

## Voronoi Mesh Generator V 2.0

### Plugin Installation Instructions:-

- In your default `C:\Users\XXX\Documents\maya\201XX` folder create a new folder called 'AK\_Plugins'
- In `C:\Users\XXX\Documents\maya\201XX` folder open the `Maya.env` file in notepad (If the `Maya.env` file doesn't exist then create one.) and assign the above folder as Maya plugin path as shown below :-

`MAYA_PLUG_IN_PATH = %MAYA_APP_DIR%\201XX\AK_Plugins`

In case your `Maya.env` file already has an existing 'MAYA\_PLUG\_IN\_PATH' variable entry present in it (*due to some other previously installed plugin(s)*), then in that case you don't need to assign another duplicate 'MAYA\_PLUG\_IN\_PATH' entry there, as Maya won't consider this duplicate entry path while loading.

In this case you just need to put a semicolon (;) next to the exiting Plugin Path(s)

And then add `%MAYA_APP_DIR%\201XX\AK_Plugins` after the semicolon.

For example, if it already has an existing entry for say REDSHIFT plugin, then your new entry should look like this:

`MAYA_PLUG_IN_PATH = %REDSHIFT_PLUG_IN_PATH%;%MAYA_APP_DIR%\2015-x64\AK_Plugins`

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- Now copy both `voronoiGen.py` and `voronoiGenSource.pyc` to your AK\_Plugins folder, i.e. your - `C:\Users\XXX\Documents\maya\201XX\AK_Plugins`

- After doing this open Maya & go to 'Plugin Manager', there you will find a new separate tab for AK\_Plugins (should mostly show at the top)

- In that you should be able to see both `voronoiGen.py` and `voronoiGenSource.pyc`.

- Tick on 'loaded' & 'Auto load' only for the `voronoiGen.py`.

**DONOT** try to load or auto load `voronoiGenSource.pyc`, as it won't load & would be throwing some error, this is Normal, so you can leave it as it is.

- Once `voronoiGen.py` is loaded you can go to Script editor & type the following command to run Tool UI (mel or python):

<b>mel command</b>	- <code>voronoiGen;</code>
<b>Python command</b>	- <code>cmds.voronoiGen()</code>

Thanks

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