

## Tutorials

E\*D Films

Project

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## Link between Photoshop and Maya

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**TABLE OF CONTENTS**

**Table Of Contents** .....2

**Requierments** .....3

**Solution Generator** .....5

# Introduction

How to setup le projet.

## REQUIERMENTS

- **Install** maya 201X
- **Install** devkit
  - 2017
    - <https://www.autodesk.com/developer-network/platform-technologies/maya>
    - Maya 2017 Update 4 win64 DevKit
  - 2018
    - <https://www.autodesk.com/developer-network/platform-technologies/maya>
    - Maya 2018 win64 DevKit
- 2017 and 2018
  - For 2017, it is important to use the \*tar QT of the devkit de 2018.
  - qt 5.6.1
  - <https://www.autodesk.com/developer-network/platform-technologies/maya>
  - Maya 2018 win64 DevKit
- **Extract** the Qt librairy
  - Extract the content of
    - "C:\Program Files\Autodesk\Maya2018\include\qt-5.6.1-...-include.tar.gz"
    - "C:\Program Files\Autodesk\Maya2018\mkspecs\qt-5.6.1-...-mkspecs.tar.gz"
  - into
    - "C:\Program Files\Autodesk\Maya2018\include"
    - "C:\Program Files\Autodesk\Maya2018\mkspecs"
- For Qt the cmake include the definition of debug lib, but maya never generate the debug lib. So you can find the list au cmake file to change for the project. Just remove the "d" for debug at the end of the librairy.
- C:/Program Files/Autodesk/Maya2018/lib/cmake/qt5core/qt5coreconfig.cmake:130
 

```
(_populate_Core_target_properties)
_populate_Core_target_properties(DEBUG "Qt5Cored.dll" "Qt5Cored.lib" )
```
- C:/Program Files/Autodesk/Maya2018/lib/cmake/qt5gui/qt5guiconfig.cmake:130
 

```
(_populate_Gui_target_properties)
_populate_Gui_target_properties(DEBUG "Qt5Guid.dll" "Qt5Guid.lib" )
```
- C:/Program Files/Autodesk/Maya2018/lib/cmake/qt5gui/qt5gui\_qddsplugin.cmake:4
 

```
(_populate_Gui_plugin_properties)
_populate_Gui_plugin_properties(QDDSPlugin DEBUG "imageformats/qddsd.dll")
```
- C:/Program Files/Autodesk/Maya2018/lib/cmake/qt5gui/qt5gui\_qgifplugin.cmake:5
 

```
(_populate_Gui_plugin_properties)
_populate_Gui_plugin_properties(QTiffPlugin DEBUG "imageformats/qttiffd.dll")
```

```

C:/Program Files/Autodesk/Maya2018/lib/cmake/qt5gui/qt5gui_qgifplugin.cmake:5
(_populate_Gui_plugin_properties)
_populate_Gui_plugin_properties(QGifPlugin DEBUG "imageformats/qgifd.dll")

C:/Program Files/Autodesk/Maya2018/lib/cmake/qt5gui/qt5gui_qicnsplugin.cmake:5
(_populate_Gui_plugin_properties)
_populate_Gui_plugin_properties(QICNSPlugin DEBUG "imageformats/qicnsd.dll")
C:/Program Files/Autodesk/Maya2018/lib/cmake/qt5gui/qt5gui_qicoplugin.cmake:5
(_populate_Gui_plugin_properties)
_populate_Gui_plugin_properties(QICOPlugin DEBUG "imageformats/qicod.dll")
C:/Program Files/Autodesk/Maya2018/lib/cmake/qt5gui/qt5gui_qjpegplugin.cmake:5
(_populate_Gui_plugin_properties)
_populate_Gui_plugin_properties(QJpegPlugin DEBUG "imageformats/qjpeg.dll")
C:/Program Files/Autodesk/Maya2018/lib/cmake/qt5gui/qt5gui_qminimalintegrationplugin.cmake:5
(_populate_Gui_plugin_properties)
_populate_Gui_plugin_properties(QMinimalIntegrationPlugin DEBUG "platforms/qminimald.dll")
C:/Program Files/Autodesk/Maya2018/lib/cmake/qt5gui/qt5gui_qoffscreenintegrationplugin.cmake:5
(_populate_Gui_plugin_properties)
_populate_Gui_plugin_properties(QOffscreenIntegrationPlugin DEBUG "platforms/qoffscreenend.dll")
C:/Program Files/Autodesk/Maya2018/lib/cmake/qt5gui/qt5gui_qtgapplugin.cmake:5
(_populate_Gui_plugin_properties)
_populate_Gui_plugin_properties(QTgaPlugin DEBUG "imageformats/qtgad.dll")
C:/Program Files/Autodesk/Maya2018/lib/cmake/qt5gui/qt5gui_qtuiotouchplugin.cmake:5
(_populate_Gui_plugin_properties)
_populate_Gui_plugin_properties(QTuioTouchPlugin DEBUG "generic/qtuiotouchplugind.dll")
C:/Program Files/Autodesk/Maya2018/lib/cmake/qt5gui/qt5gui_qwbmpplugin.cmake:5
(_populate_Gui_plugin_properties)
_populate_Gui_plugin_properties(QWbmpPlugin DEBUG "imageformats/qwbmpd.dll")
C:/Program Files/Autodesk/Maya2018/lib/cmake/qt5gui/qt5gui_qwebpplugin.cmake:5
(_populate_Gui_plugin_properties)
_populate_Gui_plugin_properties(QWebpPlugin DEBUG "imageformats/qwebpd.dll")
C:/Program Files/Autodesk/Maya2018/lib/cmake/qt5gui/qt5gui_qwindowsintegrationplugin.cmake:5
(_populate_Gui_plugin_properties)
_populate_Gui_plugin_properties(QWindowsIntegrationPlugin DEBUG "platforms/qwindowsd.dll")
C:/Program Files/Autodesk/Maya2018/lib/cmake/qt5widgets/qt5widgetsconfig.cmake:130
(_populate_Widgets_target_properties)
_populate_Widgets_target_properties(DEBUG "Qt5Widgets.d.dll" "Qt5Widgets.d.lib" )

```

- Next duplicate the folder:
  - C:\Program Files\Autodesk\Maya2018\qt\_plugins
  - Rename it "plugins"
- **Install** CMAKE
  - <https://cmake.org/download/>
- **Install** Visual studio.

## SOLUTION GENERATOR

Generate the solution with CMAKE.

Open CMAKE.



1. Set the source code of your project, It is the folder path of the main CMakeLists.txt.
2. Set the solution destination folder.
3. Click on the button "Configure".



1. Select the generator associate to the version of visual studio you want.
2. Click on "Finish".



1. Set the path of your maya installation
  - a. C:/Program Files/Autodesk if you keep the default installation path.
  - b. **Change the Maya\_version for "2018" or "2017".**
2. Set the qmake.exe path associate to the maya version
  - a. C:/Program Files/Autodesk/Maya2016/bin/qmake.exe with the default installation.
3. Click on "**Configure**".



At this step all the path are associate to the variables, if a path is wrong the color of the background will be red. Check the two previous paths and be sur to target the Maya installation folder.

1. Click on "Generate" to create the visual studio solution.
2. Click on "Open project" to open the solution.