SHAPES

Blend Shape Editor for Maya®

Install Guide

Version 2.1

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Installation

To install SHAPES unzip the downloaded archive and open the **installSHAPES.ma** file, which contains the installer.

DO NOT ALTER THE DOWNLOADED FOLDER STRUCTURE FROM THE ARCHIVE

Note:
In the installer window doesn't show when opening the installSHAPES.ma file make sure that the execution of script nodes is enabled in the **Open Scene** options of Maya and open the file again.

After confirming the EULA (End User License Agreement) you can choose between three installation types:

Easy Install (Page 4) ➤

By default the Maya user preferences folder will be used for the installation.
Any previous SHAPES installation will be overwritten.
The SHAPES shelf buttons will be added to the current shelf.

Custom Install (Page 5) ➤

Lets you choose a user defined path for the installation.
You can also select if any previous SHAPES installation should be kept as a backup.
Shelf buttons can either be added to the current shelf or a new shelf.
If the SHAPES shelf buttons already exist no action can be taken here.

Advanced Install (Page 6) ➤

Installs SHAPES as a multi-platform/multi-version module.
The advantage of this installation is that SHAPES will only be installed at a single location for all available versions of Maya.
The installation path needs to be a pre-registered module path of Maya.

Easy Install

1. Select **Easy Install**.
2. Click **Easy Install** at the bottom of the window.

   After the installation all temporary files will be removed.
3. Restart Maya.

If you want to use a custom path for the installation or change other installation settings choose either **Custom Install** or **Advanced Install**.

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Custom Install

1. Select **Custom Install** to open the **Options** folder.

2. Set the **Install Path** to where SHAPES should be installed.

   By default this will be the *modules* folder in the Maya user preferences of the current Maya version, but any folder location can be chosen.

   In case a previous installation of SHAPES has been found you will see a notification and the **Install Path** will be set to this location.

3. If a previous installation of SHAPES has been found you have the option to create a backup, which renames the previous SHAPES folder before installing the new version. You can find the backup in the same place as SHAPES was previously installed.

4. Choose, where the SHAPES shelf icons should be installed to.

   By default this will be the current shelf, but you can also choose to create the buttons on a new shelf.

   In case of a previous installation the installer tries to locate the shelf buttons and displays it's finding in the installer window.
   If the SHAPES shelf buttons were found the **Shelf Icons** option is set to *No Changes*.

5. Click **Custom Install** at the bottom of the window.

   After the installation all temporary files will be removed.

6. Restart Maya.

Advanced Install

1. Select **Advanced Install** to open the **Options** folder.

2. Set the **Install Path** to where SHAPES should be installed.

   By default this will be the *modules* folder in the Maya user preferences of the current Maya version, but any folder location can be chosen.

   In case a previous installation of SHAPES has been found you will see a notification and the **Install Path** will be set to this location.

3. If a previous installation of SHAPES has been found you have the option to create a backup, which renames the previous SHAPES folder before installing the new version. You can find the backup in the same place as SHAPES was previously installed.

4. Choose one of the pre-registered module paths of Maya from the option menu **Module Path**.

   The SHAPES module file (SHAPES.mod) will be stored in this location, registering SHAPES when Maya starts.

   It is recommended to set this to a version independent path, so that SHAPES is accessible for all installed versions of Maya.

   The generated SHAPES.mod file contains all the necessary information for all supported Maya versions and platforms, which means that a module path on a shared network drive would allow various users on different platforms and versions to use the same SHAPES installation.

5. Click **Advanced Install** at the bottom of the window.

   After the installation all temporary files will be removed.

6. Restart Maya.

The Advanced Install option does not create any shelf buttons.

Use the following commands to manually set up the shelf buttons:

SHAPES

```
SHAPES;
evalDeferred("dockControl -e -r SHAPESDock");
```

SHAPES Brush

```
SHAPESBrushUI;
```

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