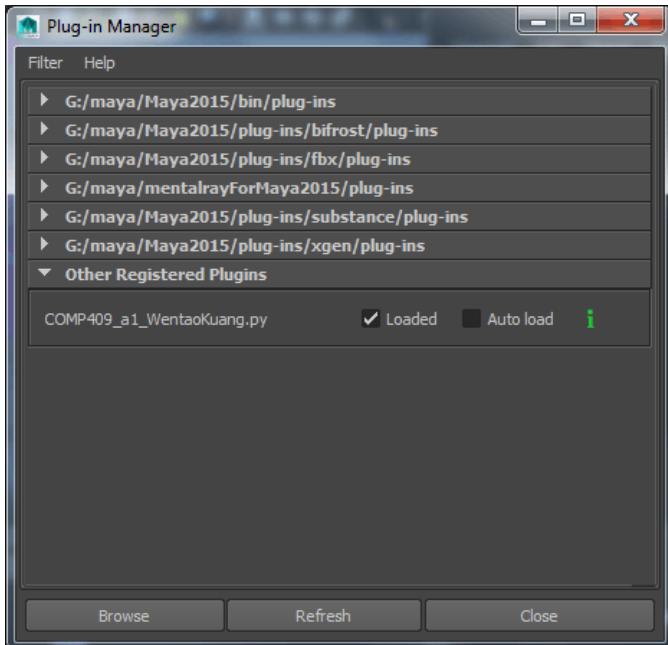


For using this python plugin for maya please follow this steps.

Step1: load python plugin

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

Browse the plugin and check loaded.

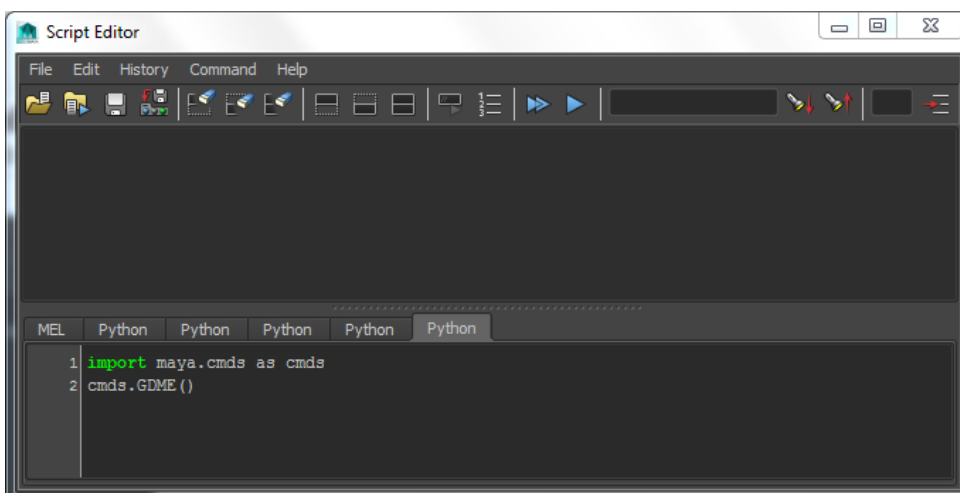


Step2: Invoke python plugin

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

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

```
cmds.GDME()
```



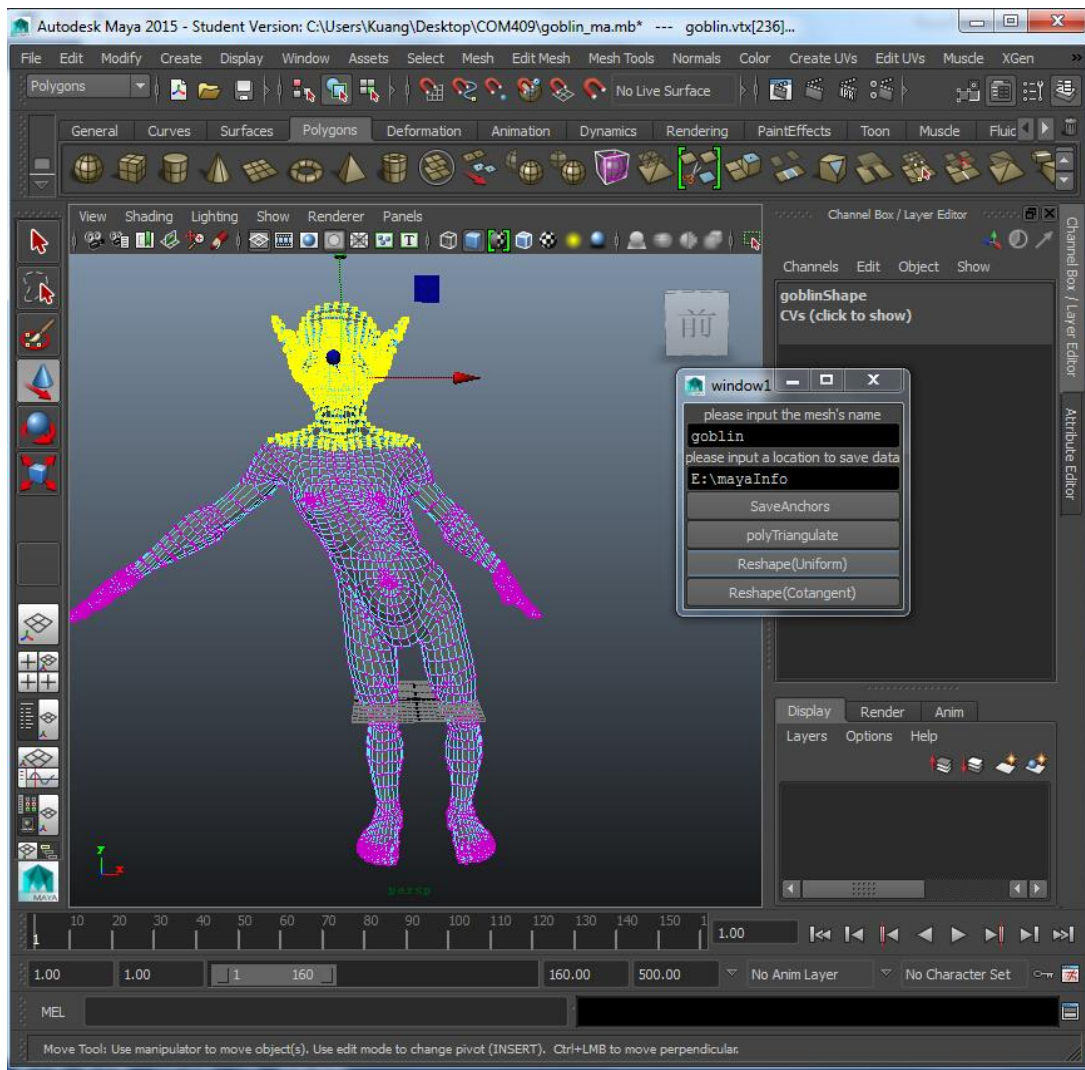
Can not save the information! Please check and change the mayaInfo in order to save the information!

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:

```
select add goblin.vtx[236] goblin
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
Please Triangulate the mesh first
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
```

