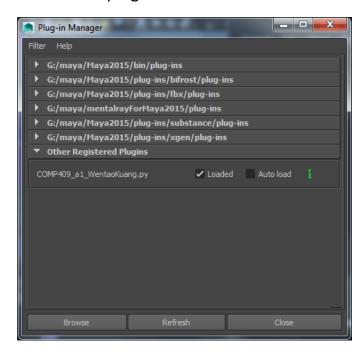
For using this python plugin for maya please follow this steps.

Step1: load python plugin

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

Browse the plugin and check loaded.

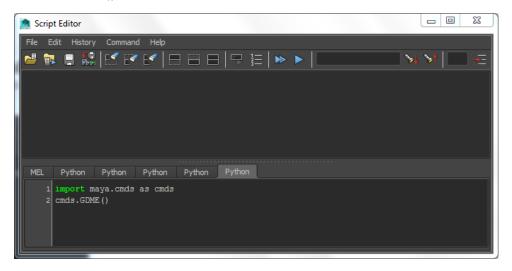


Step2: Invoke python plugin

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

import maya.cmds as cmds

cmds.GDME()

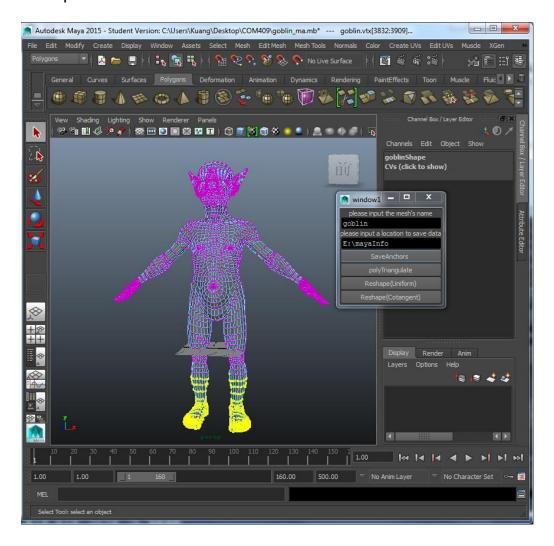


Step3: Select the anchor vertices

Input the valid mesh name and a location to save the data.

And select anchor vertices.

Then push button SaveAnchors.



Success:

Information saved successfully, with the location: E:\mayaInfo

Exceptions:

1. Wrong mesh name:

```
!!!!!!!!please check the the inputed mesh name!!!!!!
```

2. Wrong location:

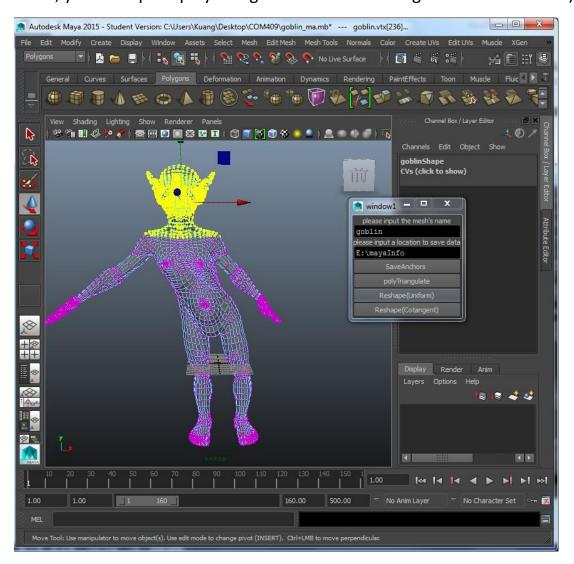
Can not save the information! Please check and change the mayaInfo in order to save the information!

Step4: Enjoy it.

Select target vertices and move it. Then remesh it.

Choice1: Remesh Using an Uniform weight Laplacian operator

Choice2: Remesh Using a Cotangent weight Laplacian operator (if the mesh isn't a triangulate mesh, you must push polyTriangulate button to triangulate the mesh first).



Exceptions:

Wrong mesh faces:

```
Please Triangulate the mesh first
```

