



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 influence algorithym and the **Requirements**.

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WHAT IS THE EFFECT

When you generate a mesh

- All the quad are the same for the Linear algorithym.
- The curve create exactly what you draw for the Curve algorithym.

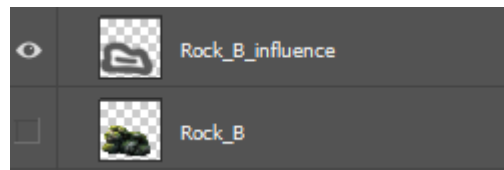
If you want to change the vertex positions of a mesh for better modeling of the structure you need for some part a better definition or precision of your Quad. So you just have to create a layer base on grey color. This layed is used for decide if a quad must be divided in smaller quads.

What we do:

- We use the average of pixel grey value to determine if we devide a quad or not.
- More a region is wihte, **more** the quad are **divided**.
- More black is a region, **less** the a quad in this area will be **divided**.

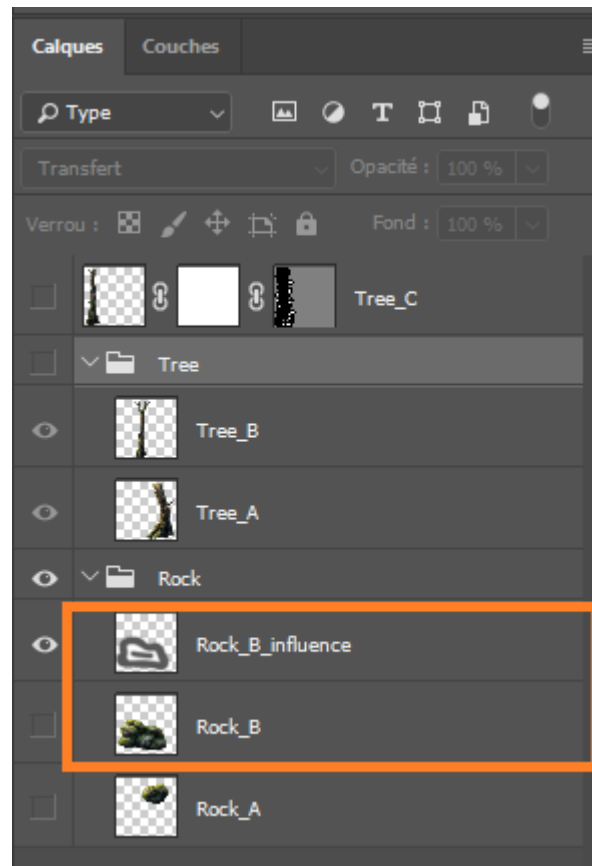
IN PHOTOSHOP

Create a new layer texture and draw on this layer the influence tha you want.



The layer influence have to use the same name of the layer texture that it want to influence, add **"_influence"** at the end of the name.

- If the tag **"_influence"** is absent the layer will be used as a normal texture layer.



This is an example of influence layer.



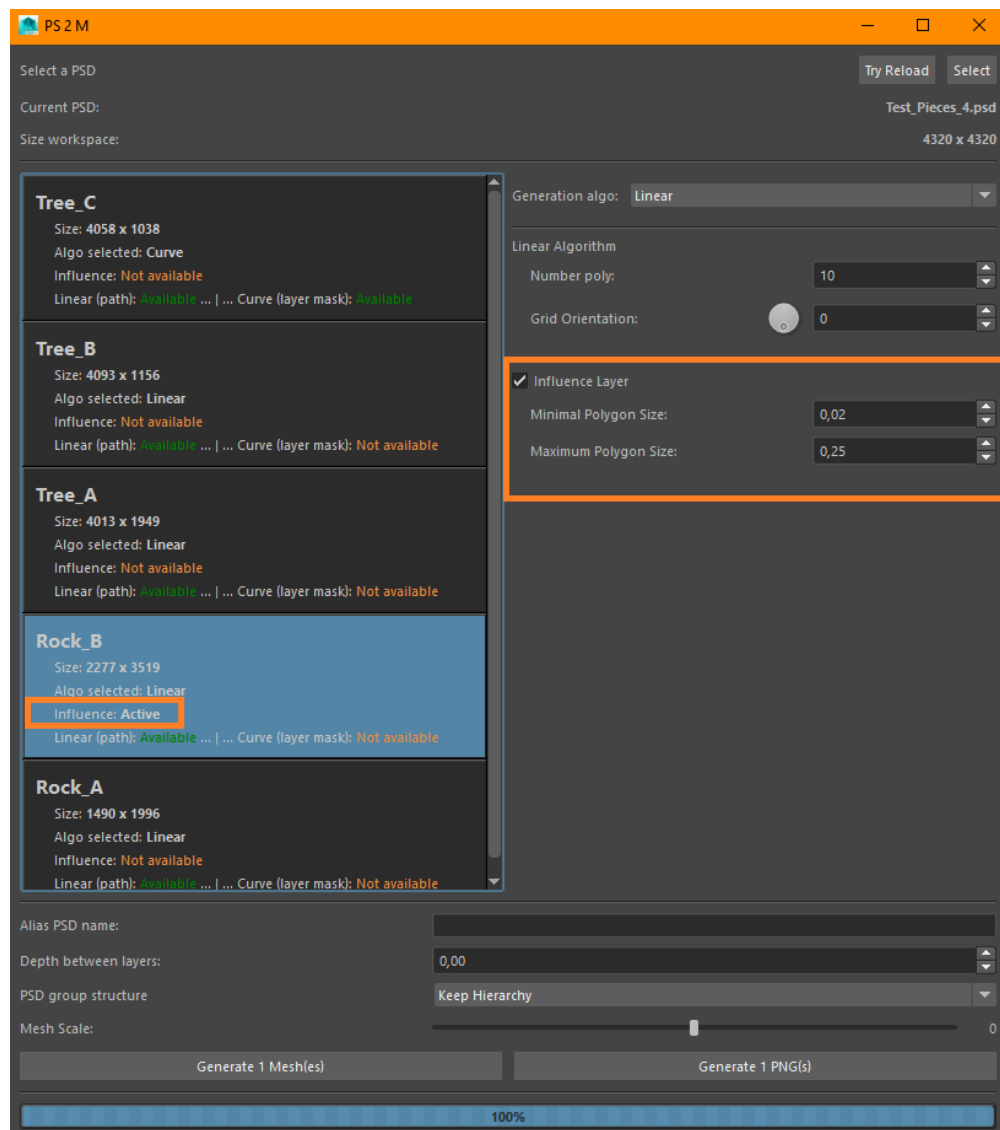
IN MAYA

Your layer influence is not added in the list of layer on the right.

But In the layer that the effect is expected, you can see the information "**Influence**" to "**Active**" or "**Inactive**". It this situation that mean the layer is assoicated to the layer to influence.

At this point if you select the layer:

- A new area appear on the left.
 - You can activate or disable the influence layer for the generation.
 - You can influence the value of the effect for the extreme values of the pixel based on the grey,



- Click on "**Generate**" and the process will create a mesh and divide the quad in the white area.

Result

