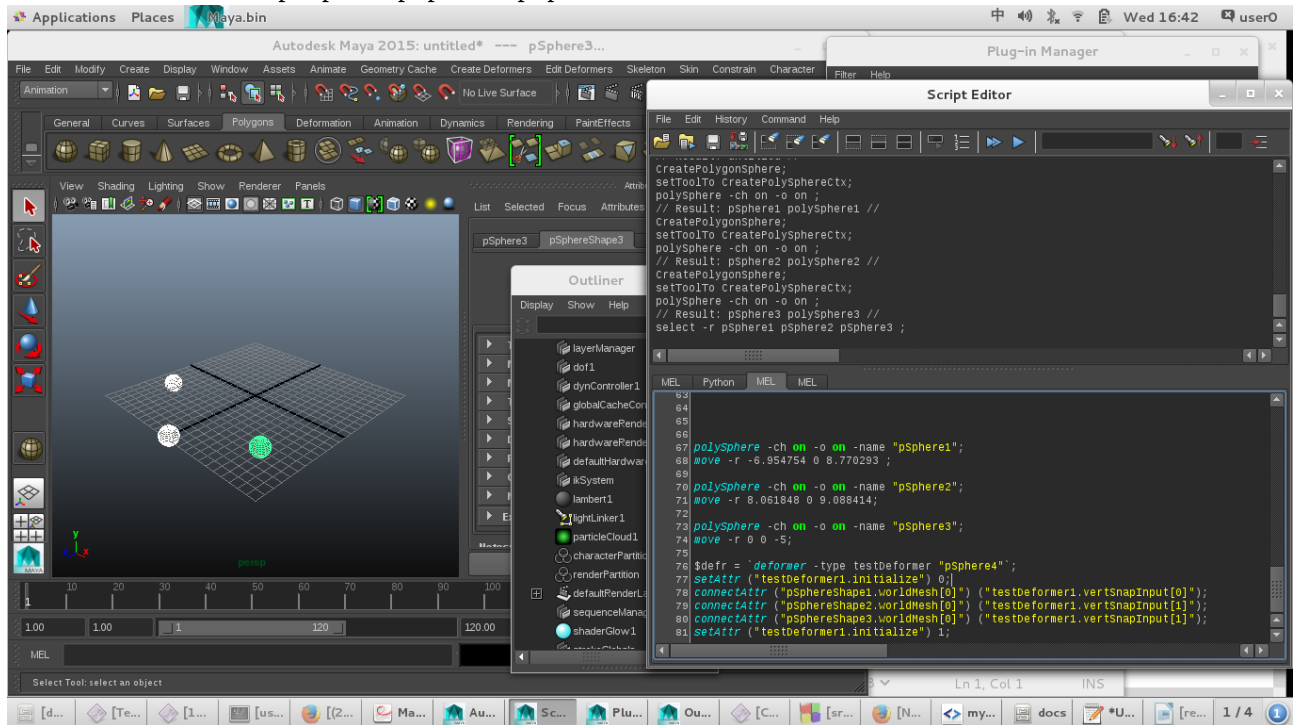
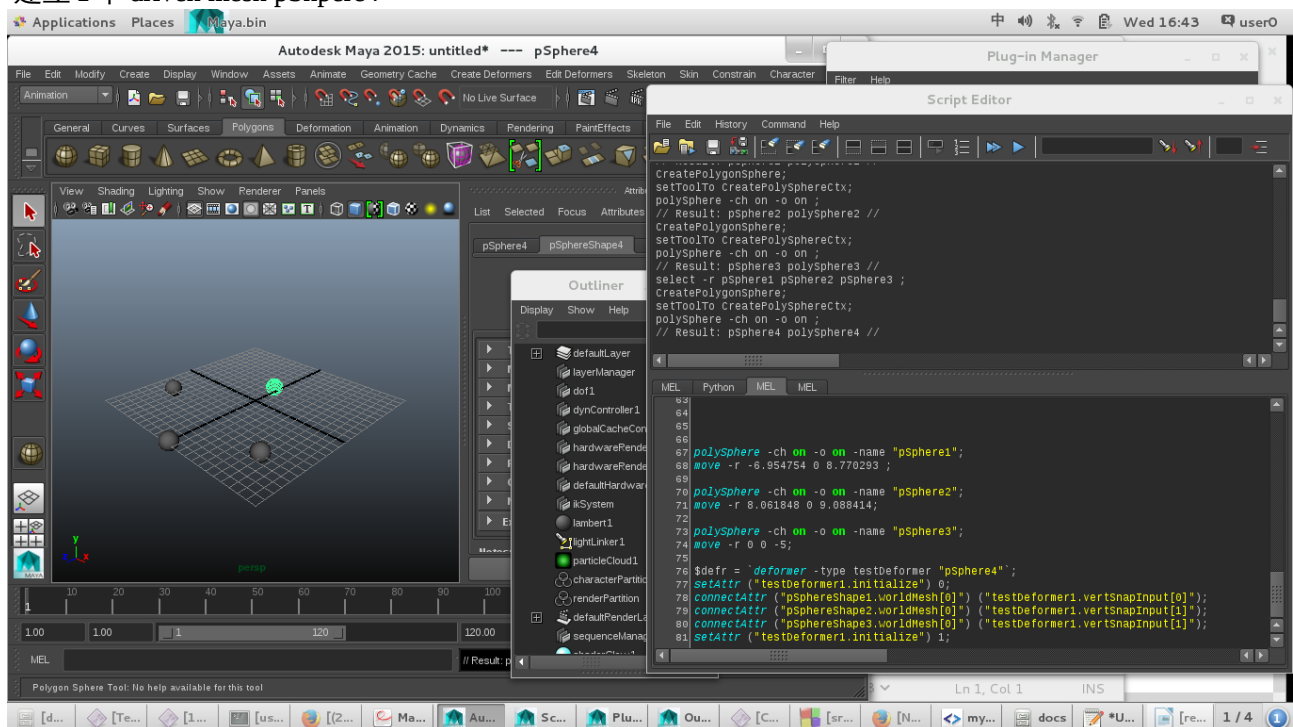


如何用多个 driver mesh 控制另一个 mesh

- 建立 3 个 driver mesh pSphere1, pSphere2, pSphere3



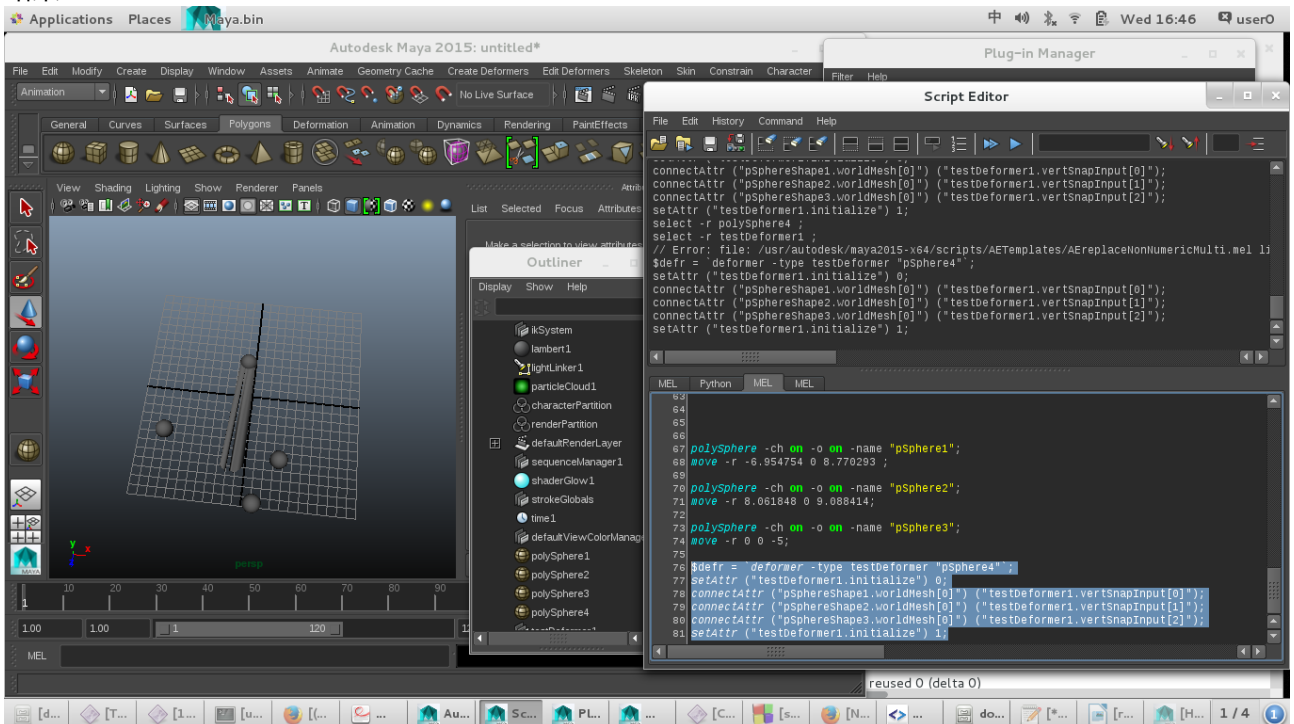
建立 1 个 driven mesh pSphere4



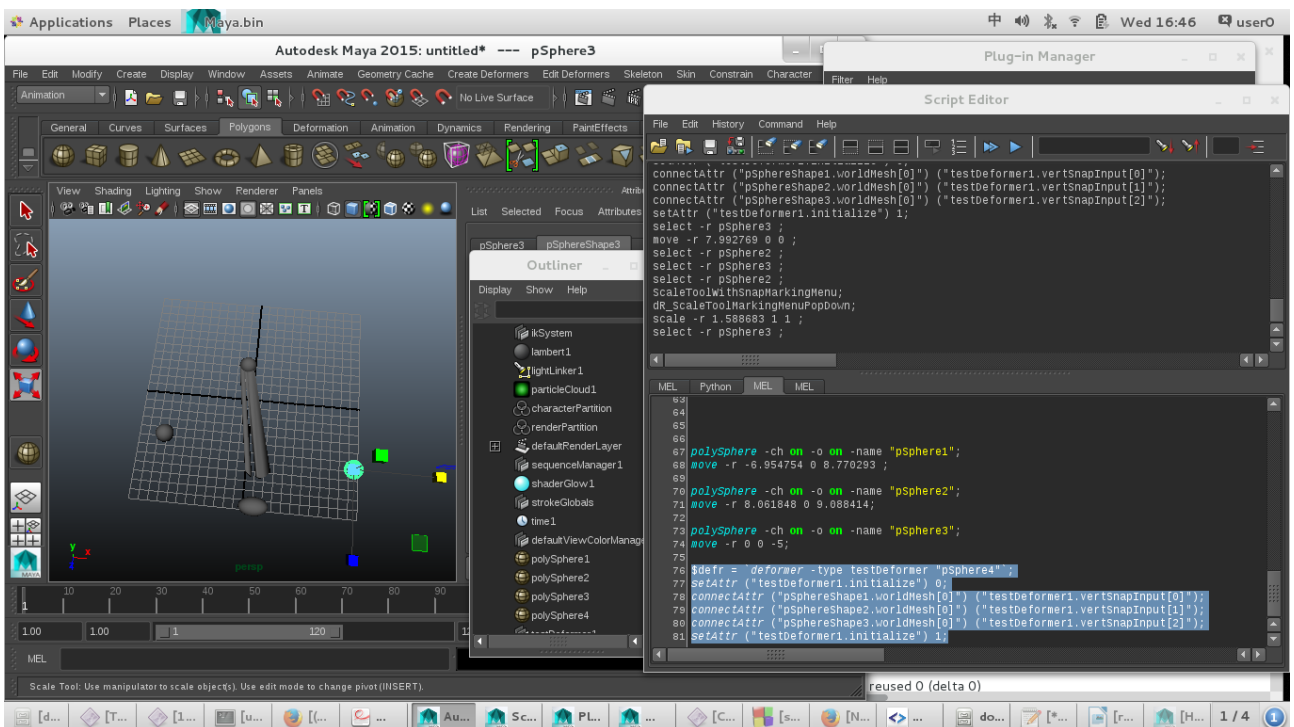
- 执行命令:

```
$defr = `deformer -type testDeformer "pSphere4";
setAttr ("testDeformer1.initialize") 0;
connectAttr ("pSphereShape1.worldMesh[0]") ("testDeformer1.vertSnapInput[0]");
connectAttr ("pSphereShape2.worldMesh[0]") ("testDeformer1.vertSnapInput[1]");
connectAttr ("pSphereShape3.worldMesh[0]") ("testDeformer1.vertSnapInput[2]");
setAttr ("testDeformer1.initialize") 1;
```

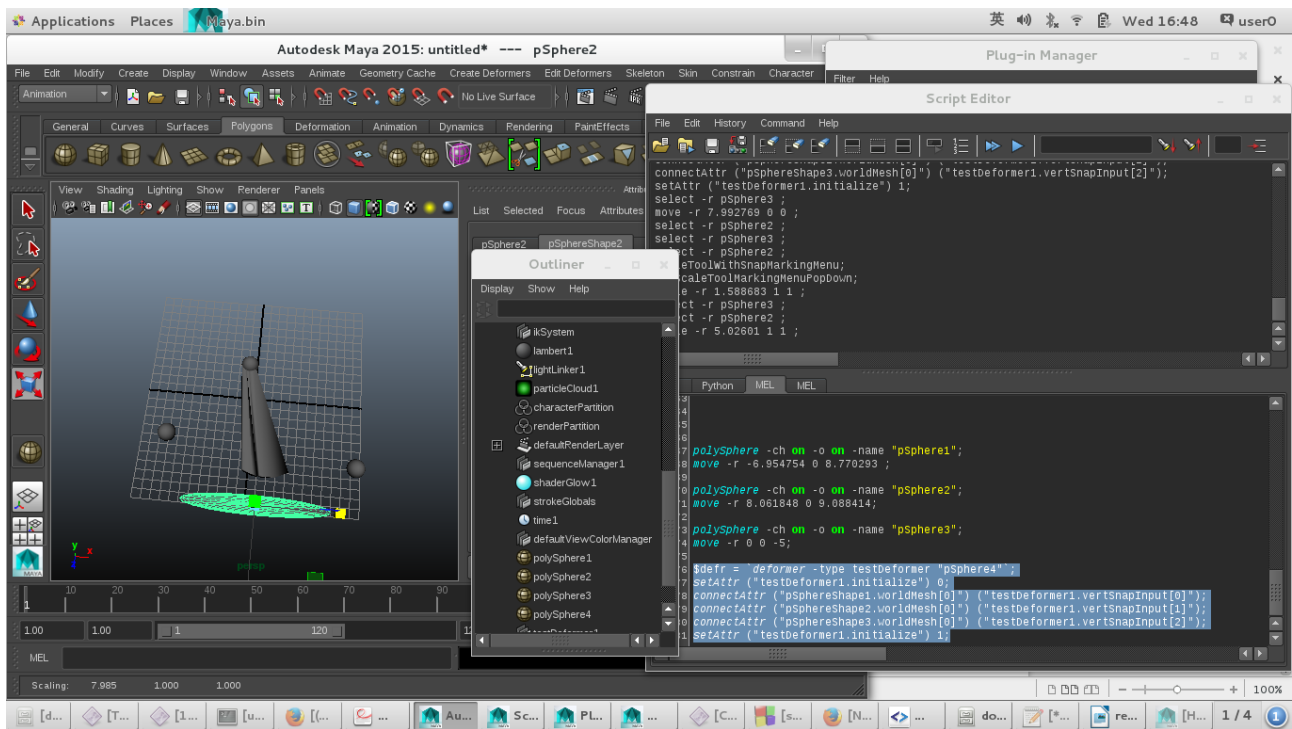
结果:



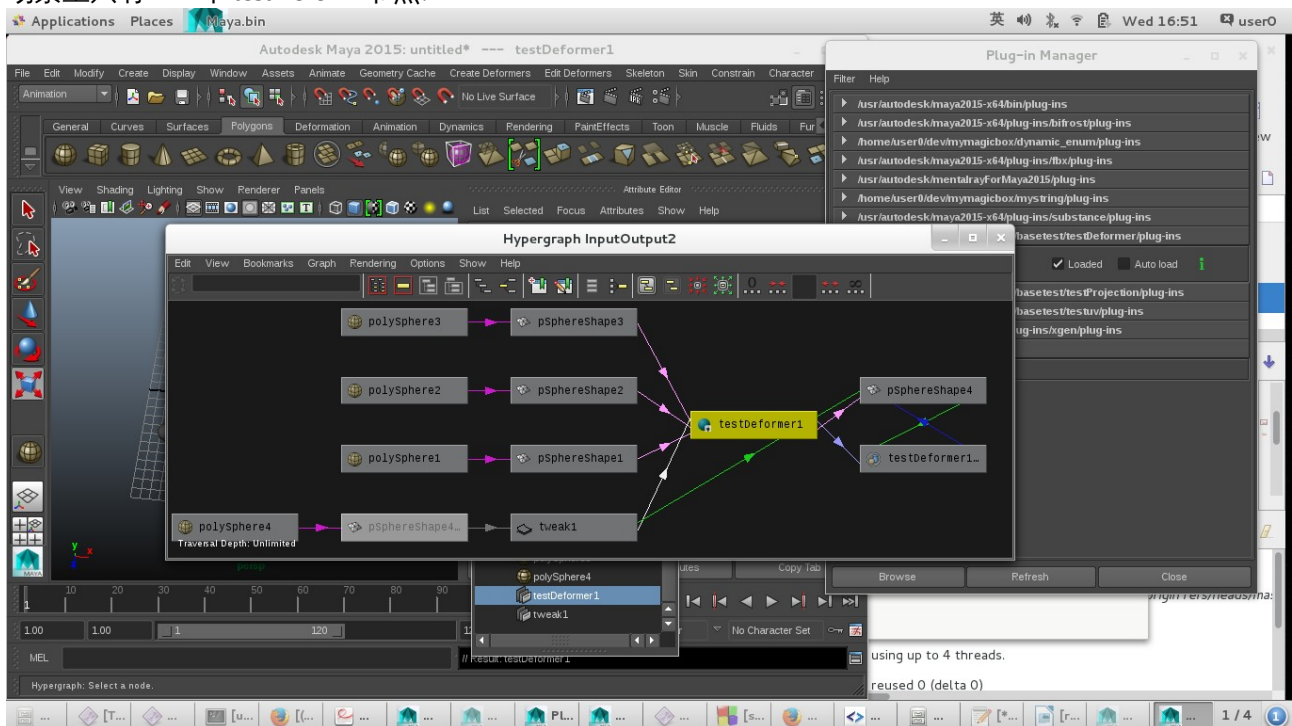
移动 driver mesh pSphere3 后的结果:



放缩 driver mesh pSphere2



场景里只有 1 一个 testDeform 节点:

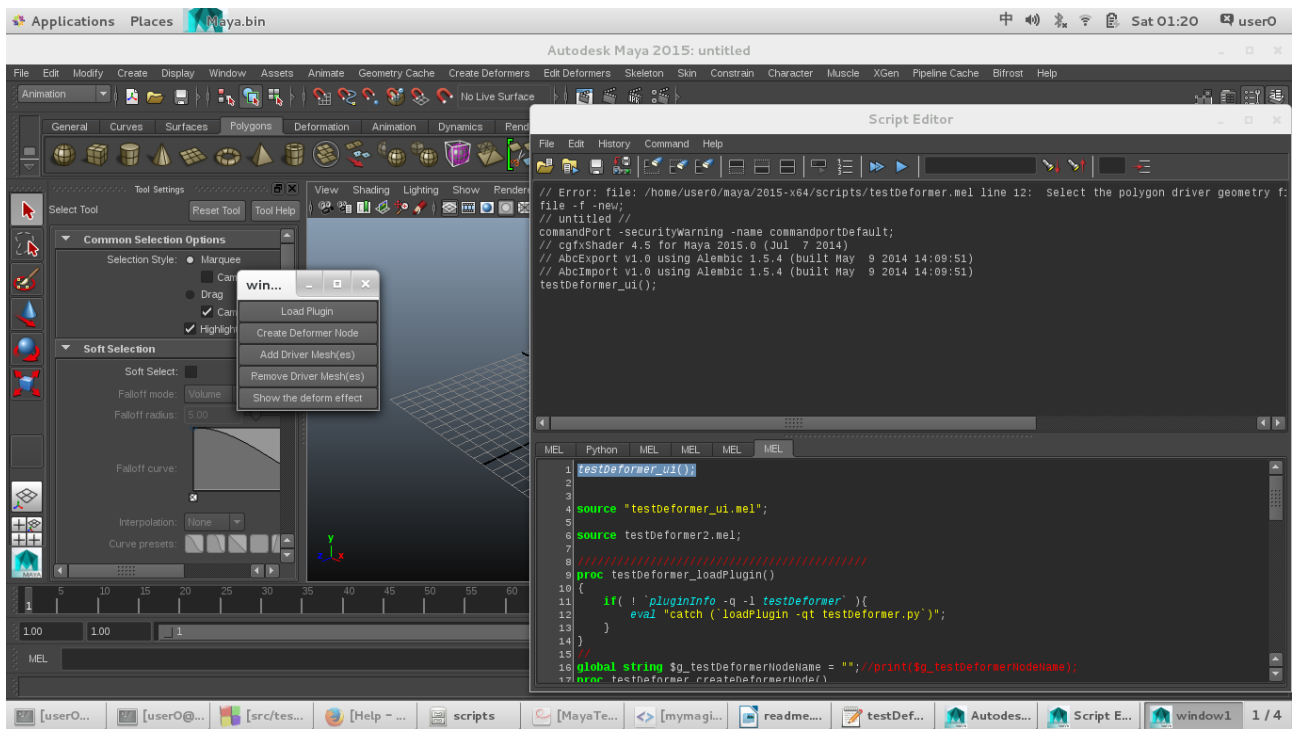


详细可参考/test/test_4spheres.ma

使用说明:

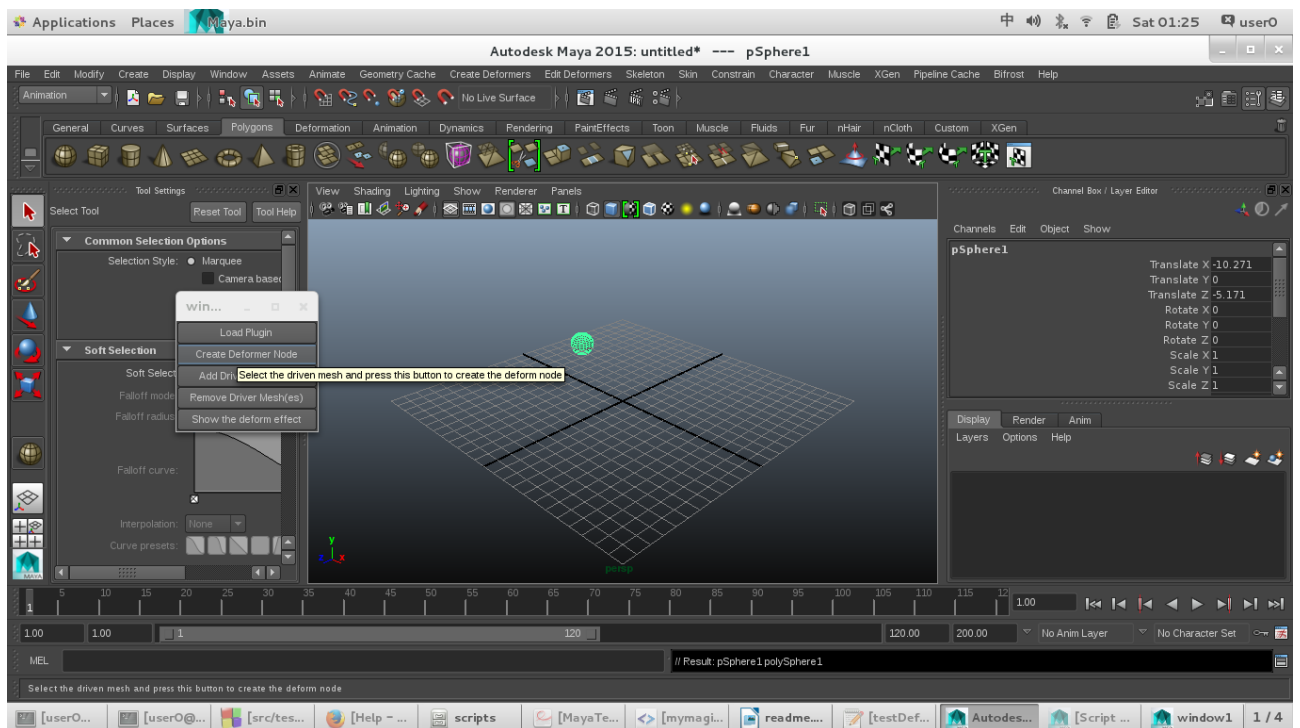
0. 复制 testDeformer.mod 到 '/home/user0/maya/2015-x64/modules' 目录下, 并修改字符串 /home/user0/dev/mymagicbox/basetest/testDeformer 为插件所在的根目录

1. 运行命令: testDeformer_ui(); 得到 ui



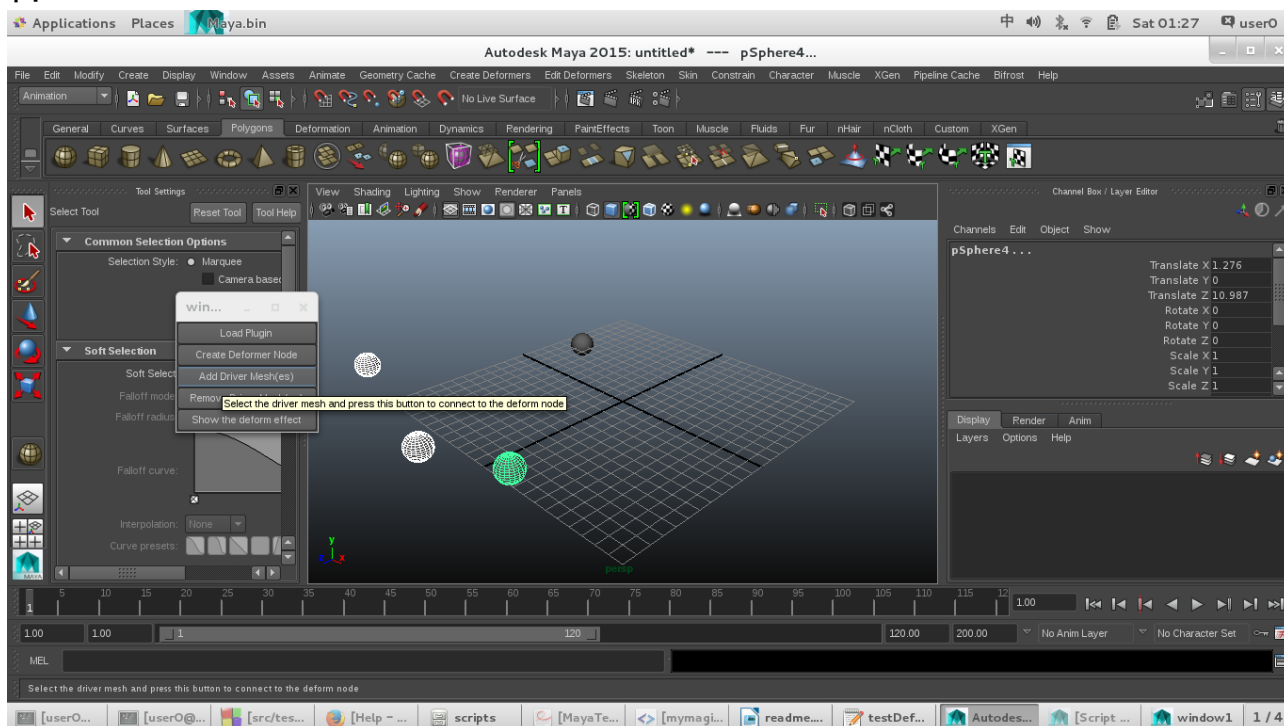
2. 点击"Load Plugin" 按钮加载插件

3. 选择 driven mesh, 点击"Create Deformer Node"按钮, 创建 deformer node

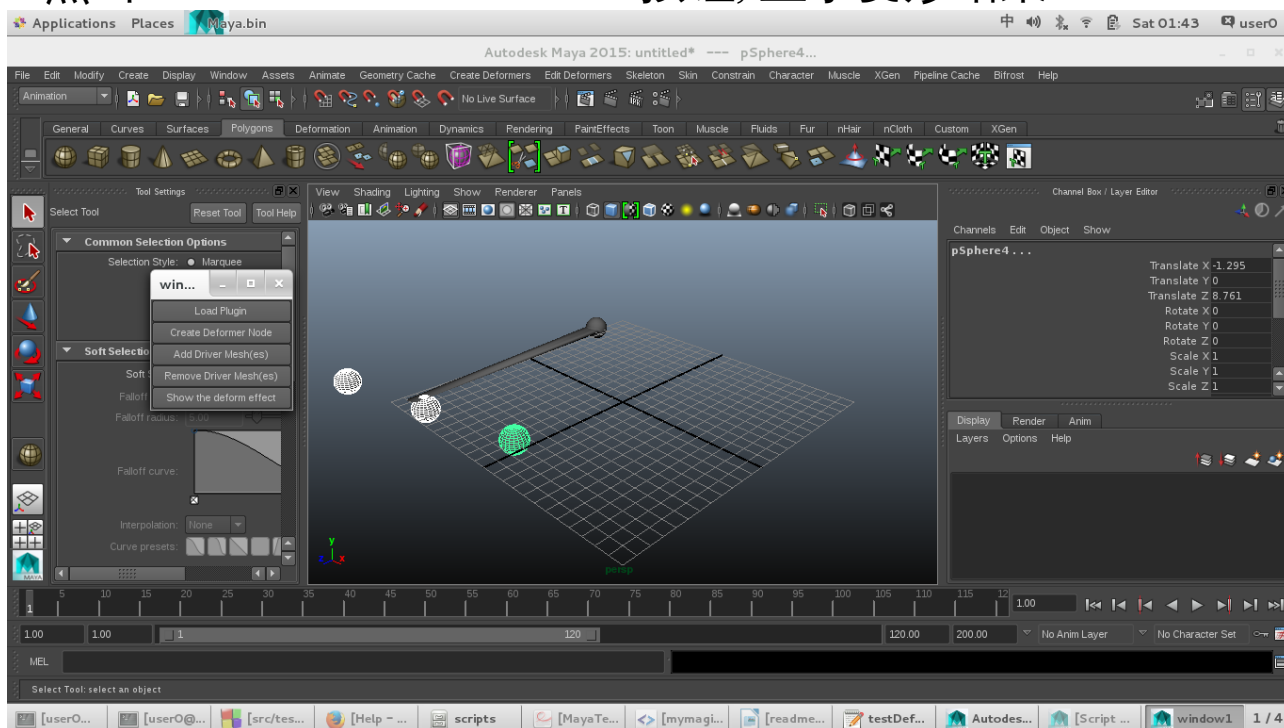


4. 选择 driver meshes, 点击"Add Driver Mesh(es)", 添加驱动物

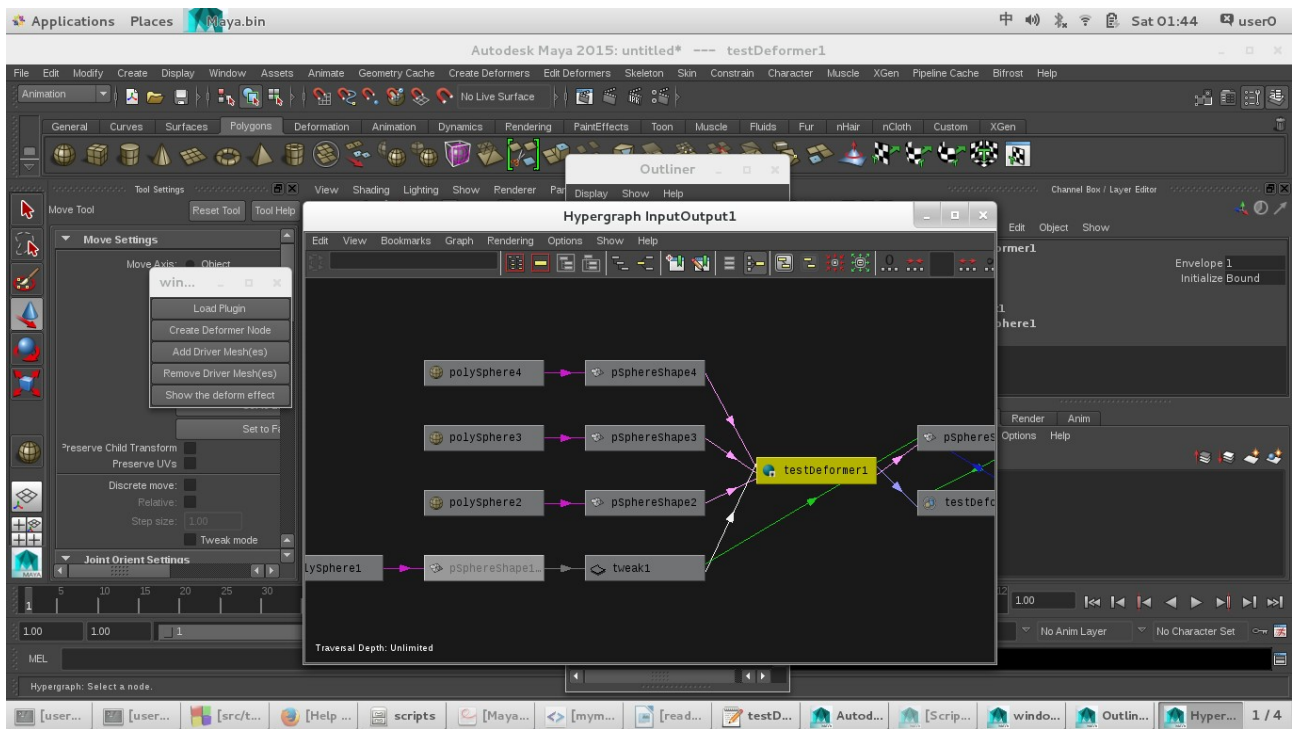
体



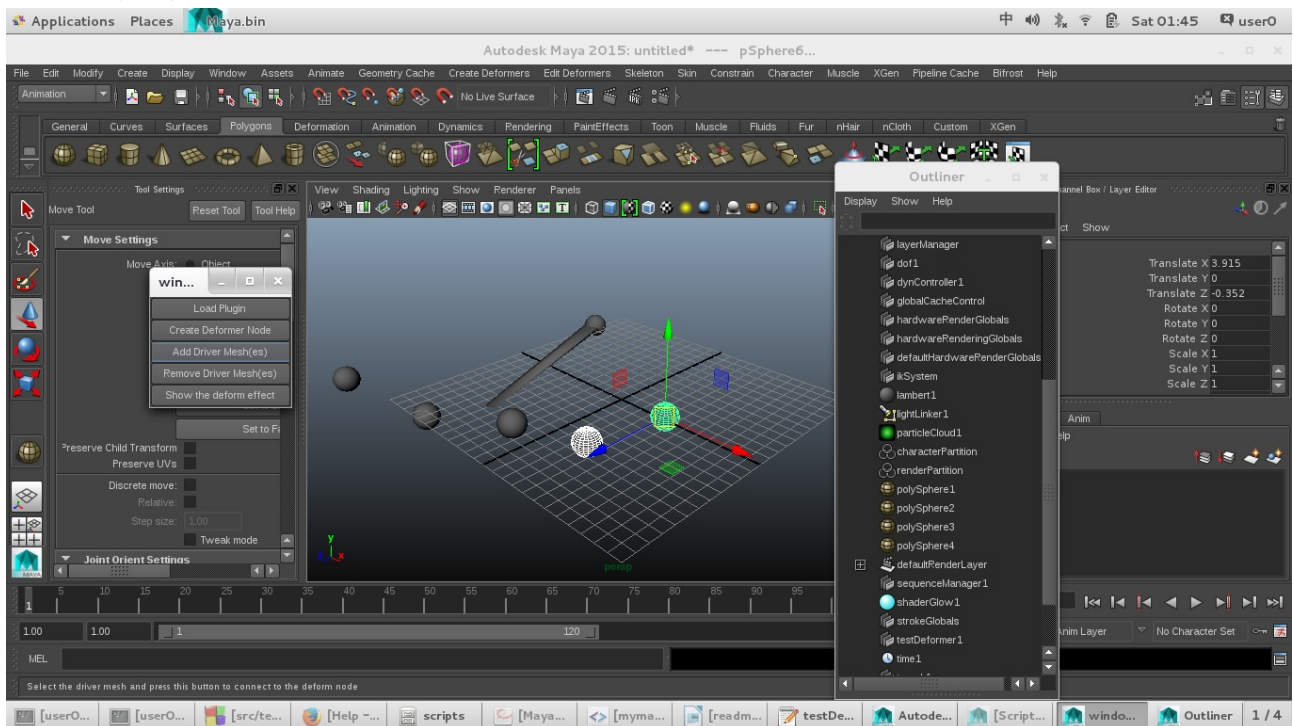
5.点击”Show the deform effect” 按钮, 显示变形结果



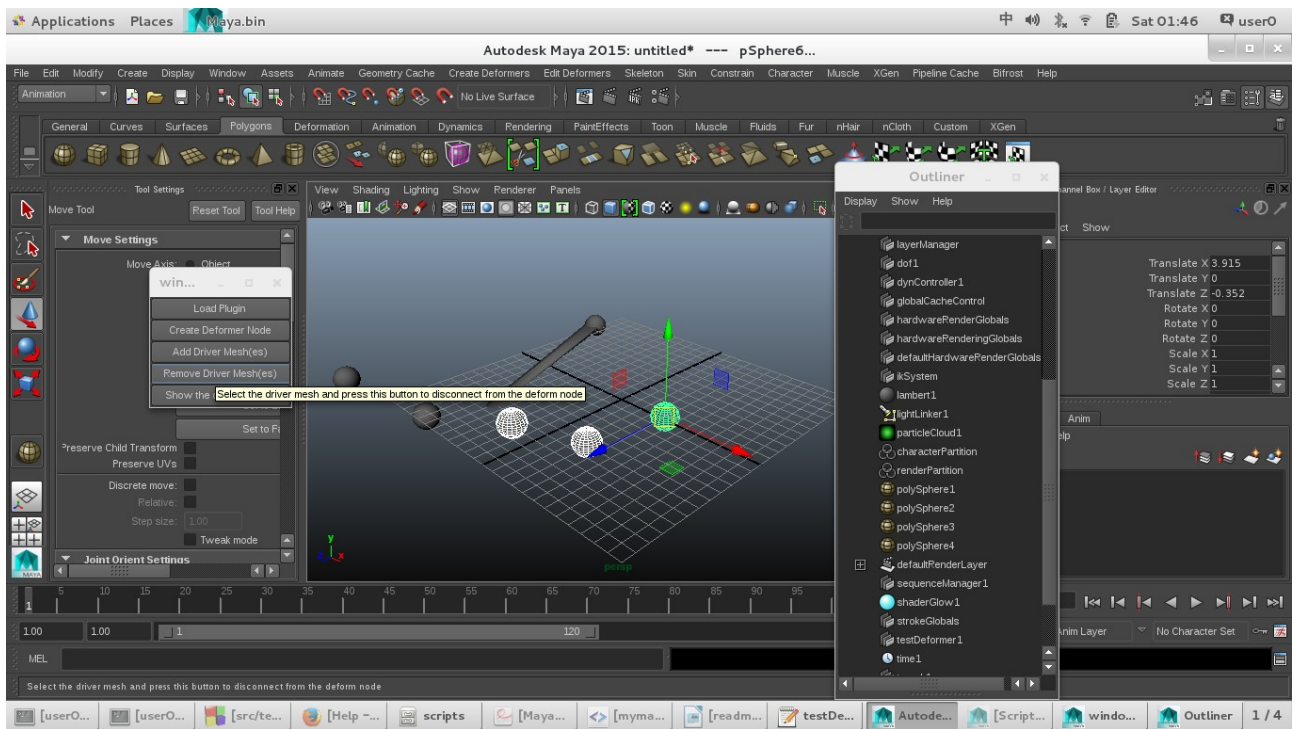
此时,场景里只有一个 testDeformer node



6. 继续添加 2 个 driver mesh



7. 选择 3 个 driver mesh 并删除它们



结果:

