

Tutorials

E*D Films

Project

Link between Photoshop and Maya

1718_26_EDF

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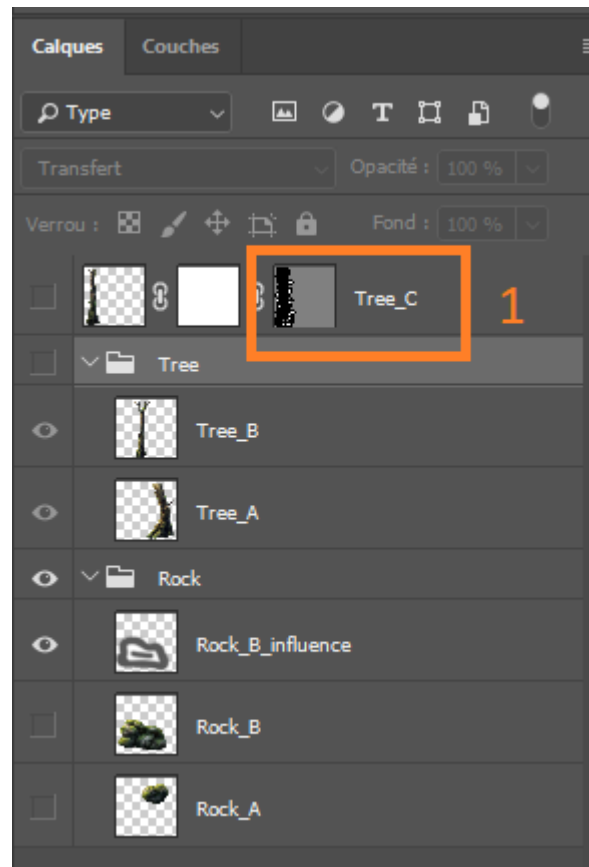
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INTRODUCTION

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

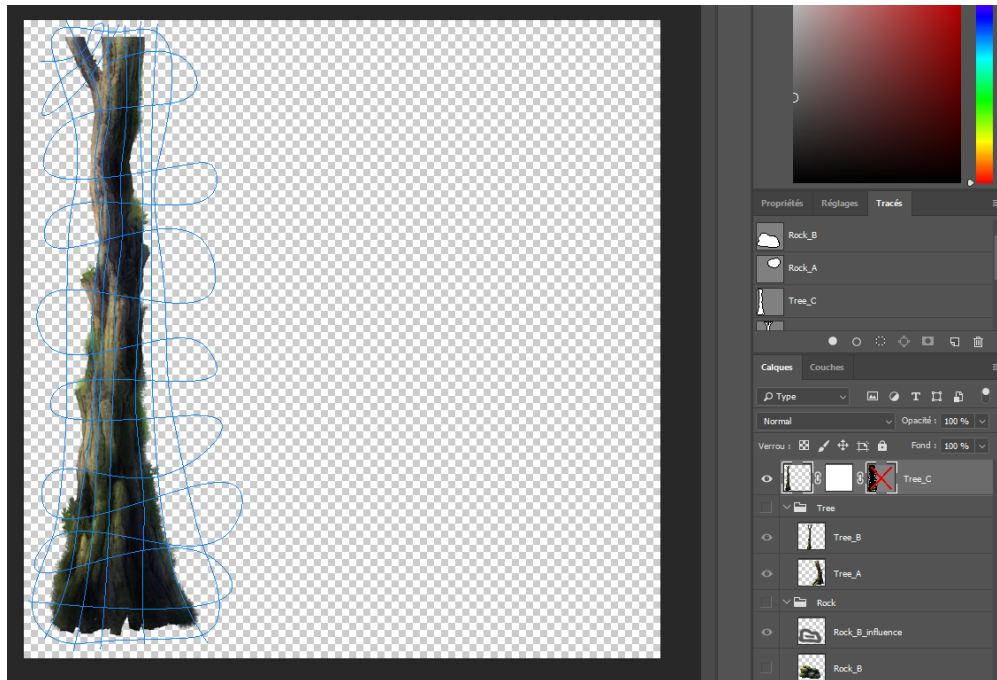
REQUIREMENT IN PHOTOSHOP

For use the curve mask algorithm you have to create a "Vector mask" on the layer.



Two components are important in the creation of paths:

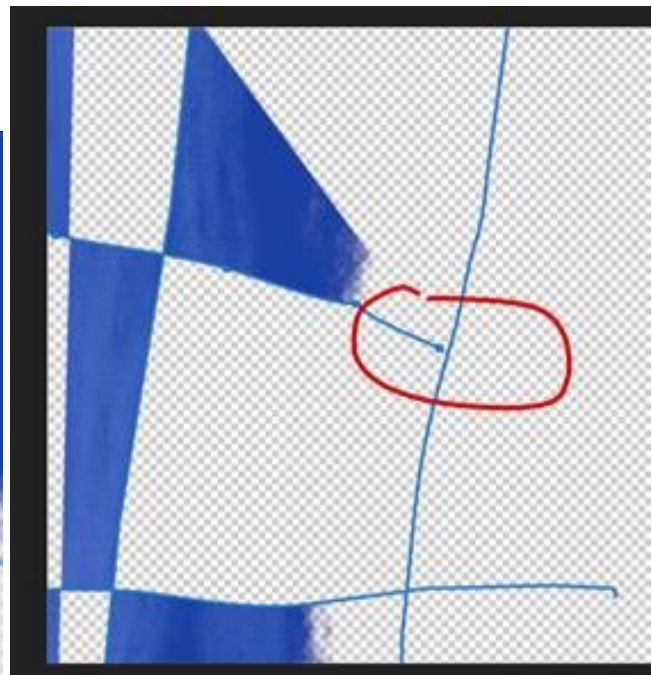
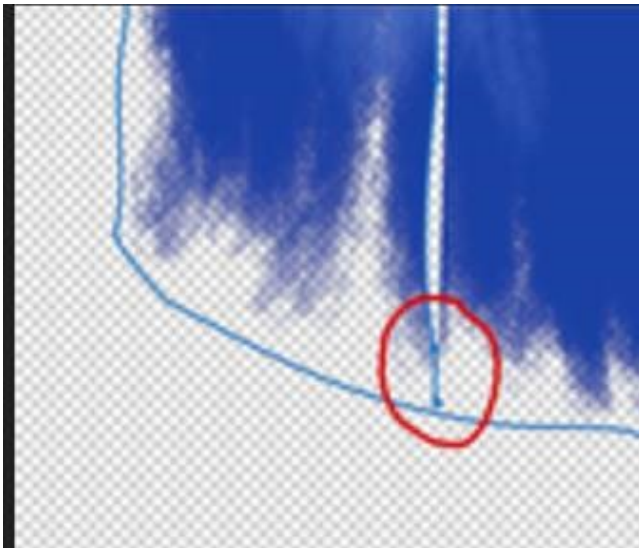
- Create a Closed path for specify the limit of the mesh, all vectors outside **this closed** path will be ignore for the generation.
 - Closed path included is allowed. The most external closed path is the reference of the limit during the generation.
- Open or closed path can be used to create the intersection for the generation.
- You can overfilling the closed path, everything outside will be remove for the generation.



Recommendations

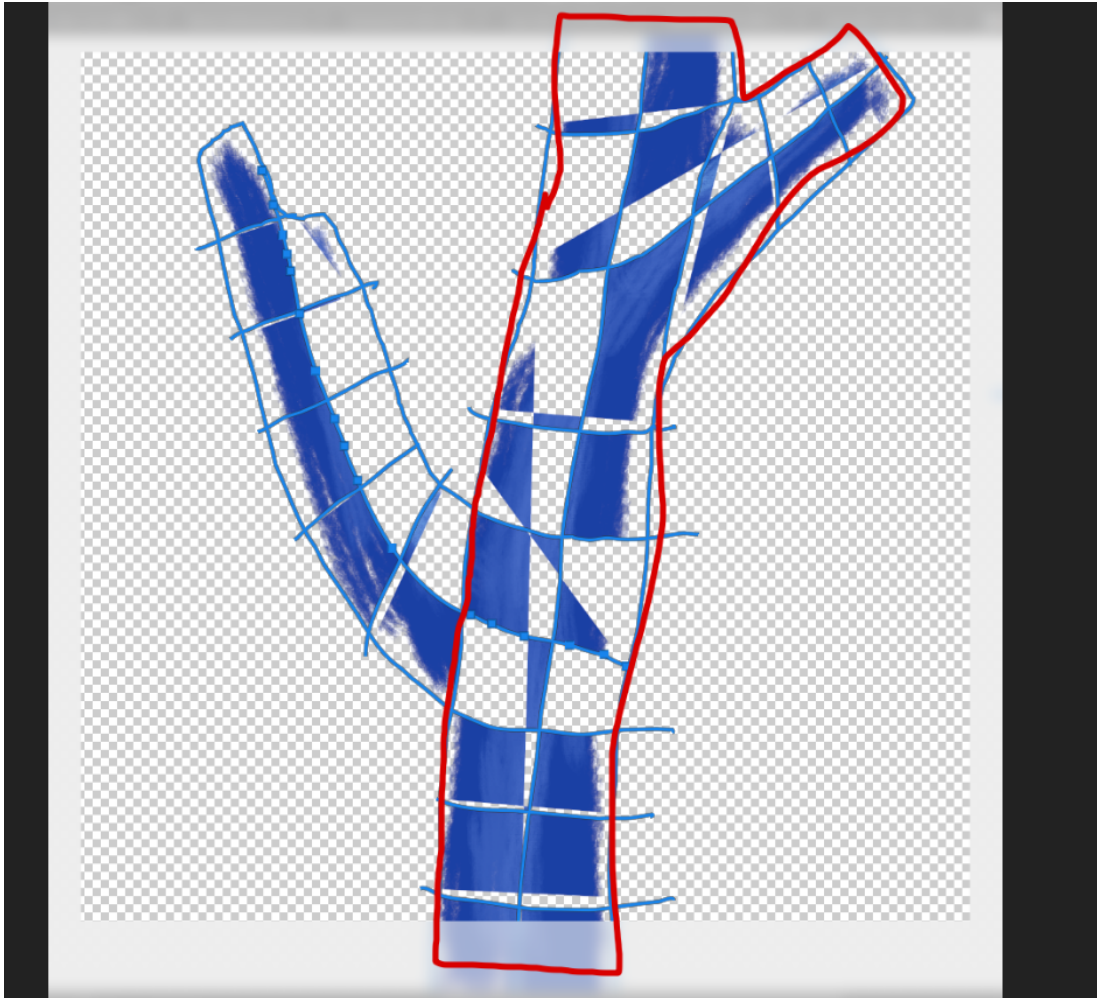
Connection

- If two vectors not intersect, no vertice will be created during the generation.



Closed Path

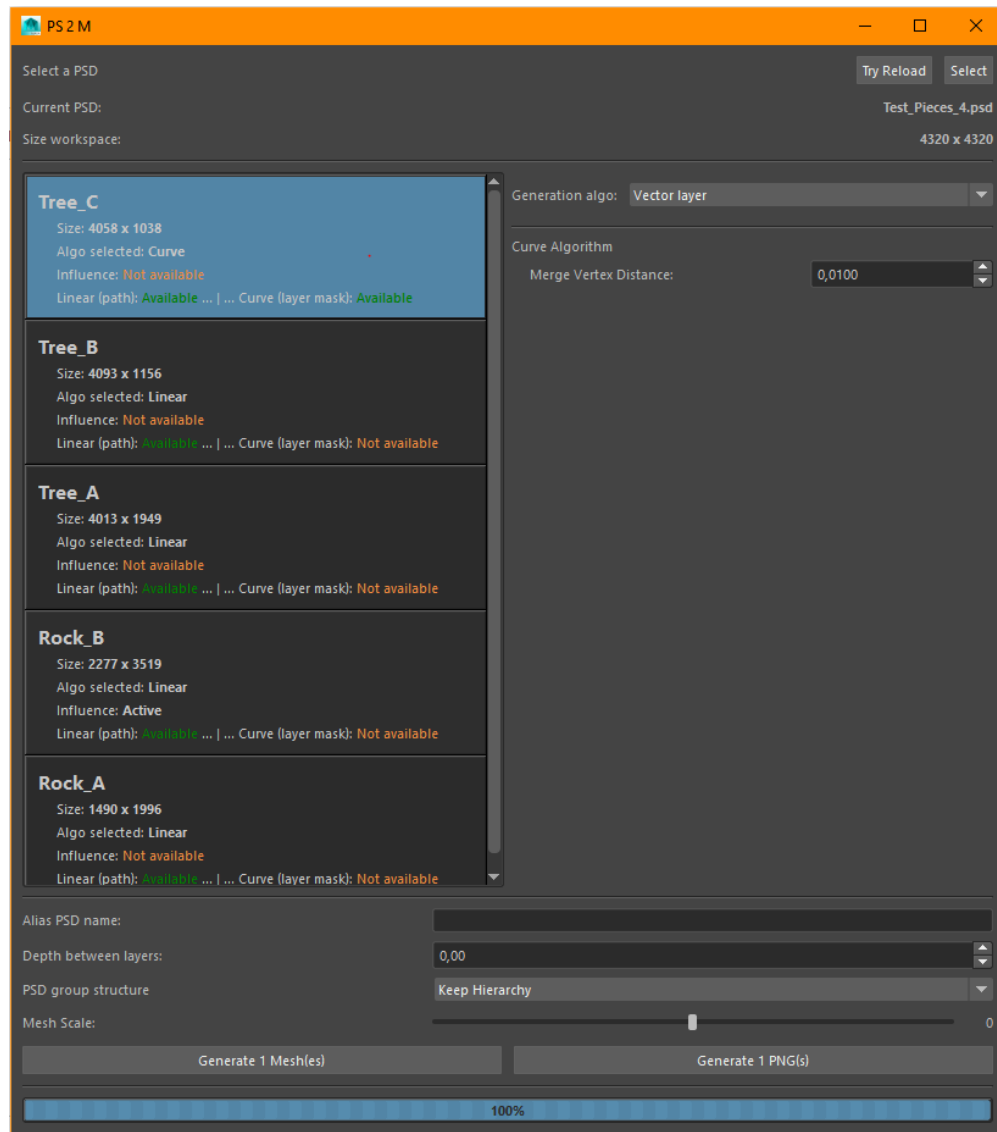
- The part of the left is not included according to **the closed path in Red**
- The part on left won't be create during the generation.



IN MAYA PLUG-IN

In maya you have to select a layer with a **"curve (layer mask) "** → **"Available"**

- On the right section select for **"Generation algo"** → **"Vector layer"**
- You can change the parameter **"Merge Vector Distance"**,
 - But be carefull the default value is the best.
- Click on Generate on bottom.



Resultat

- The mesh in the orange box is the result based on the vector layer mask.

