

## 开发环境:

CentOS7 x64, Maya2015 x64, CMake+CodeBlocks.

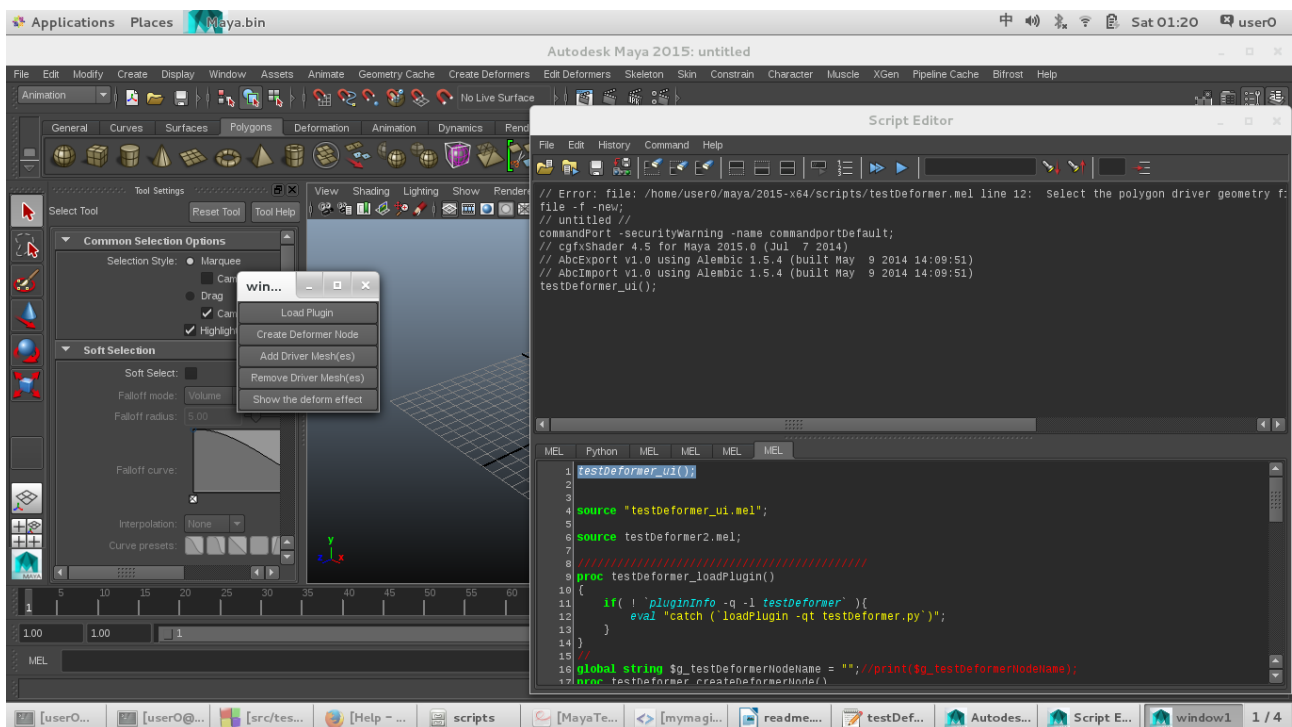
## testDeformer.py 代码详细注释:

见 docs/testDeformer.txt

## 使用说明:

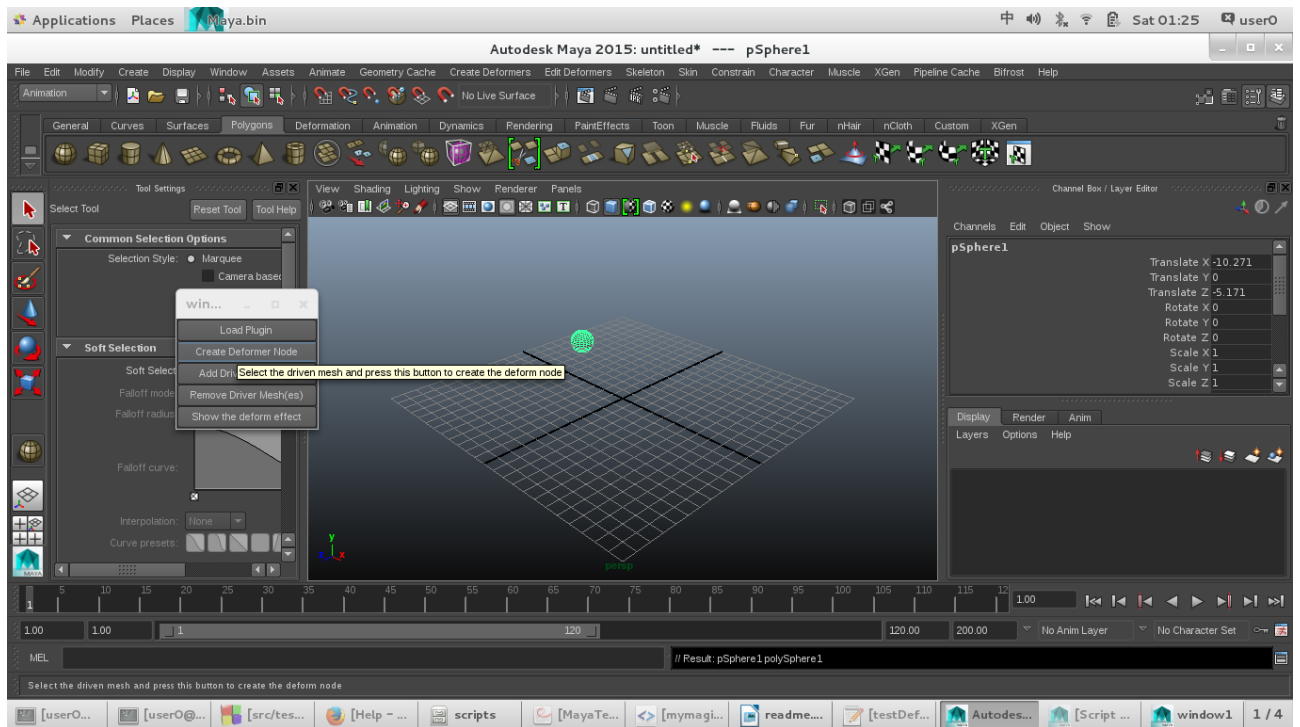
0. 复制 testDeformer.mod 到 '/home/user0/maya/2015-x64/modules' 目录下, 并修改字符串 /home/user0/dev/mymagicbox/basetest/testDeformer 为插件所在的根目录

1. 运行命令: testDeformer\_ui(); 得到 ui

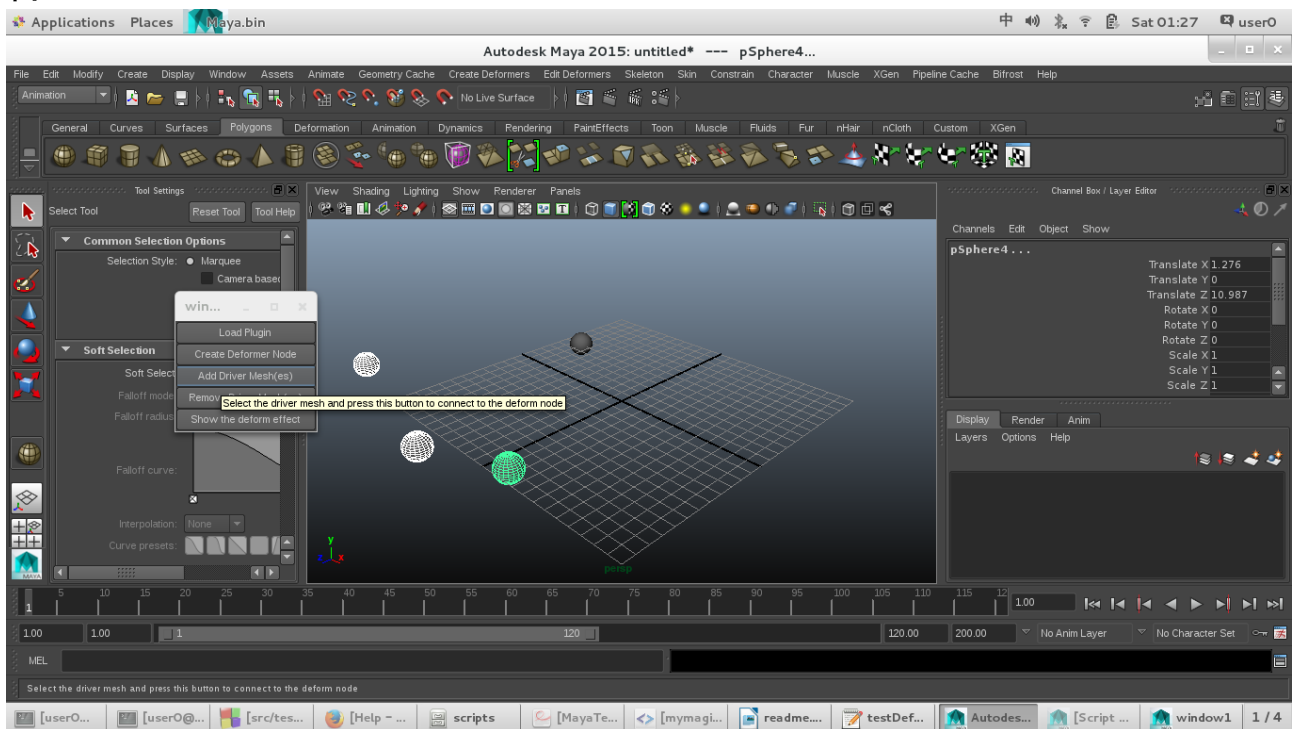


2. 点击"Load Plugin" 按钮加载插件

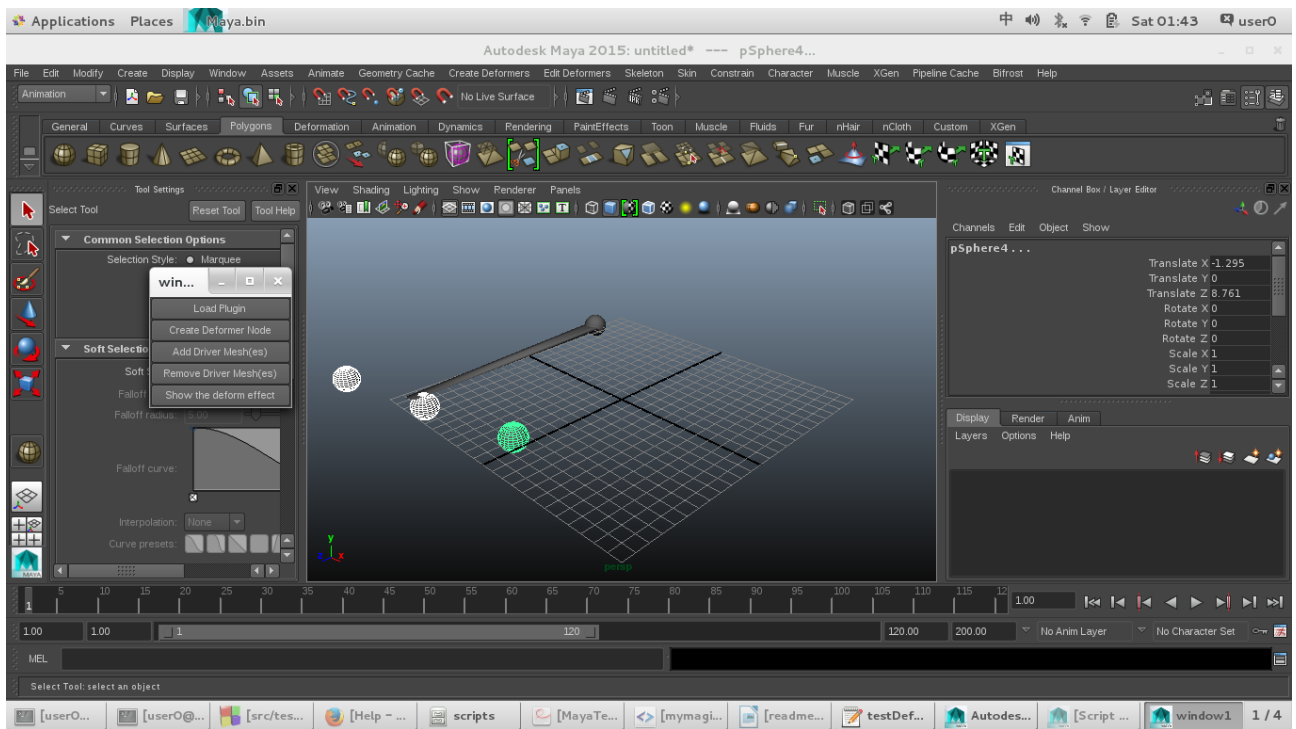
3. 选择 driven mesh, 点击"Create Deformer Node"按钮, 创建 deformer node



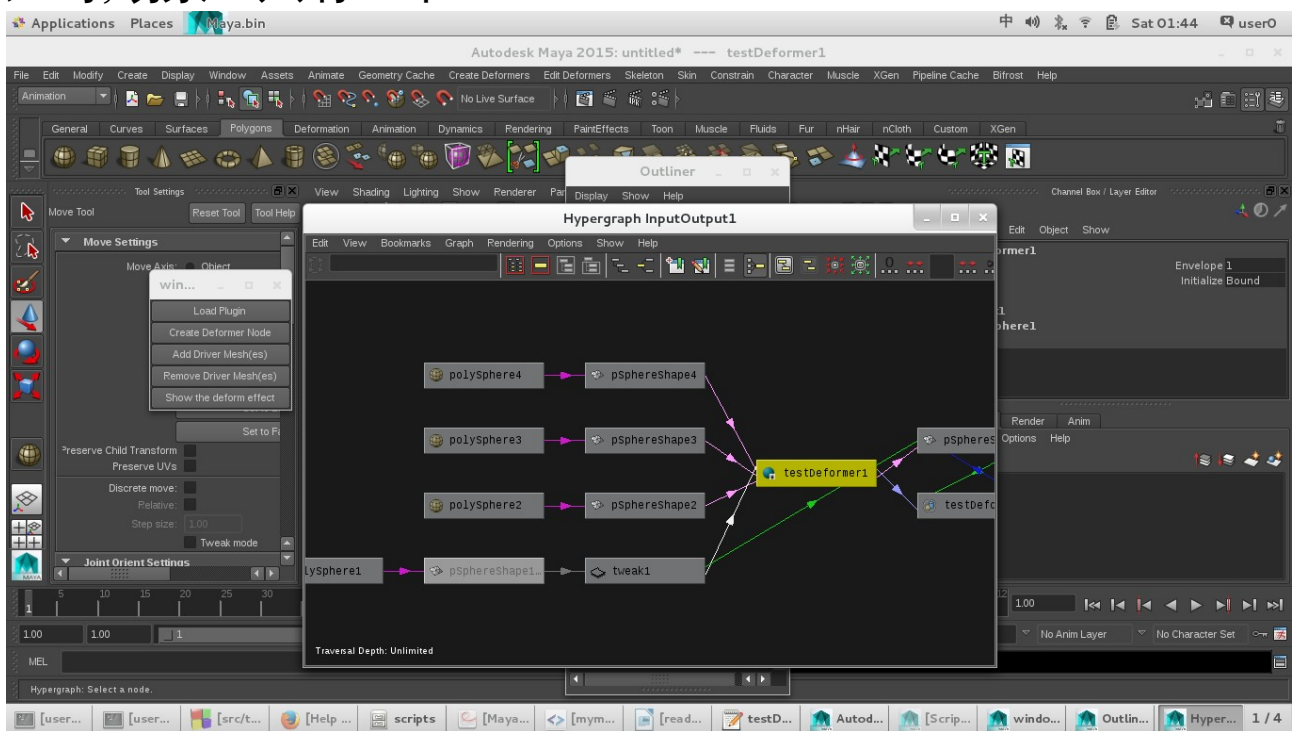
4. 选择 driver meshes, 点击”Add Driver Mesh(es)”, 添加驱动物体



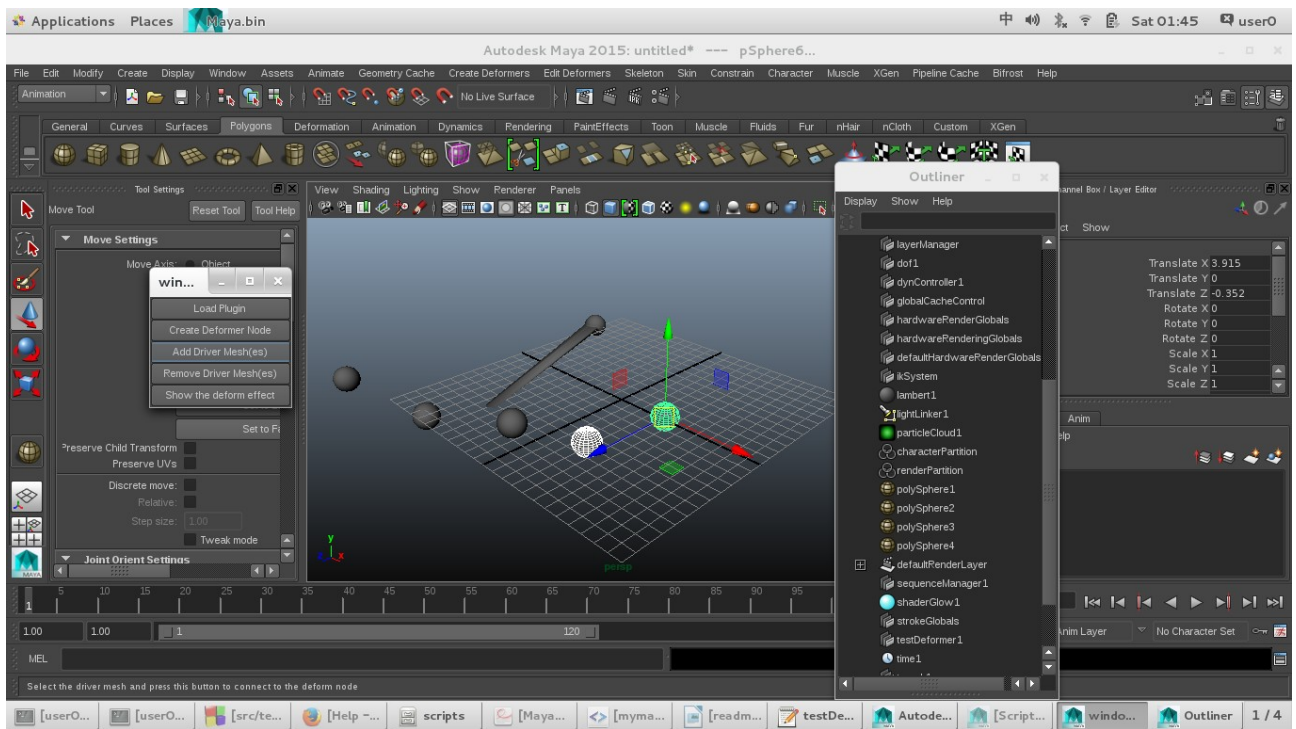
5. 点击”Show the deform effect” 按钮, 显示变形结果



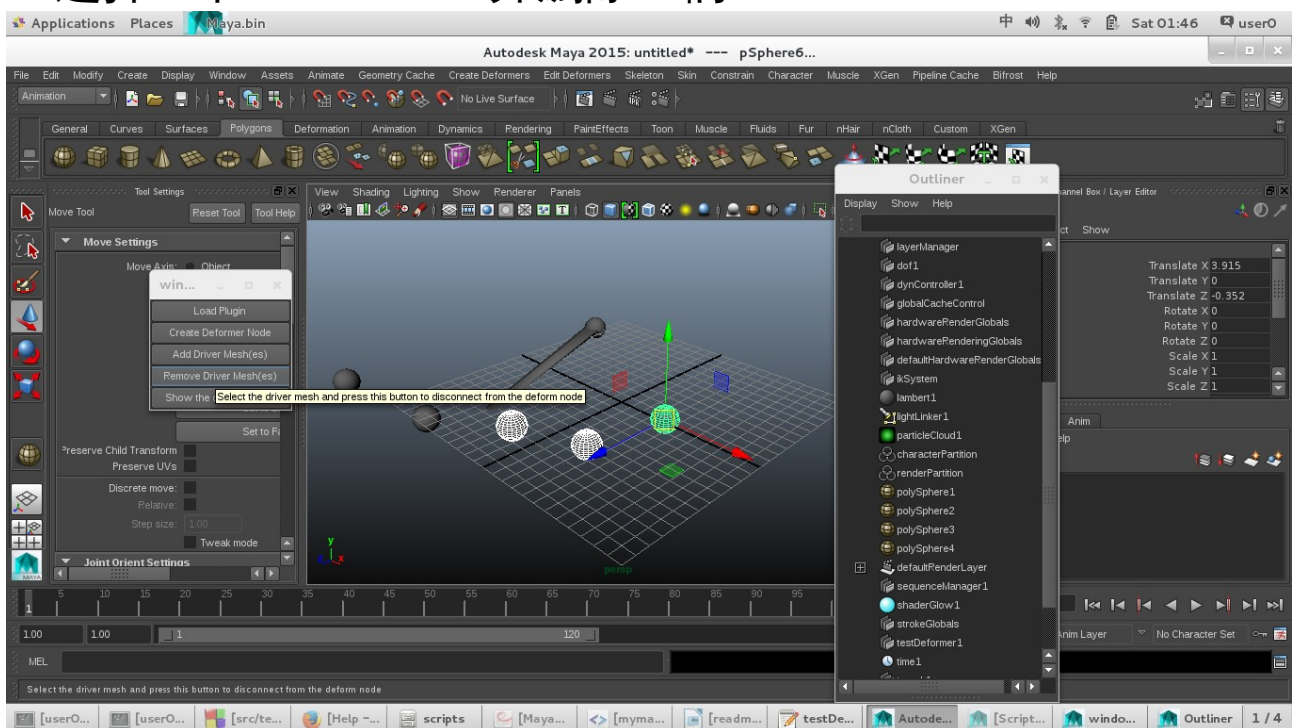
此时,场景里只有一个 testDeformer node



6. 继续添加 2 个 driver mesh



## 7. 选择 3 个 driver mesh 并删除它们



结果:

