

Wave Machine v1.0

Installation

Copy the `waveMachine_v1.0` somewhere convenient and add that path to the nuke plugin path.

For example:

- Copy the `waveMachine_v1.0` folder to `~/.nuke/gizmos/WaveMachine_v1.0`
- Add this line to your `~/.nuke/init.py`:

```
import nuke
nuke.pluginAddPath("./gizmos/WaveMachine_v1.0")
```