I am enclosing these but would not encourage you to use them as I have not tested them on other PCs and went through the process awhile ago. I am including them to give you an idea of the dependency for this framework to work with maya.

Some or Most of these steps should be automated.

- Install maya
- Install Maya API (https://aps.autodesk.com/developer/overview/maya) … (https://help.autodesk.com/view/MAYAUL/2022/ENU/?guid=Maya_SDK_Setting_up_your_build_Windows_environment_64_bit_html)
- Install python 3 (https://www.python.org/downloads/windows/)
- Install mayapy (https://help.autodesk.com/view/MAYAUL/2025/ENU/?guid=GUID-D64ACA64-2566-42B3-BE0F-BCE843A1702F) …
- Install pymel (https://help.autodesk.com/view/MAYAUL/2025/ENU/?guid=GUID-2AA5EFCE-53B1-46A0-8E43-4CD0B2C72FB4)
- Maya has moved from Qt5 and PySide2 to Qt6 and PySide6. (https://around-the-corner.typepad.com/adn/2024/03/maya-2025-api-update-guide.html) … (https://doc.qt.io/qtforpython-6/gettingstarted/porting_from2.html)
- update from shiboken2 to shiboken6 (https://help.autodesk.com/view/MAYADEV/2025/ENU/?guid=Maya_DEVHELP_Maya_Python_API_Working_with_PySide_in_Maya_html)
- Pymel is no longer support by Autodesk
  - (https://github.com/LumaPictures/pymel/issues/474)
  - `mayapy -m pip install pymel-1.4.1b1-py2.py3-none-any.whl --user`

User vars Environment Variables dialog:

User vars dos cmd:

```
C:\Users\jpato>set PYTHONPATH
PYTHONPATH=C:\Program
Files\Autodesk\Maya2025\bin\mayapy.exe;C:\Users\jpato\AppData\Local\Programs\Python\Pyth
on311;C:\_p4\Tools\ContentCreators\DCCTFW;

C:\Users\jpato>set MAYA_SCRIPT_PATH
MAYA_SCRIPT_PATH=C:\_p4\Tools\ContentCreators\DCCTFW\

C:\Users\jpato>set GameProjectPath
GameProjectPath=C:\_p4\Projects\FishMonger\
```