*This is to create the setup for the artist to have a model in Maya they can work on.*

**Creation:**

1. Maya:
   1. Select 3d character model (User of script should still select this by hand first)
2. Maya:
   1. Make separate shaders for the front, back and side of the character
   2. Place each shader on character model one at a time
   3. Each time, create a projection utility node on the shader while it is on the character to encompass the character's ‘bounding box’.
      1. Same for back
      2. Same for side
3. Maya:
   1. Take screenshots of wireframes with projection boxes for front, side, back
      1. (If there is a way to render out a screenshot instead, great)
   2. Save as .png images (Screenshot\_Front.png, side, etc)
4. Photoshop:
   1. Read in each image, crop image to projection box
   2. Save over existing screenshots (Screenshot\_Front.png, etc)
   3. Save also as .psd (Front\_Color.psd)
5. Maya:
   1. Connect each .psd files as input to their existing Shader: front, side and back
   2. Create layered shader using Front, Side and Back
   3. Apply layered shader to object

*The creation process is now over - the artist can touch up .psd file as they wish, then move to the Conversion process when they are done.*

**Conversion:**

1. Maya:
   1. Convert layered shader into Front, Back and Side .png files
2. Photoshop: Read in Back - create layer of Front using Side image as alpha
   1. Save file as ‘Charactername\_Texture.psd’
3. Maya:
   1. Delete all existing shaders
   2. Create new Shader
   3. Read in .psd as input to that shader and apply it to character.