

## For using city generator please following these steps.

I build this city generator first, but I am not satisfied with this result, then I build another tree generator. This code didn't organized as clear as another one due to the limitation of time, however I still like to share the result of this city generator.

For the install this pulg-in, you have two options.

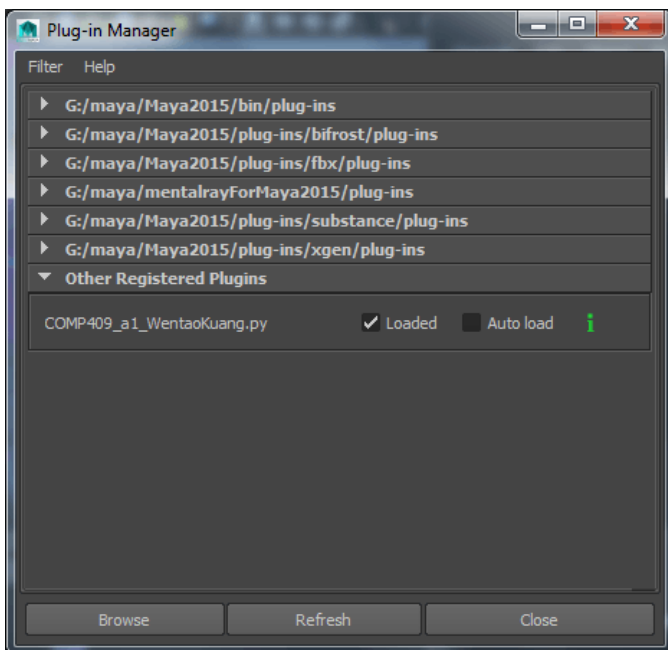
**Option1:** Just copy the script in to Maya script editor, then run it.

**Option2:**

**Step1:** load python plugin

Access the Plug-in Manager window via **Window > Settings/Preferences > Plug-in Manager**.

Browse the plugin and check loaded.



**Step2:** Invoke python plugin

If the plugin already loaded please open Script Editor to invoke the plugin with command and execute

```
import maya.cmds as cmds
```

```
cmds.cityG()
```

```
MEL Python Python Python Python Python
1 import maya.cmds as cmds
2 cmds.cityG()
3 |
```

**Enjoy It:**



**City width and city depth:** The total size of the city.

**Building Gap:** the gap between buildings.

**Street Width:** the width of the street between regions

**Region width and region depth:** The size of each region in the city.

**Results:**

