

# 开发环境:

CentOS7 x64, Maya2015 x64, CMake+CodeBlocks.

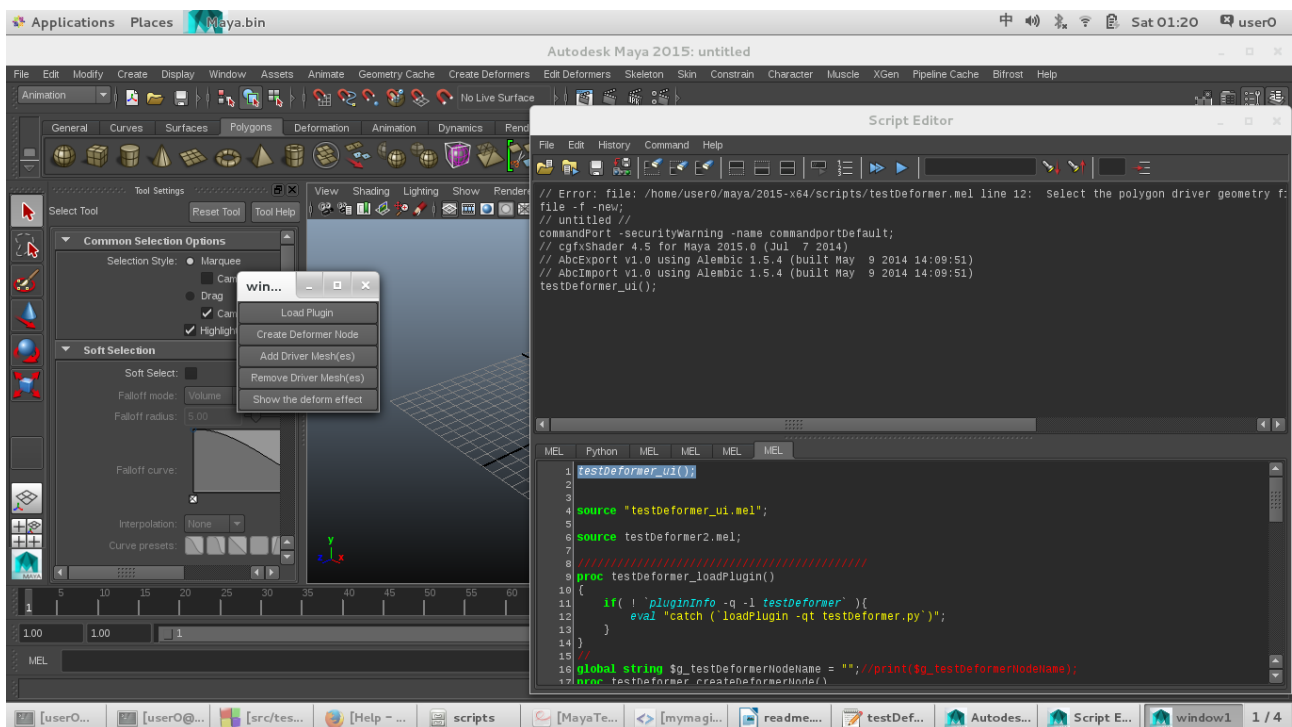
## testDeformer.py 代码详细注释:

见 docs/testDeformer.txt

## 使用说明:

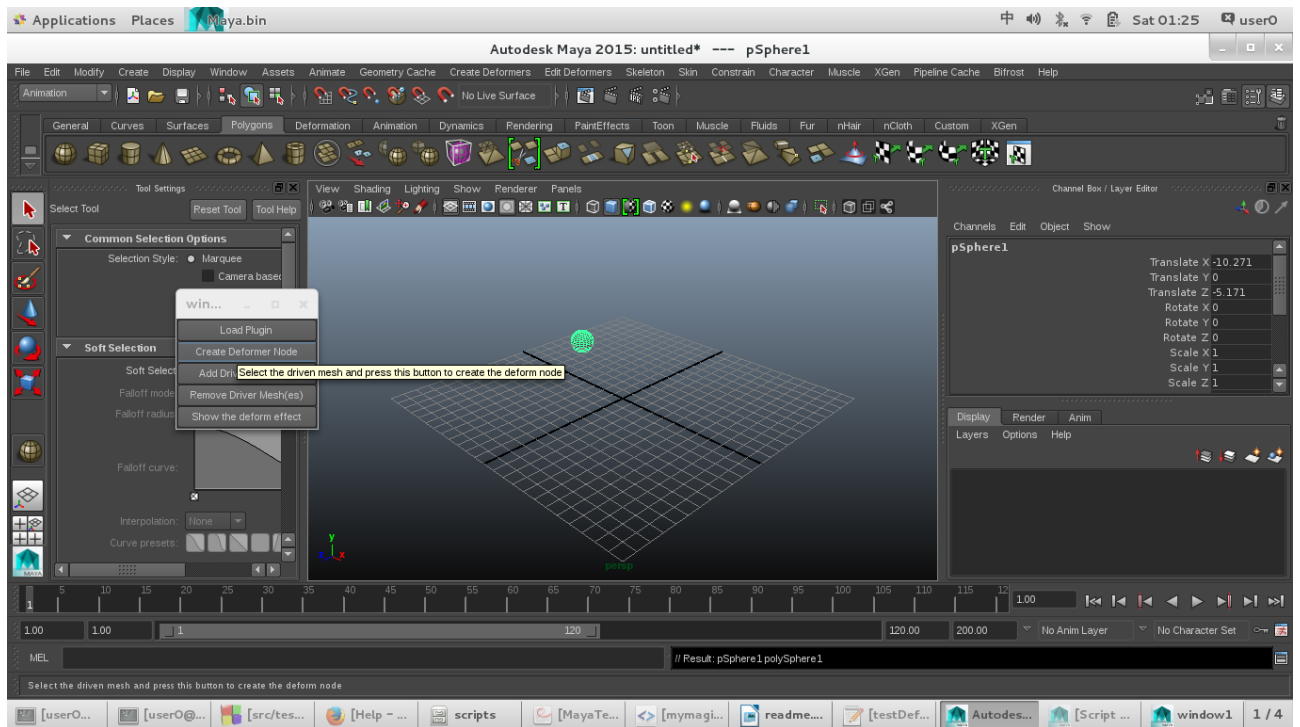
0. 复制 testDeformer.mod 到 '/home/user0/maya/2015-x64/modules' 目录下, 并修改字符串 /home/user0/dev/mymagicbox/basetest/testDeformer 为插件所在的根目录

1. 运行命令: testDeformer\_ui(); 得到 ui

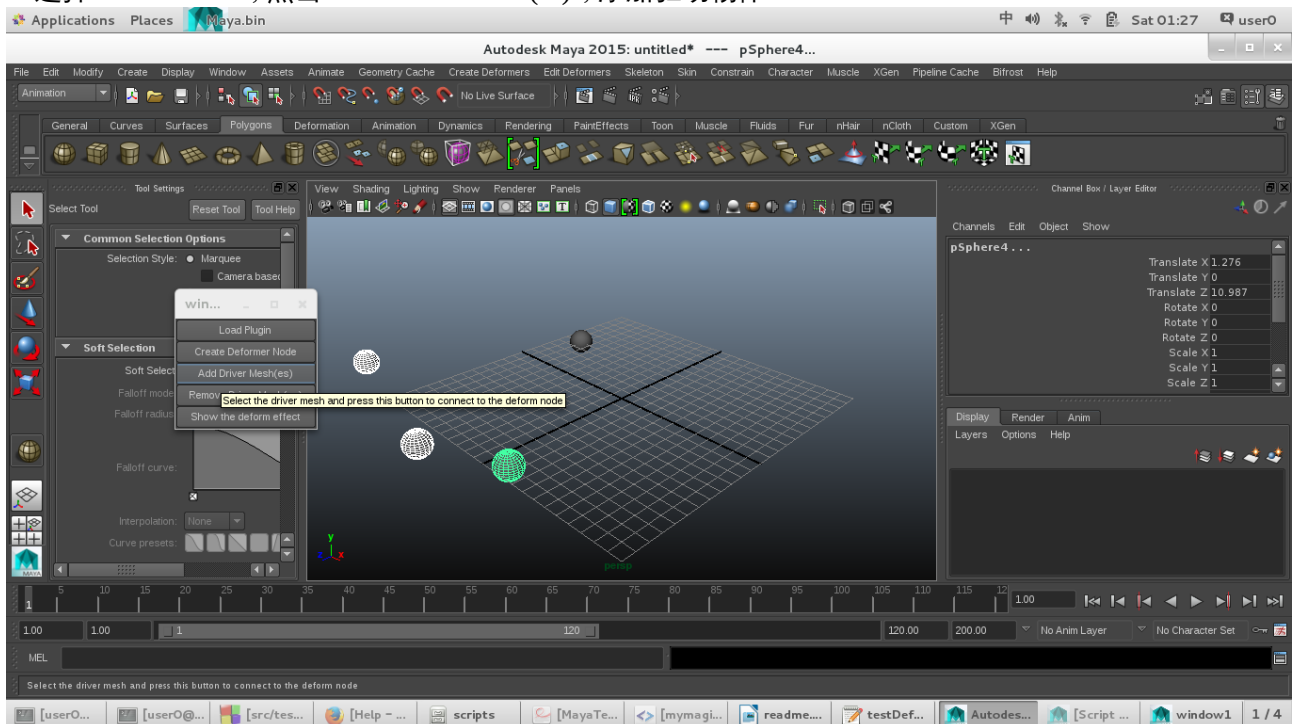


2. 点击"Load Plugin" 按钮加载插件

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

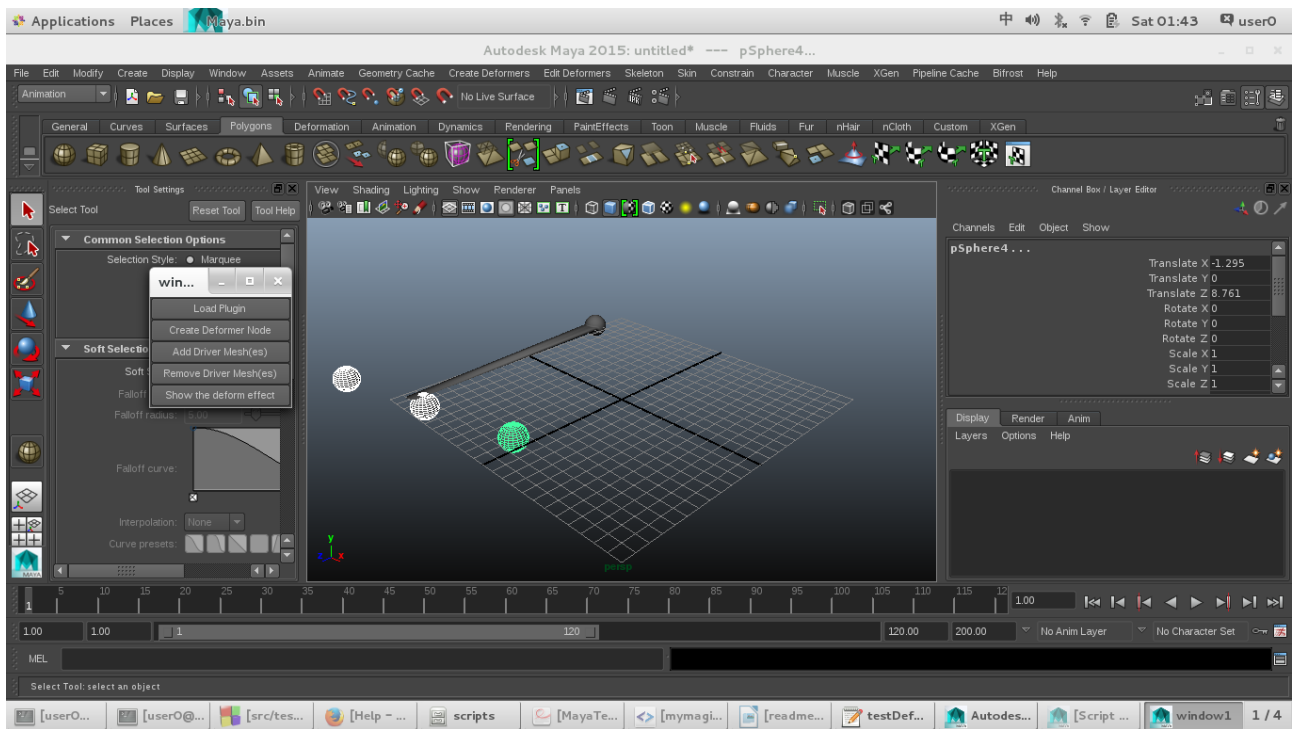


#### 4. 选择 driver meshes, 点击”Add Driver Mesh(es)”, 添加驱动物体

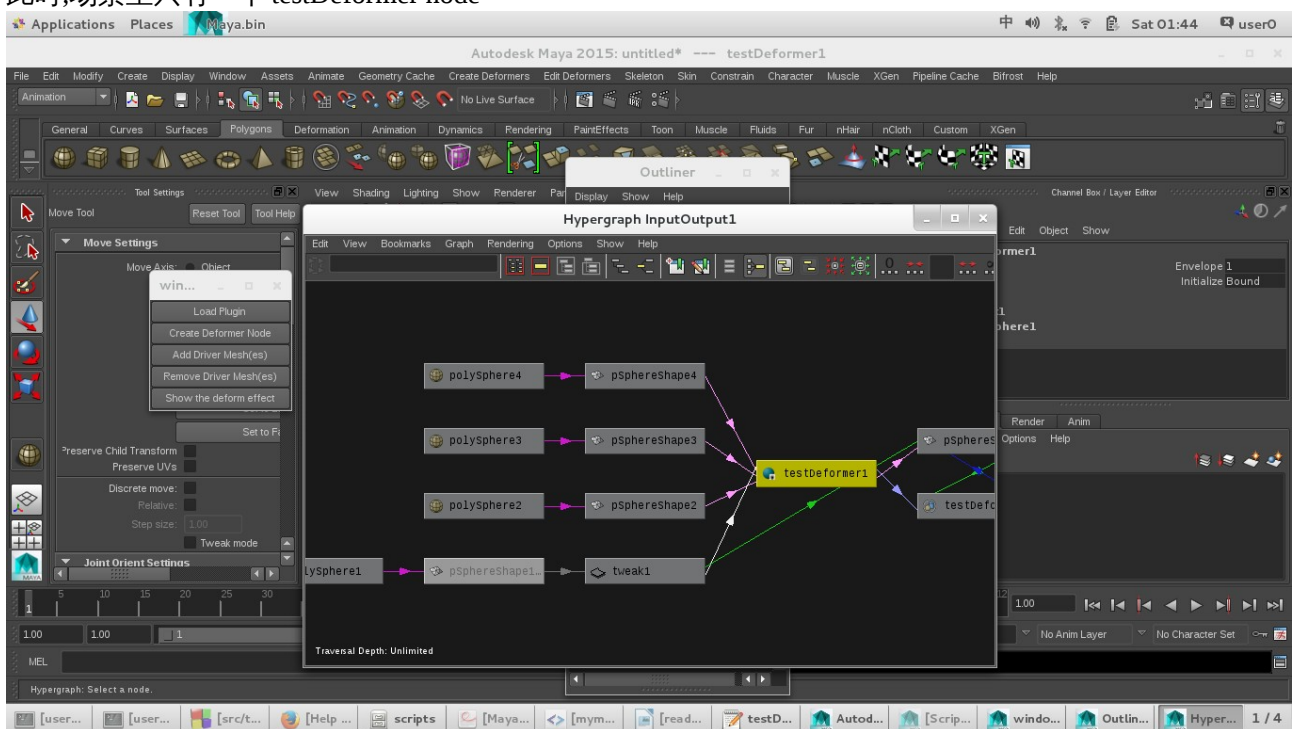


#### 5. 点击”Show the deform effect” 按钮, 显示变形结果

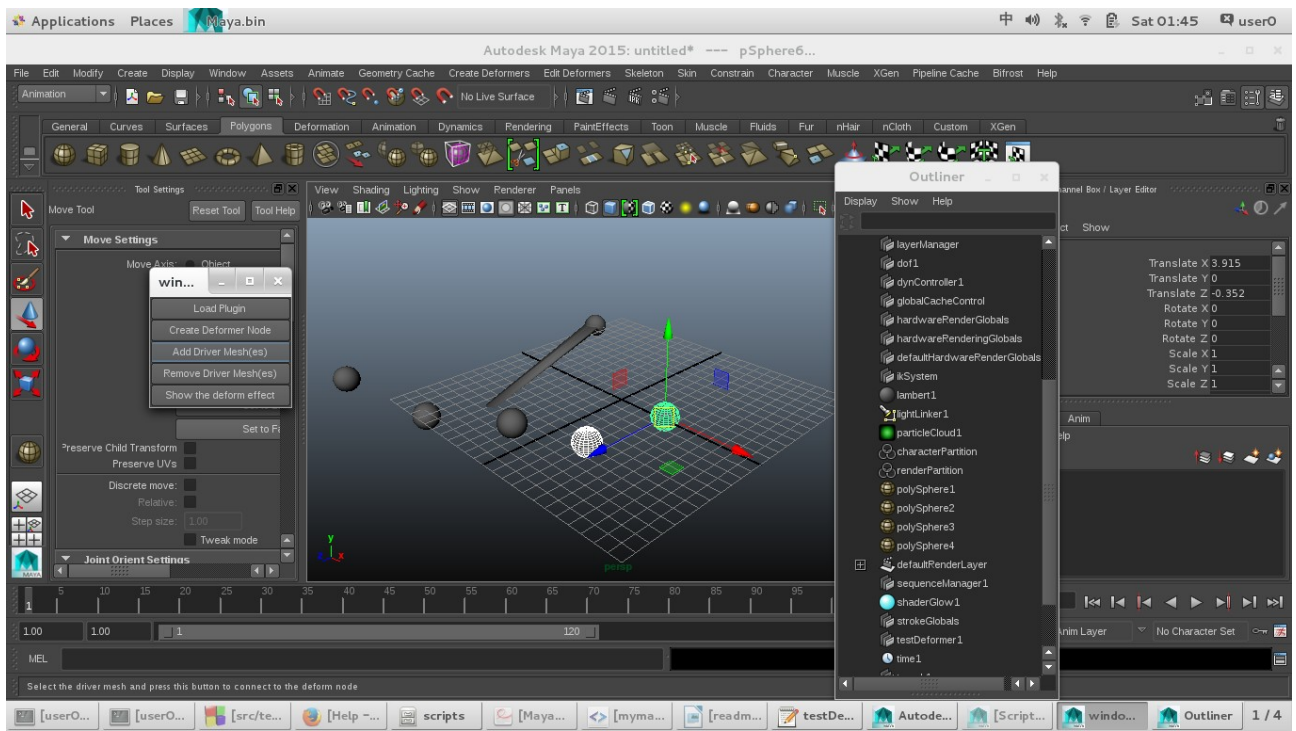
(因为现在没有做权重, 所以 driven mesh 的变形效果是各个 driver mesh 的平均值)



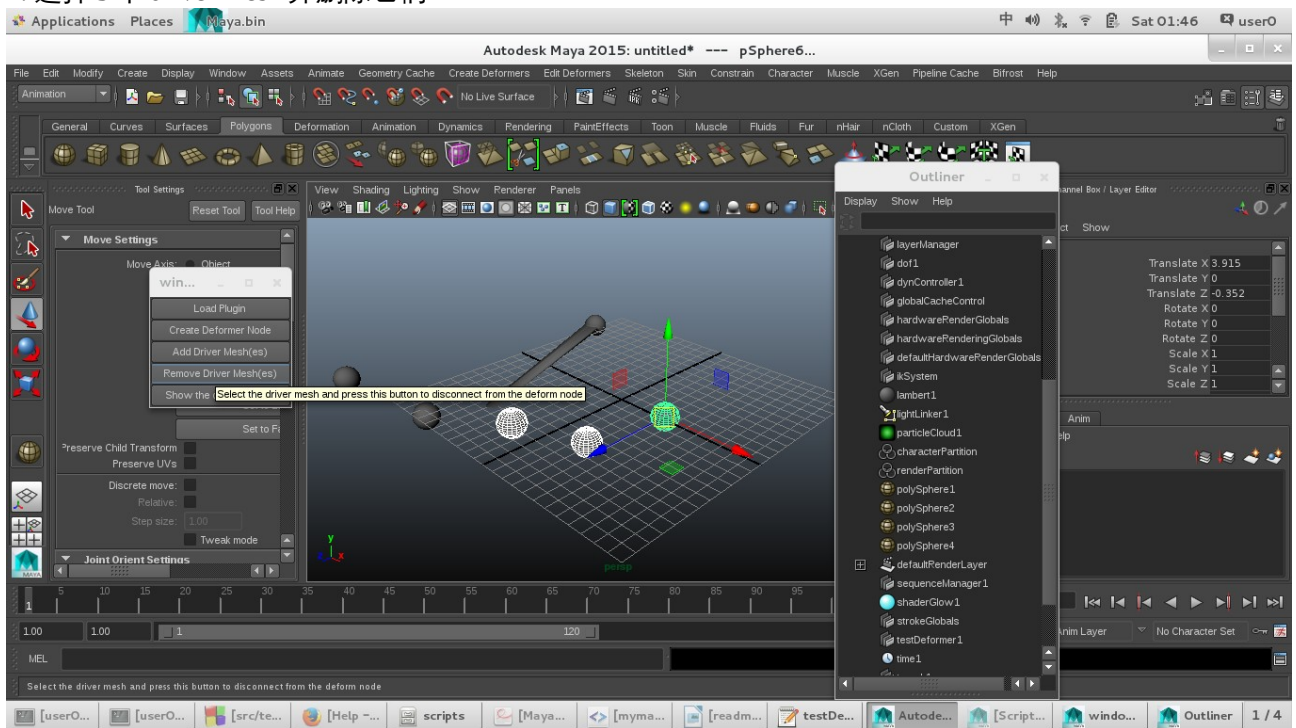
此时,场景里只有一个 testDeformer node



6. 继续添加 2 个 driver mesh



## 7. 选择 3 个 driver mesh 并删除它们



结果:

