



CENTRE DE DÉVELOPPEMENT
ET DE RECHERCHE
EN IMAGERIE NUMÉRIQUE

Tutorials

E*D Films

Project

Link between Photoshop and Maya

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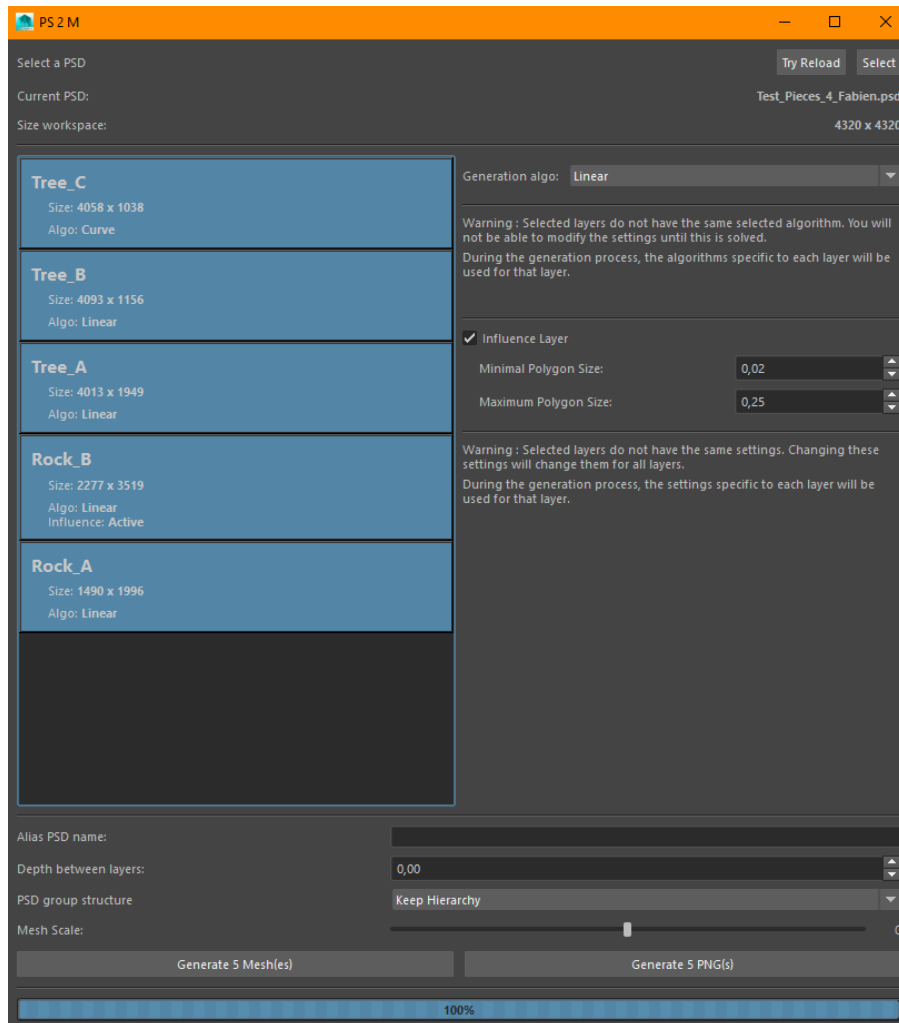
INTRODUCTION

This section show **how to use** the Globals parameters and the **Requirements**.

GENERATE TEXTURE

You can select the layer and click on the bottom, on the button "**Generate PNG(s)**".

- The textures will be exported in PNGs in the folder created in the same folder of the psd source.



ALIAS AND REGENERATE

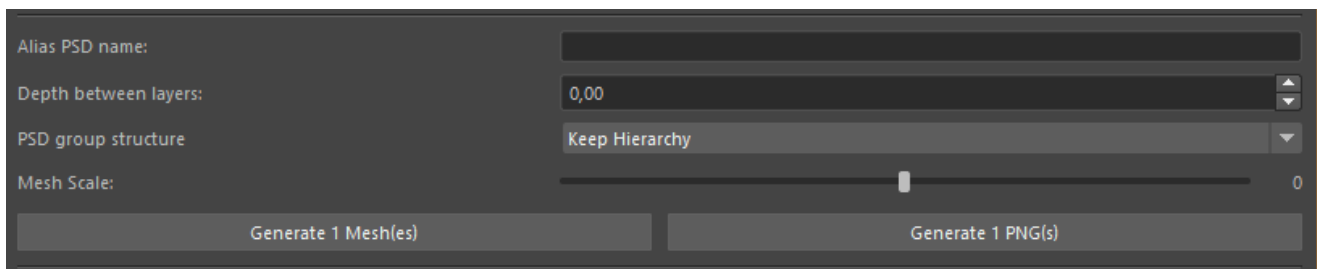
If you have already generate the mesh in your project and you make modification on your PSD, you can reload the psd and select the layer for aregeneration of his geometry

Context

- During a generation a root transform is created base on the name of the psd,
- All meshes are children of this root Transform.
- If a mesh under this transform already exist, the mesh will be delete and recreate base on the current data layer.

Alias

- If your psd have a different name than your original generation root transform, you can use the alias to specify the root transform name associate to your psd loaded, the algorithme check if a mesh in his children exist with the same name and regenerate a mesh component.
- The node geometry is removed and a new one is created, the history of the operation is deleted.
- The connection with the material and the shading group is preserved.



SCALE

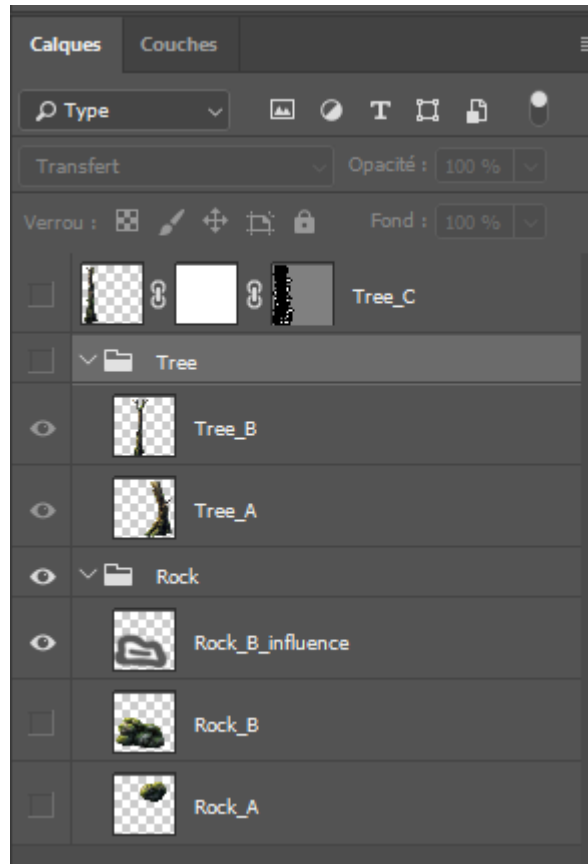
The scale value allow to modify the size of the mesh generated

- The **transform scale is not affected.**
- The scale is **apply** on the **vertex postion.**

PSD GROUP STRUCTURE AND DEPTH

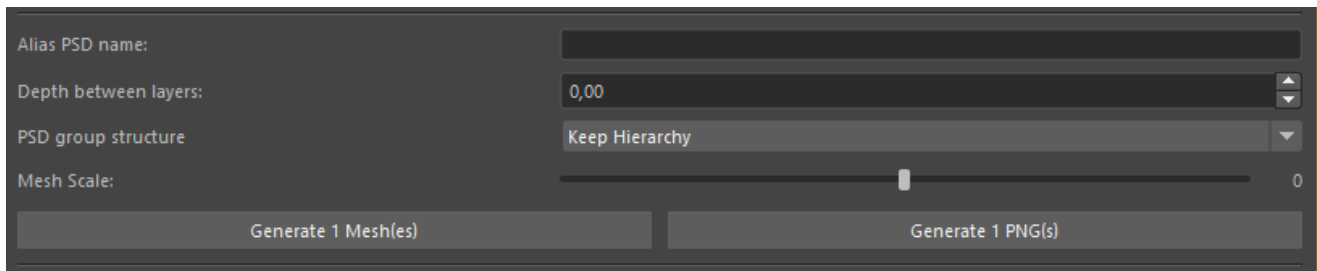
In photoshop you can create group.

- Nested group are supported.
- If the option **Keep Hierarchy** is selected, group are created on the form of a transform components with the name of the group.

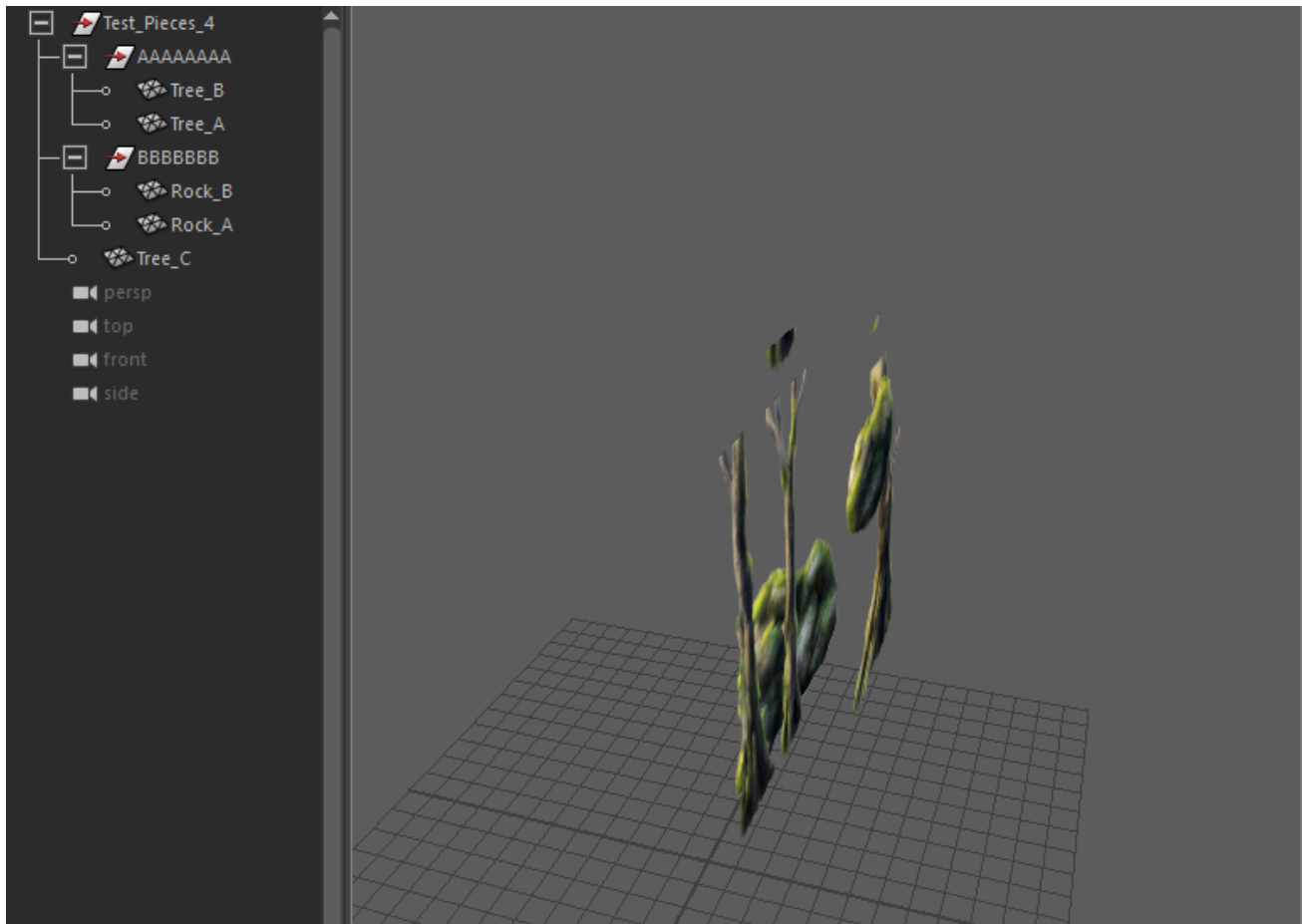


So you can select a value for the the PSD group structure:

- **Keep Hierarchy** will create a transform for each group, and parent the children meshes to them.
- **Flat Hierarchy** will create a unique Transform based on the name of the PSD.
 - All mesh will attach parent to this transform.
- **Depth between Layers**
 - If "**Flat Hierarchy**" is selected the **z position** of the **mesh transform** will increase of this value.
 - If "**Keep Hierarchy**" is selected the **z position** of the **group transform** is increased of this value.



The result of this generation in maya.



SAVED PARAMETERS

All parameters set for a psd are saved in a "**JSon**" file in the folder with the same name of the psd in the same folder.

When you reload a psd if we have this file the parameter are automatically loaded.