



CENTRE DE DÉVELOPPEMENT
ET DE RECHERCHE
EN IMAGERIE NUMÉRIQUE

Tutorials

E*D Films

Project

Link between Photoshop and Maya

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INTRODUCTION

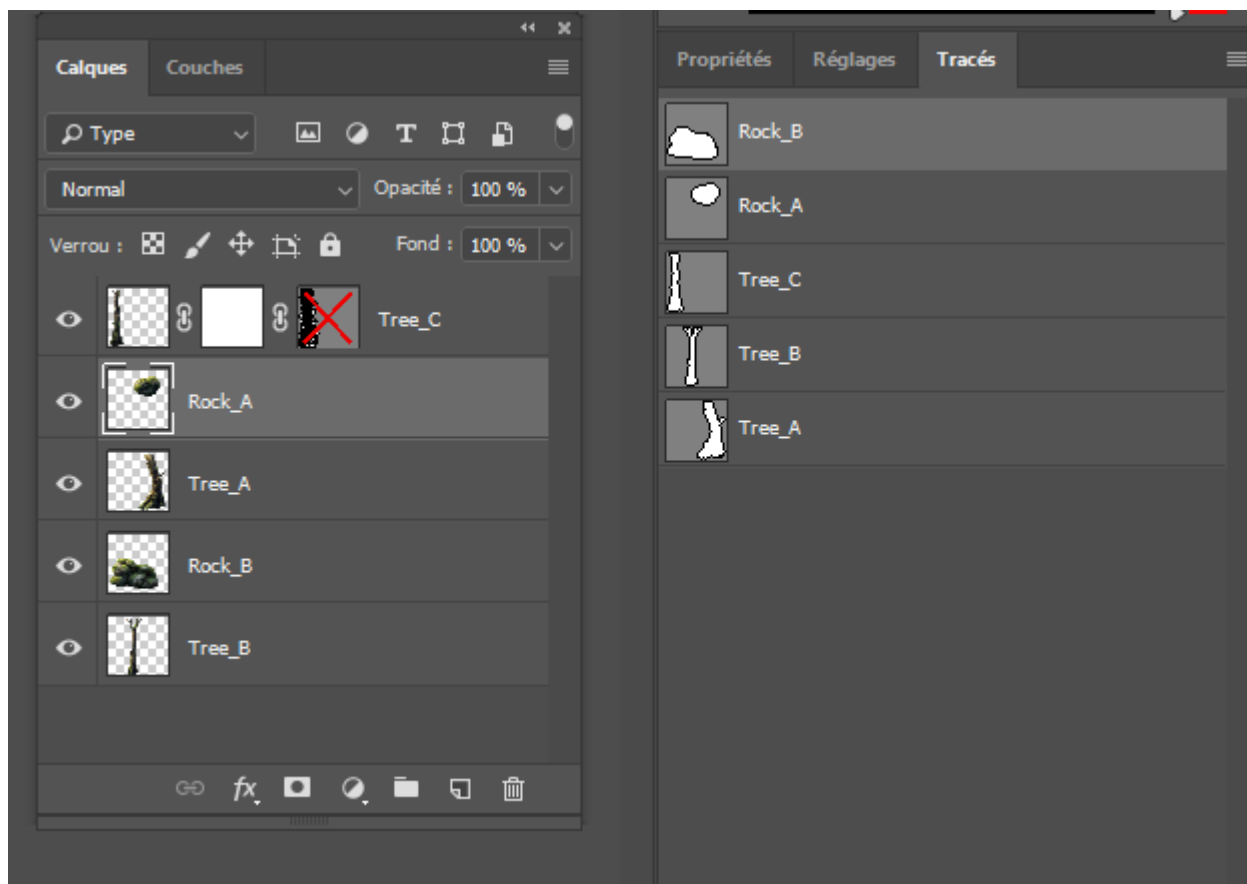
This section show **how to use** the linear algorithm and the **Requirements**.

FRIST STEP IN PHOTOSHOP

The linear algorithme associate **layers** on left and **Paths** on right in photoshop.

Requirement:

- A path with a closed path must exist to use the algorithme linear on a layer.
- The name of the Path must the same as the layer associated.
- The name of the layer and the path are better if they don't contain space.



i You can have many Closed path per a Layer path.

HOW TO CREATE THE PATH?

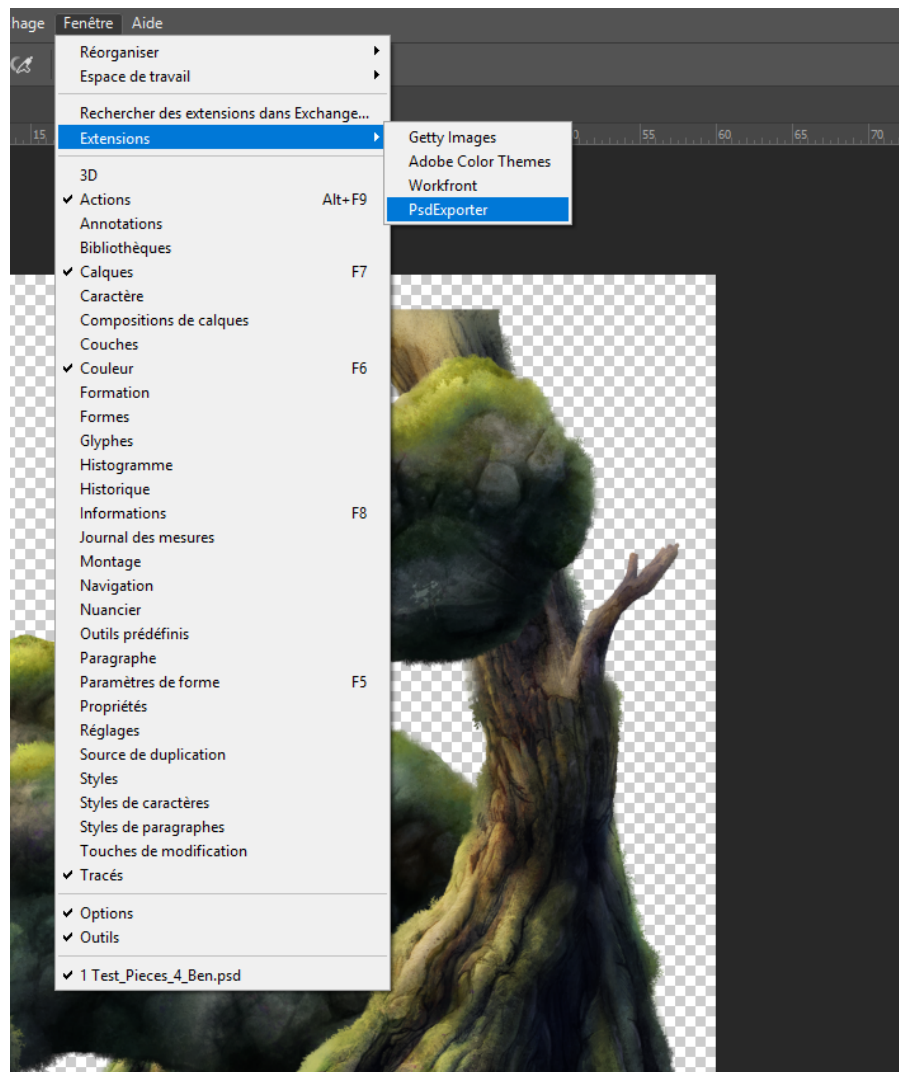
You have 3 possibilities:

1- Create your own layers paths

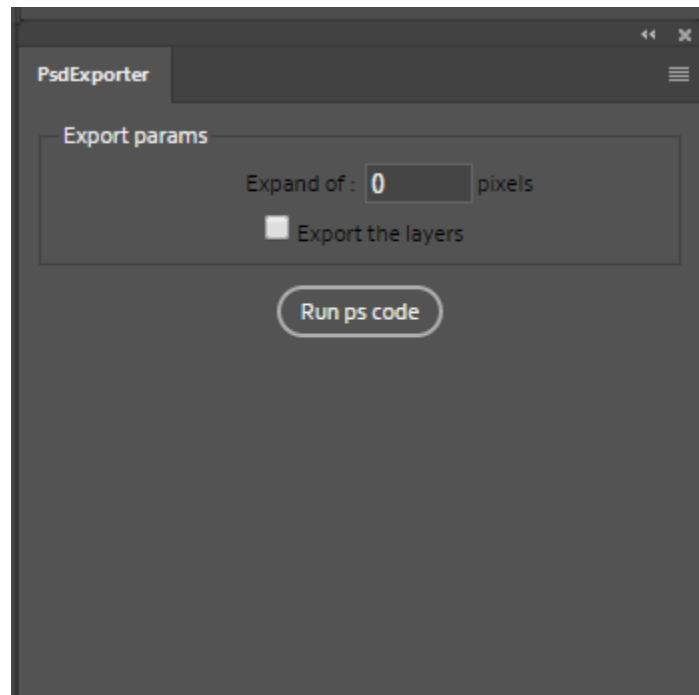
1. **Create** a new path layer with the tool of photoshop.
2. **Rename** it like your layer texture.
3. **Create** one or more closed path per layer .

2- Use the extension PsdExporter

- Go in **"Window"** → **"Extension"**.
- Select **PsdExporter**.



- A new window open.



- **Expand of** → specify the number of pixel to expand around the contour of the texture.
 - Create the closedpath based on this contour selection.
- **Export the layers** → export all the layers in different textures.
 - The best is use this feature in the maya plugin .
- Click on "**Run Ps Code**" to export a copy of your PSD and create the Paths associated to each layer texture.



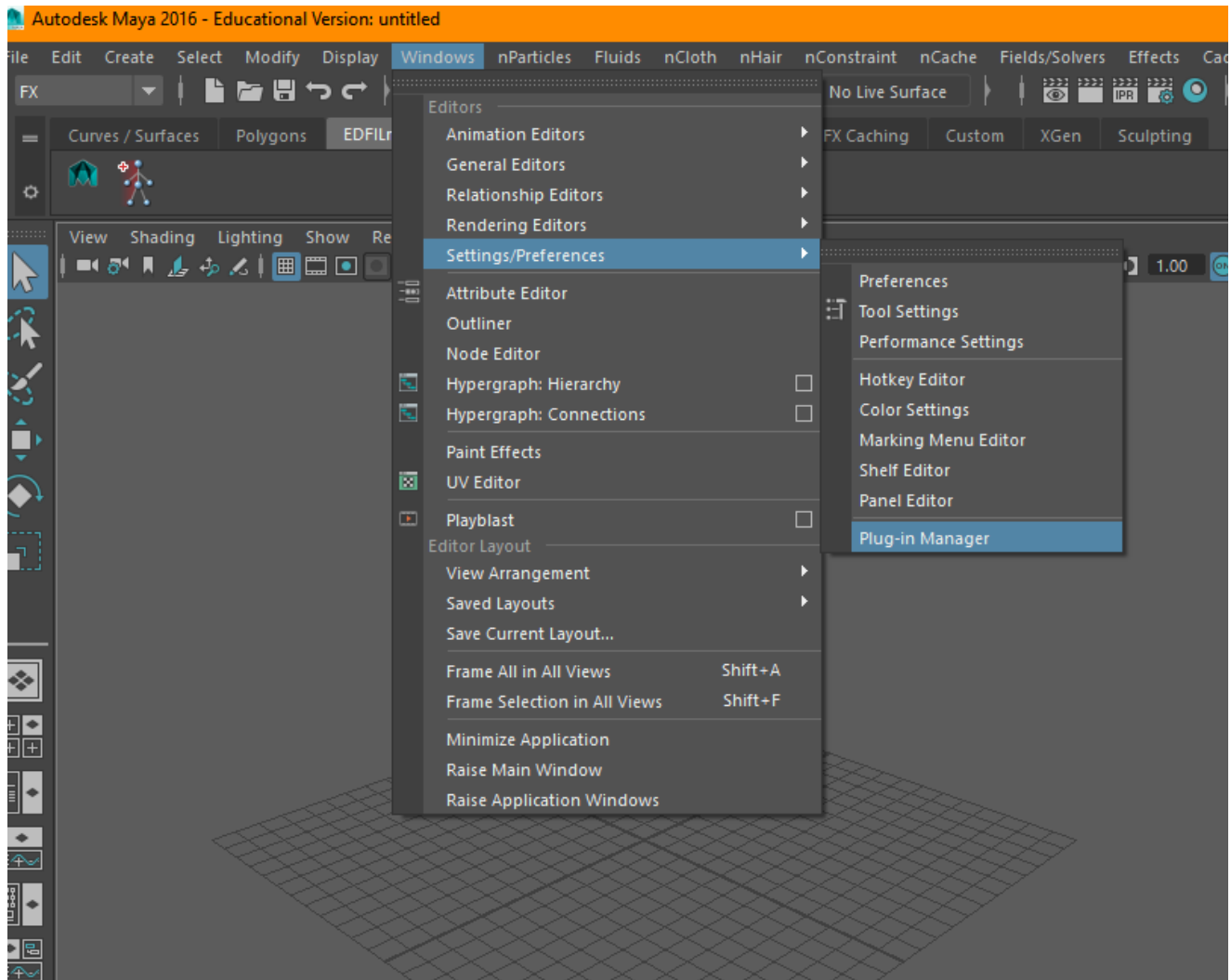
- Good new the tool create a copy of your psd.
- But all your psd Paths will be remove to clean the path hierarchy for generate only the data you need.

3- Combine the 2 previous choices

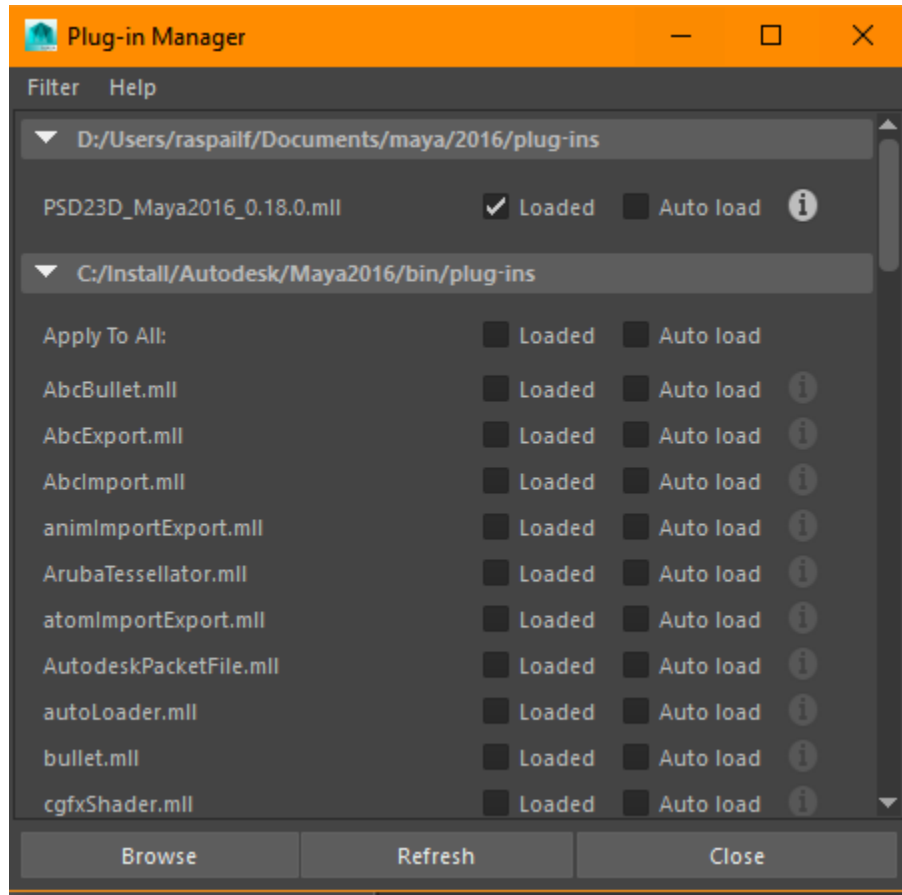
- First step use the export extension.
- A new copy of your psd has been created, with all the closed paths associated to the layer.
- Edit the paths as you want before import the psd in the maya plugin.

IMPORT THE PSD IN MAYA

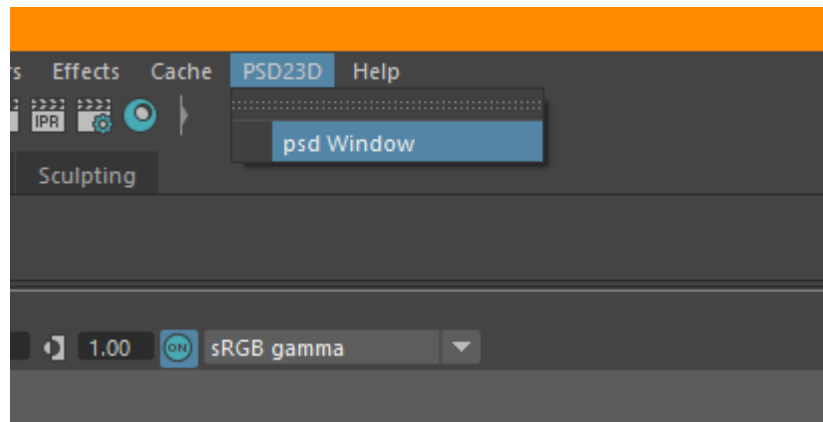
- Open maya.
- Go to "**Windows**" → "**Settings/Preferences**" → "**Plug-in Manager**".



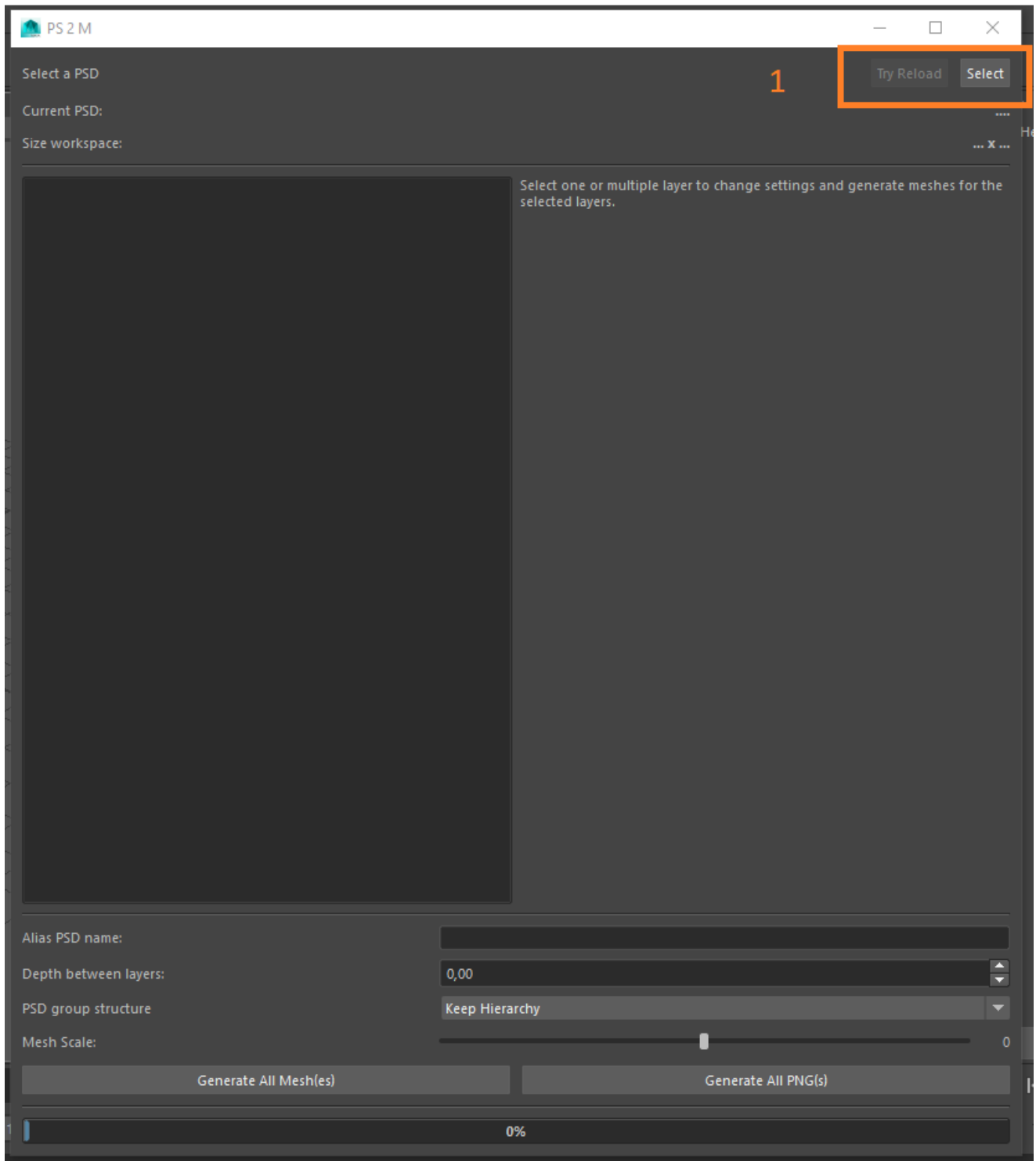
- Load the plugin.



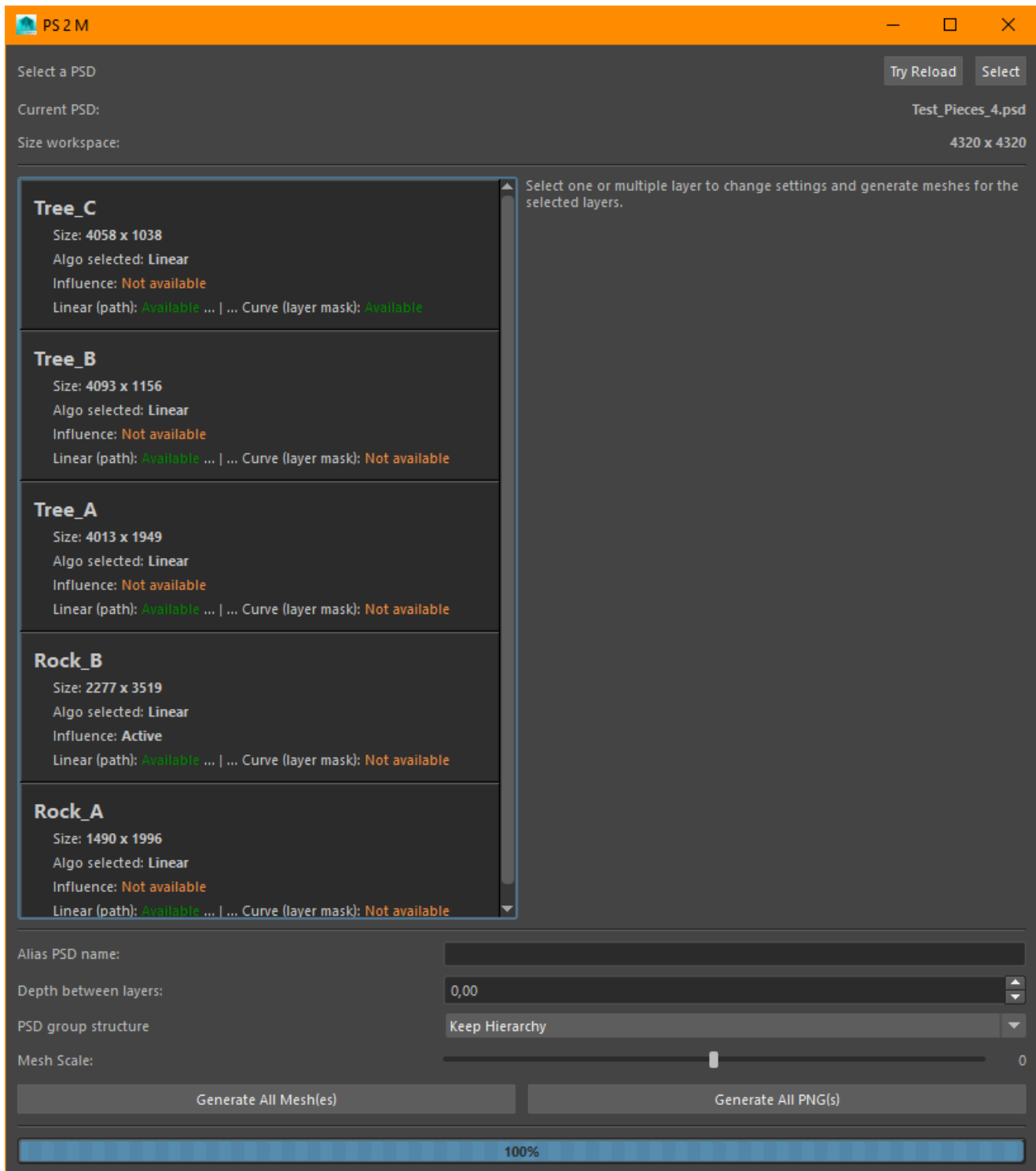
- A new menu appear.
- Click on "**PSD23D**" → "**psd Window.**"



- This Menu open.



- Click on "Select" on top right.
- A Dialog box appear and give to you the possibility to select a psd.



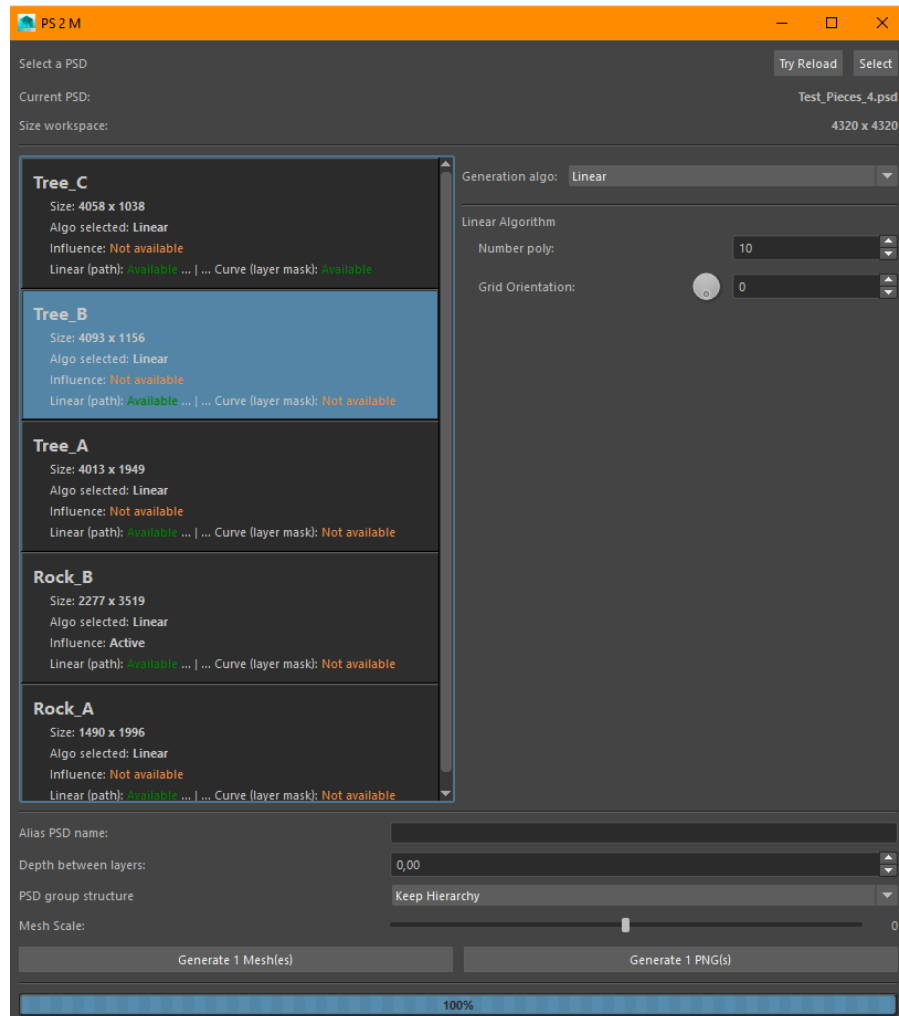
At this step the PSD is loaded. All the layer are extracted with all the information. For each layer you have the information about the usefull data for the generation of mesh.

- **Influence** 3 states:

- Not available → No influence layer texture detected.
- Active → Layer detected and use for the generation.
- Inactive → Layer detected and not use during the generation.
- **Linear (path)** → Available If a Closed path for linear generation is detected.
- **Curve (Layer mask)** → Available if a vector mask is detected.

LINEAR GENERATION

- Select a layer with the "**Linear (path):**" → **Available**.

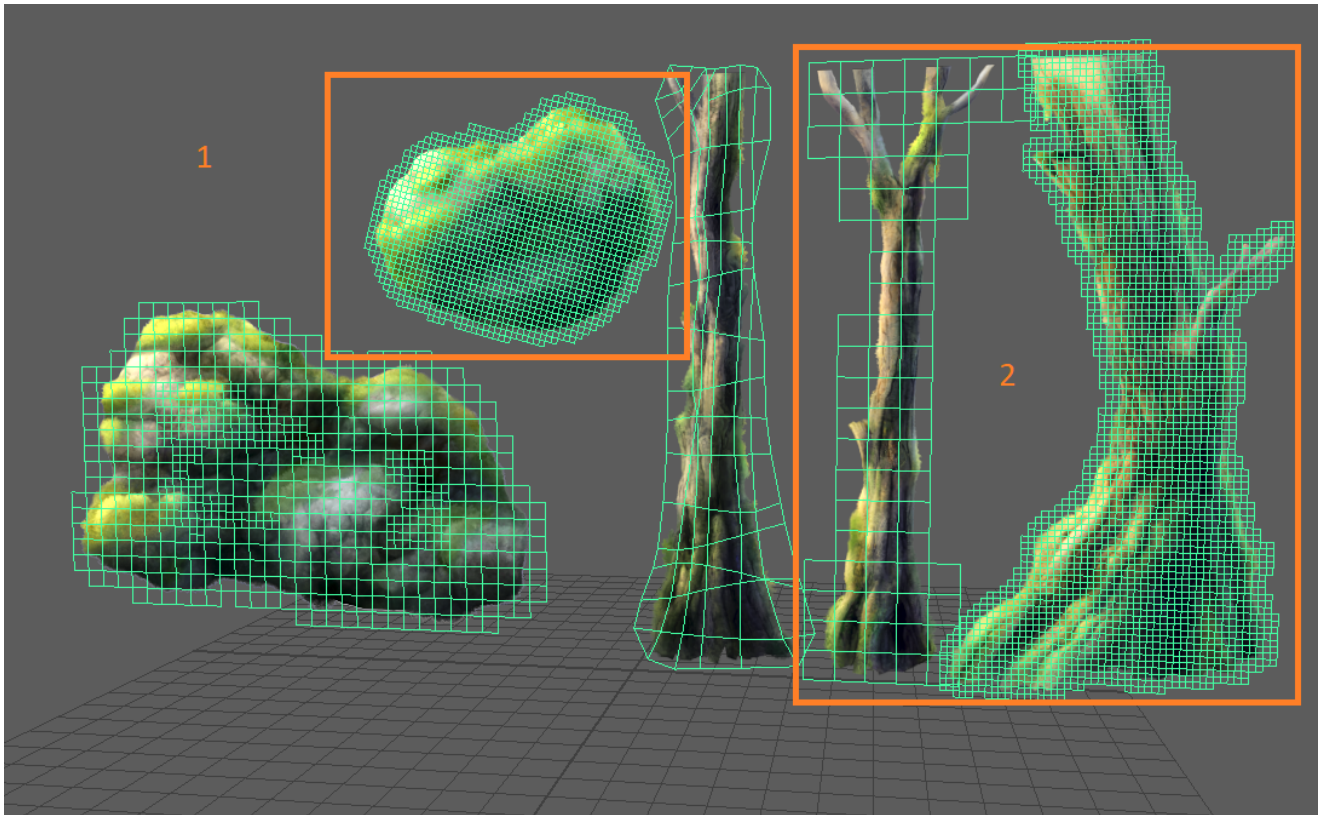


- On the right panel selection in "**generation algo**" → "**linear**".
 - You can specify the number of polygone expected on the height of the generataion.
 - You can set un angle to orientate the quads.
- Click on "**Generate 1 Mesh(es)**" on bottom left.

Result

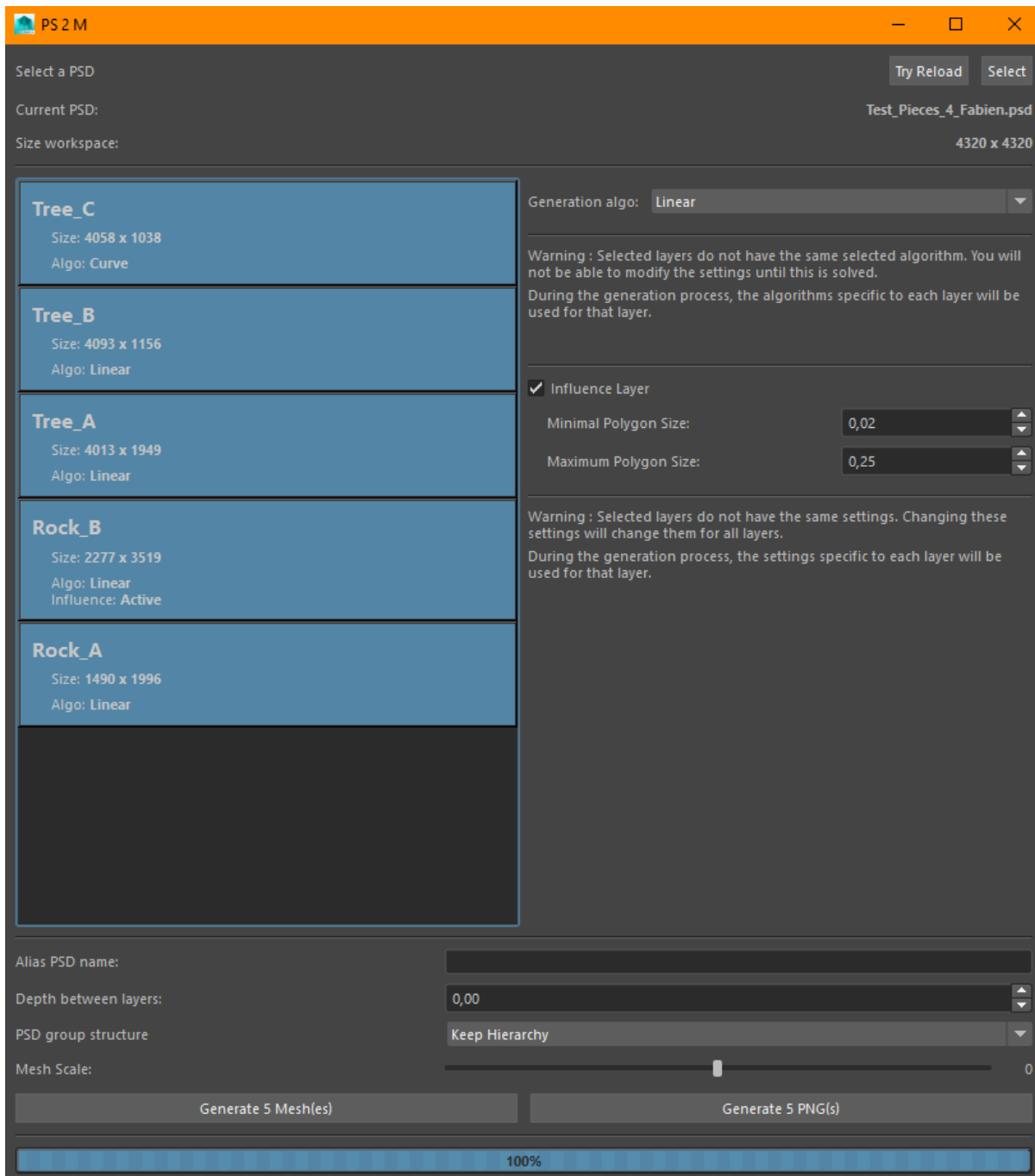
1. The mesh in the orange **box 1**, is a mesh using the **orientation**.

2. In the **box 2**, you have two different resolutions based on the **height** polygone.



CONTROL MULTILAYER

- All the layer on **left can be selected**.
- The control [**ctrl + A**], [**ctrl + shit + rigth click**] and [**ctrl + rigth click**], are implemented.
- You can select several layers and change the parameters associated to all the layers.
- You can select several layers and only "**generate the mesh(es)**" with the different parameters if you don't modify the parameters.



- The panel on the right allows to edit the parameter by batch in many layers that are selected.
- The display shows only the parameters of the first selected layer.
- The generation uses the parameter saved per layer; the display is used only for the edition.