

Tutorials

E*D Films

Project

Link between Photoshop and Maya

1718_26_EDF

v. 2019-01-16

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Introduction

How to setup le projet.

REQUIERMENTS

- **Install** maya 2016
 - \\nt-stockage\Logiciels\Autodesk
 - Autodesk_ECSU_2016_English_Japanese_Win_64bit_dlm_001_003.sfx.exe
 - Autodesk_ECSU_2016_English_Japanese_Win_64bit_dlm_002_003.sfx.exe
 - Autodesk_ECSU_2016_English_Japanese_Win_64bit_dlm_003_003.sfx.exe

- **Install** devkit maya 2016
 - <https://www.autodesk.com/developer-network/platform-technologies/maya>
 - Maya 2016 win64 DevKit
 - Extract the content in the maya install folder "C:\Program Files\Autodesk\Maya2016"

- **Extract** the Qt library
 - Extract the content of
 - "C:\Program Files\Autodesk\Maya2016\include\qt-4.8.6-include.tar.gz"
 - into
 - "C:\Program Files\Autodesk\Maya2016\include"

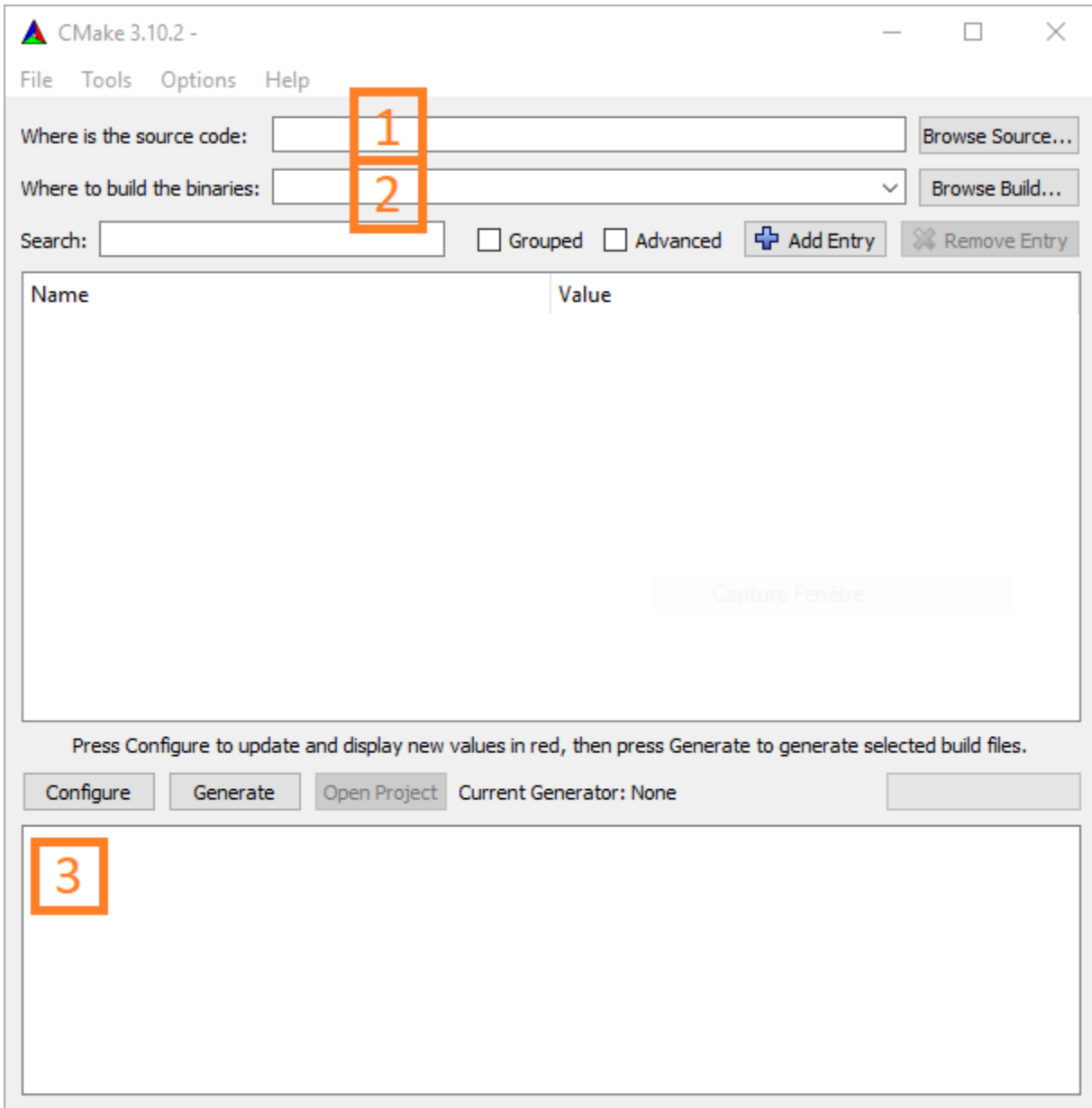
- **Install** CMAKE
 - <https://cmake.org/download/>

- **Install** Visual studio.

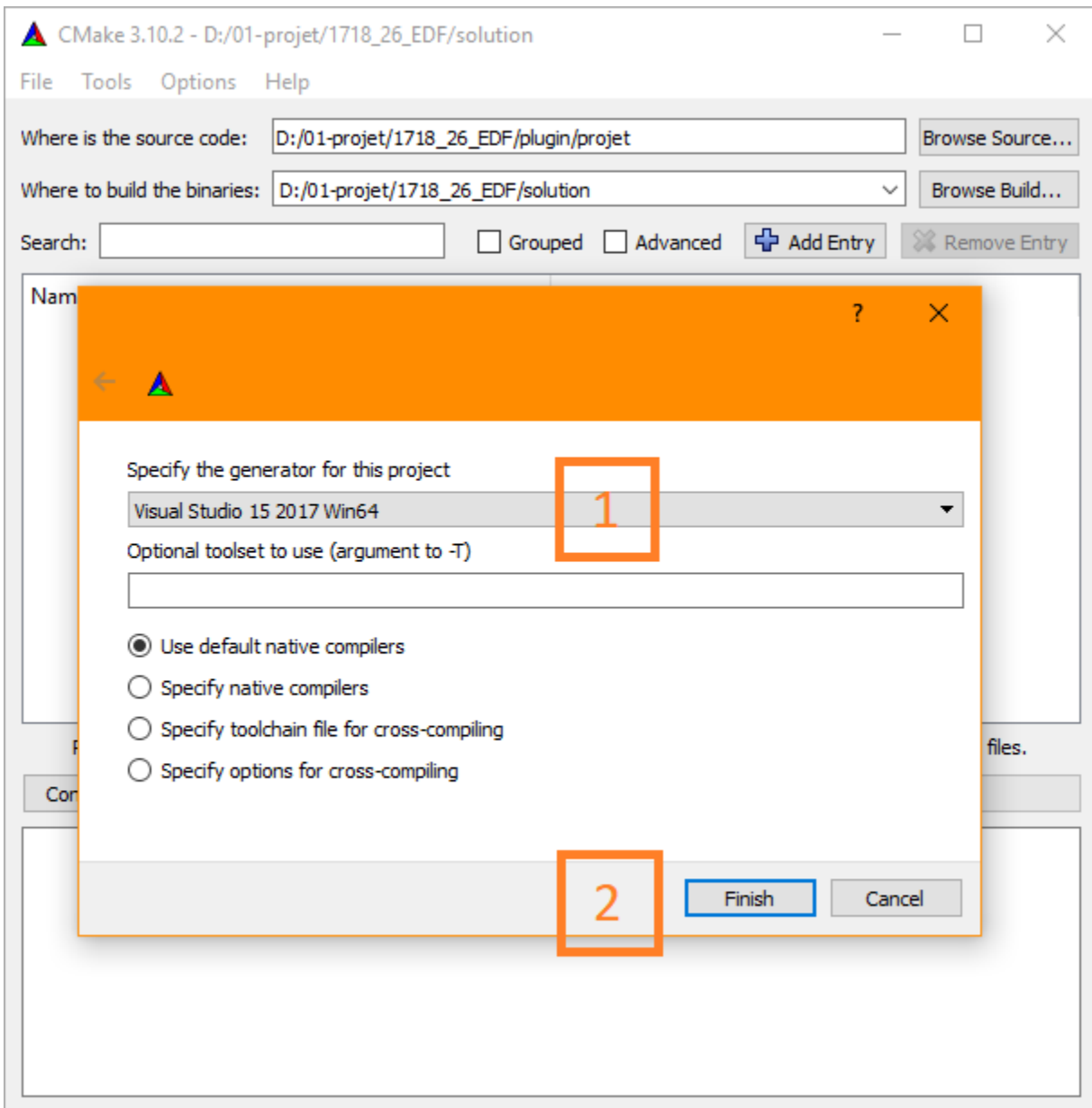
SOLUTION GENERATOR

Generate the solution with CMAKE.

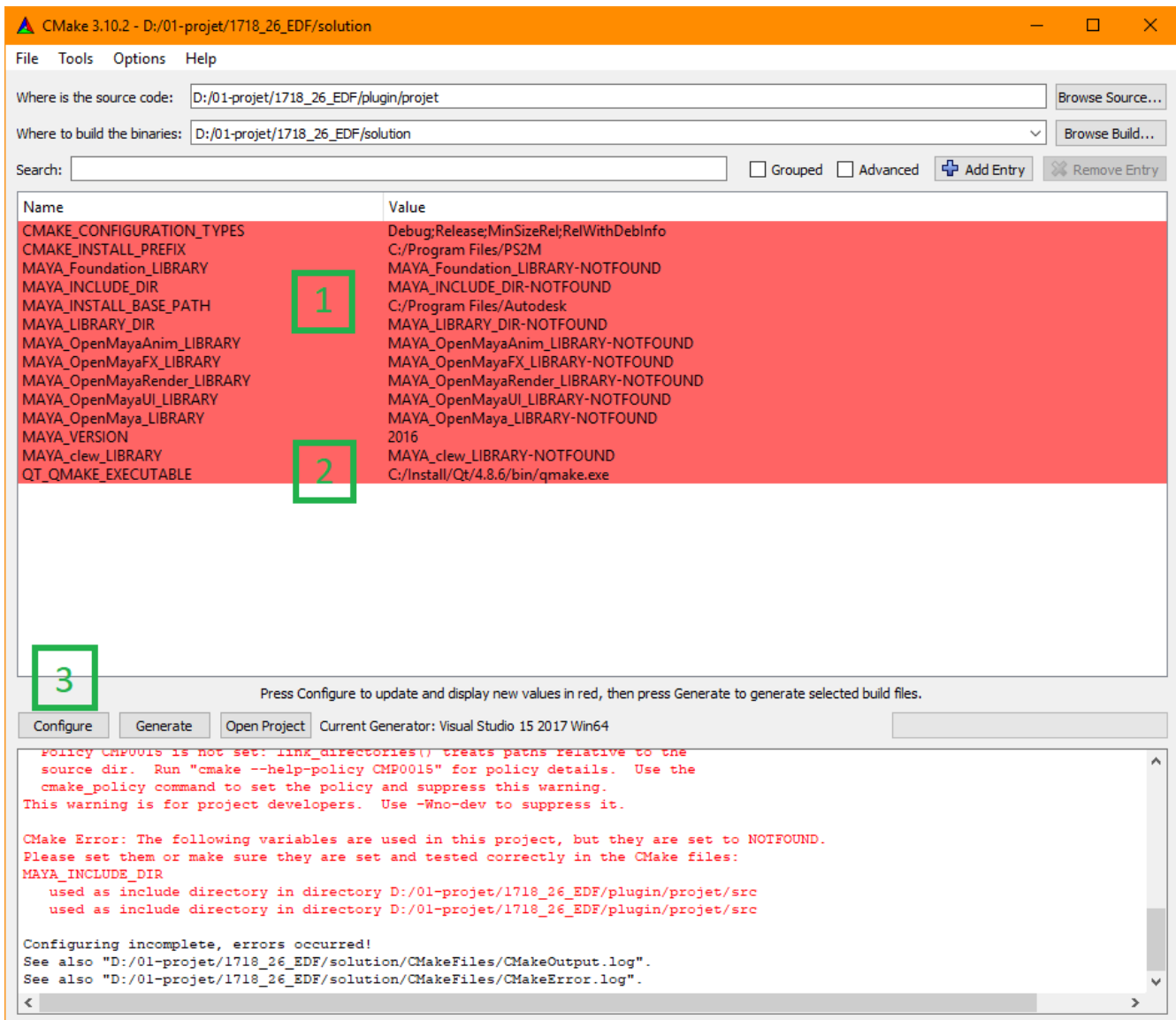
Open CMAKE.



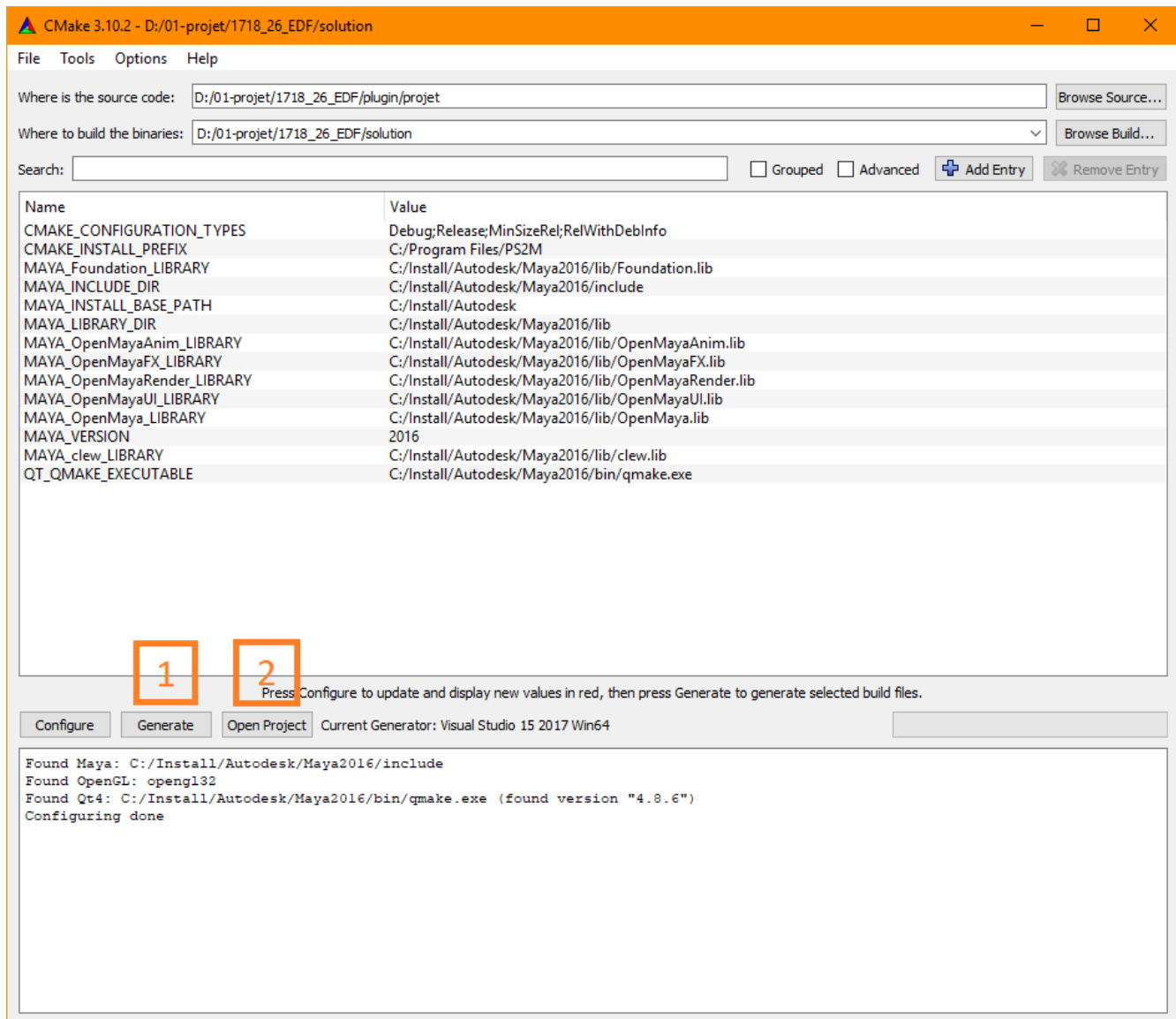
1. Set the source code of your project, It is the folder path of the main CMakeLists.txt.
2. Set the solution destination folder.
3. Click on the button "Configure".



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.
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 sure 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.