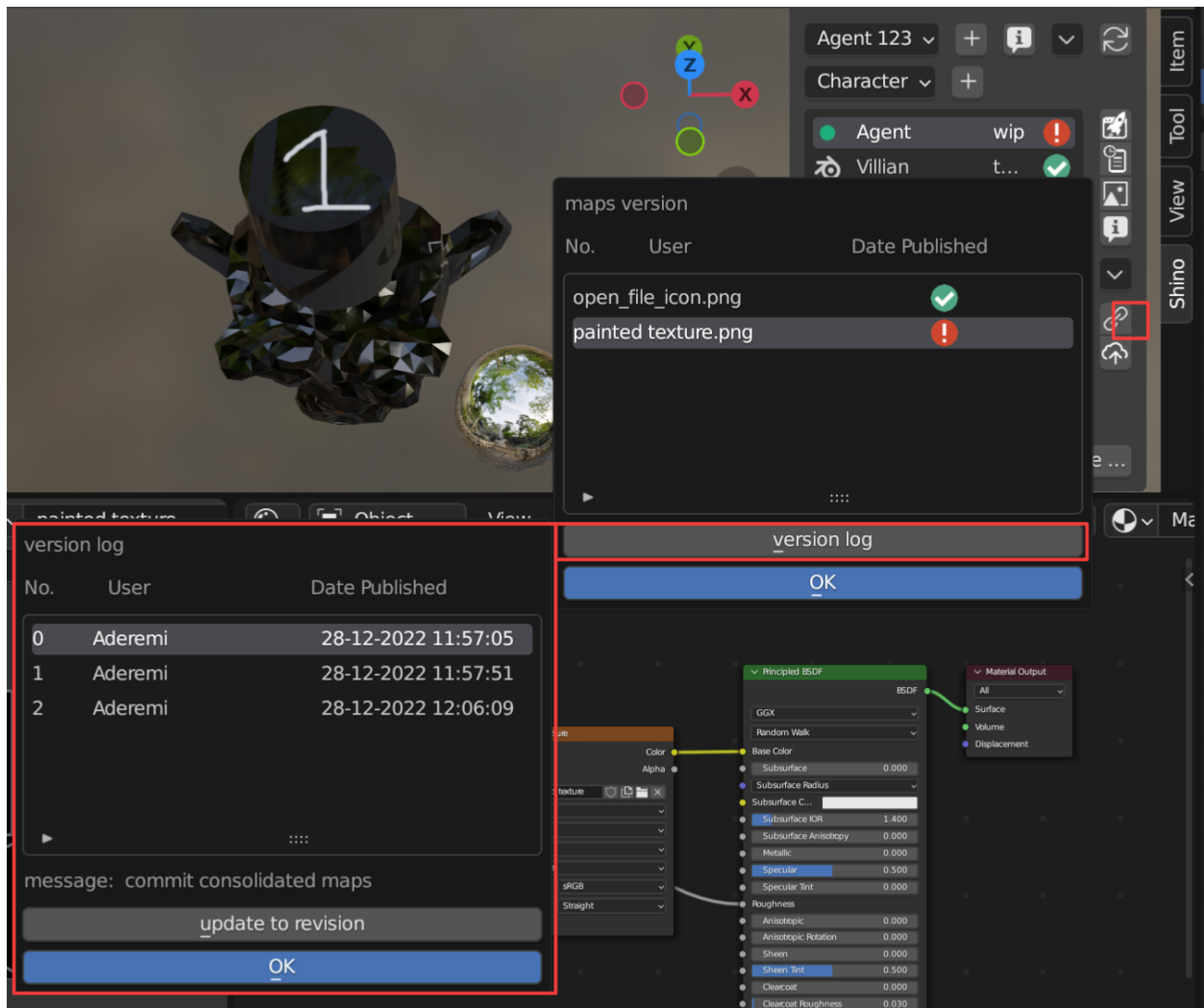
## View all Maps and Their state

Clicking the maps version button shows a list of all maps belonging to the file. A red icon signifies that a map has been modified.



## View Maps Version Log

Clicking the version log button on the maps list will display all published versions of the map. You can revert to any version of the map from this menu.



## Video Demo of Maps Version Control

## 2.7 Importing from Other Shino Files

Objects, Collections and Materials can be linked or appended between different files and projects easily by clicking the import selected button.

**Shino** is a blender project management and version control addon that helps you manage your files and projects. Shino helps to reduce the stress of organizing your files manually which is prone to error. While working on my personal projects in blender, I found that I spend almost 40% of my time searching for files, hence I created Shino to solve that problem.

Shino also helps you to version your files. So when you have an idea you can always try it out without worrying about losing your progress or duplicating your file.

Shino also makes re-using assets from other projects easy. It also keeps track of the time you have spent on a file/project and how much it cost, and this can help when billing your clients.

Check out the [Usage](#) section for further information including the [Getting started](#) process of the addon.

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**Note:** This project is under active development.

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## INDICES AND TABLES

- *Usage*
- *Getting started*