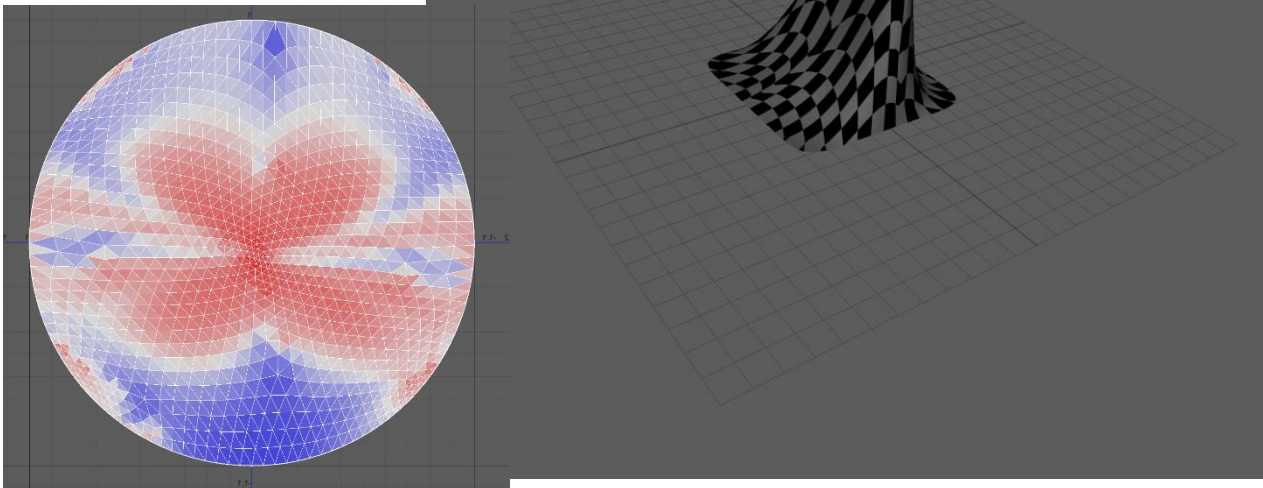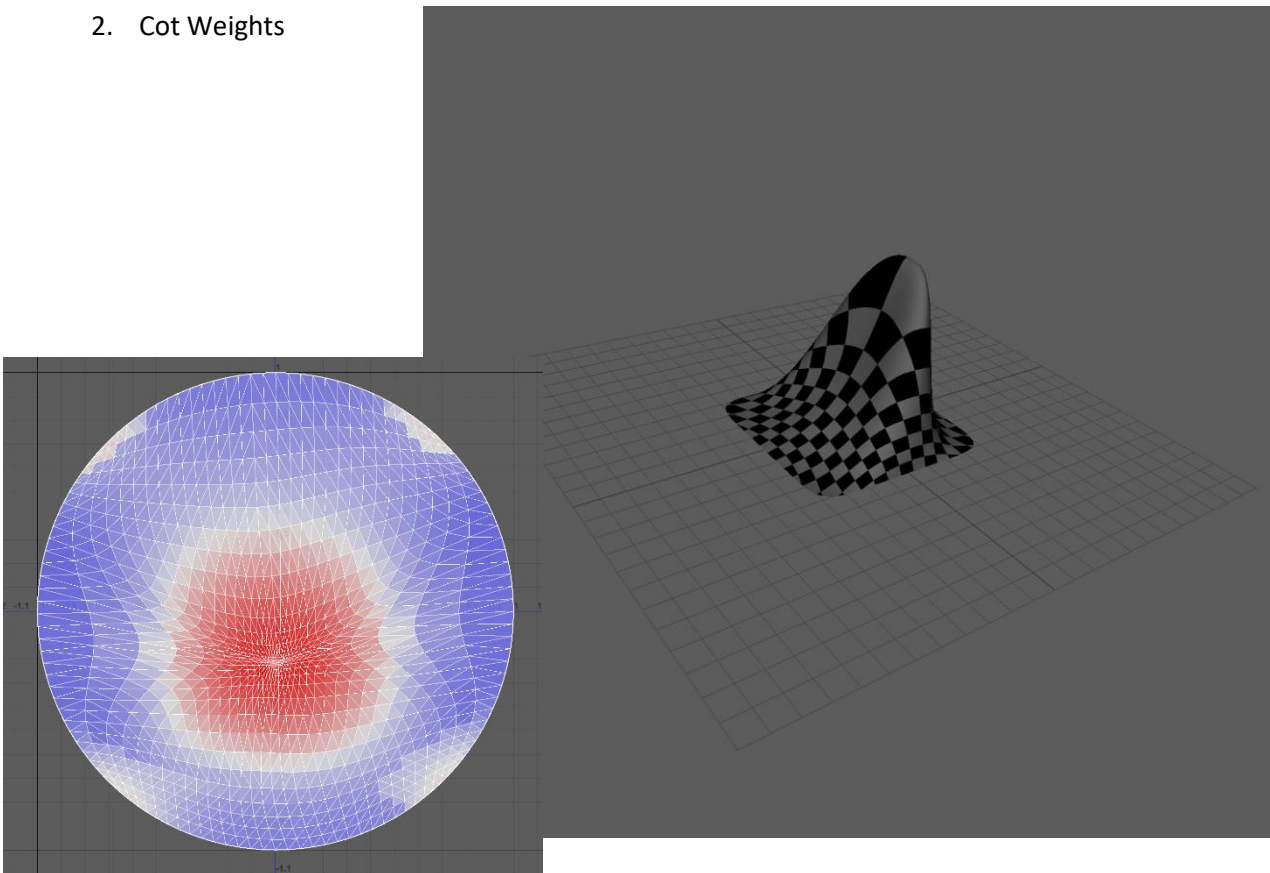The code attached runs three different parameterizations. From 3D to 2D using UV sets. The three parameterizations I did where Uniform Weights, Cotangent Weights and LSCM. I have attached images bellow where you can see the 2D Parametrizations mapped on the 3D meshes.
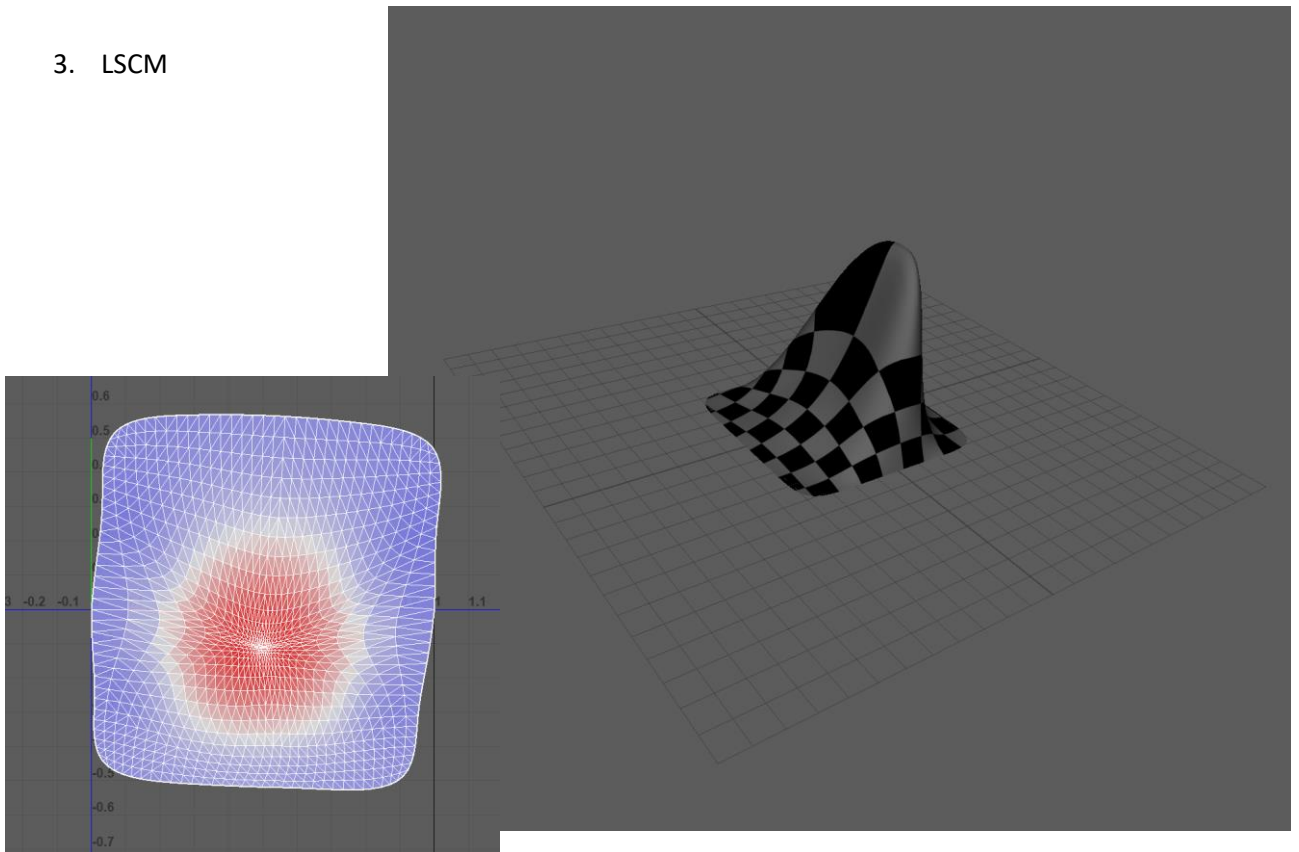
1. Uniform Weights

2. Cot Weights

3. LSCM

Instructions to run Plug-in

First you must attach the plugin to Maya. Go to Windows, Settings/Preferences, Plug-In Manager.

There you will see a DGP_CODE_DIR plugin. Check the Release Loaded box to attach the plugin.

To see the first two parameterizations, open an object of your choice with genus 0 (if its not it won't let you continue) and write the following command in the MEL window.

harmonicFlatteningCmd

Then in order to see the UV sets, right click on your object go down to UV Sets and you will see Harmonic-Uniform and Harmonic-Cotangent.

In order to see the third parameterization, open an object of your choice with genus 0 (if its not it won't let you continue) and write the following command in the MEL window.

LCSMCmd

Then in order to see the UV sets, right click on your object go down to UV Sets and you will see LCSM

If at any point you don't see the UV set make sure your UV Editor is open by going to Pannels and UV Editor on the very bottom.