zSpace Maya Plug-in 3.0 BETA
Installation Guide

Prerequisites

- Windows 7 64-bit Operating System
- Autodesk Maya 2012/2013 64-bit edition
- Latest nVidia or ATI/AMD reference video drivers
- Configuration of nVidia or ATI/AMD video drivers for 3D Stereo
- Disabling of Windows AERO desktop personalization
- Installation of zSpace System Software 2.10 or newer

Configuring Video Drivers

For proper stereo 3D, you need to download and configure the latest video drivers for your graphics card. The ones provided with Windows do not support stereo 3D. The following article contains links to the latest video drivers and configuration instructions:

https://support.zspace.com/entries/21623472-Configuring-video-cards-to-work-with-zSpace

Disabling Windows Aero Desktop Personalization

The zSpace Maya plugin does not work in stereo unless you disable the Windows Aero desktop personalization. To do this follow the steps below:

1. Right-click the desktop and select "Personalize."
2. In the Themes list, change your theme to "Windows 7 Basic" to disable the Aero desktop theme.
3. Optionally, you can change the desktop background to the zSpace wallpaper that was installed with the zSpace system.
4. We recommend you save the current theme so that Windows does not re-enable the Aero Desktop later.

Installing the zSpace Maya Plug-in

There are now two variants of the zSpace Plug-in, for the 64-bit versions of Maya 2012 and Maya 2013. Please download and install the version that matches your Maya installation:

- zSpace Maya 2012 64-bit Plug-in
- zSpace Maya 2013 64-bit Plug-in

The zSpace Plug-in does not support 32-bit versions of Maya.

After installation is complete, launch Maya to setup and enable the zSpace Maya Plug-in.

Enabling the zSpace Maya Plug-in

Follow these steps to enable the zSpace Plug-in:

1. Launch Maya 2012 or 2013.
2. If you are unable to see the main menu, press Ctrl-M on your keyboard to show it.
3. Select **Window** -> **Settings/Preferences** -> **Plug-in Manager** from the main menu.
4. Scroll down the list until you see the second section under the C:/Program Files/zSpace directory. You should see two entries:
   - stereoCamera.mll
   - zSpace.mll
5. Check the Loaded box for zSpace.mll to load the plug-in. When you do, the zSpace menu appears on the main menu and the zSpace shelf appears. In addition, the plug-in starts the zSpace tracking service and the tracking rings light up on the zSpace display.
6. Optionally, check the Auto load box for zSpace.mll to automatically load the plug-in when you start Maya.
7. From the zSpace shelf, click on the far right icon to create a stereo camera in the current mode or panel.

8. Alternatively, select **zSpace** -> **Create Stereo Camera** from the menu.

The workspace area changes to stereoscopic 3D. When you wear the polarized glasses, the plug-in adjusts the display as you move your head. You can use the stylus to interact with the scene and Maya menus.

For information on how to use the plug-in, select **zSpace** -> **Help** from the menu.

zSpace Maya Plug-in Notes

1. Maya stereo camera viewport will not display an image plane graphic when loaded from the stereo viewport. The workaround for this is to go to the 2D viewports, load the image plane graphic there and then go back to the stereo viewport and it will be visible.

2. Maya stereo camera viewport does not support alpha adjustment to the image plane. You can reduce alpha channel to make the image look transparent or opaque in the standard 2D viewports but it does not translate to the stereo viewport.

3. Currently there is no way to unload and reload the zSpace Plug-in for Maya during the same Maya session.

4. Zooming in too closely while in the stereo viewport causes the entire viewport to blank out and there is usually no way to recover. Sometimes you can press F key to reframe the scene but usually you will not be able to recover. Try to avoid over zooming.

5. Volume selection is not possible with zMouse

6. When using Zmouse, switching from the full screen zSpace viewport to conventional Maya four view layout, Maya will switch to the Maya select tool. This tool (arrow indicator) will be visible in all views including the zSpace viewport. If the zSpace select tool is now selected, the select tool will only be visible in an active viewport (indicated by the appearance of the view cube).

7. When in the Maya four view layout with the Maya select tool active, switching to the full screen zSpace viewport will automatically activate the zSpace select tool.