GLASSBOX
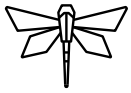
# DRAGONFLY FOR MAYA
## QUICK START GUIDE

## ABOUT

DragonFly is our off the shelf cross platform (Unreal, Unity, Maya) virtual camera solution, your window into a virtual world. Visualize complex virtual sets/environments and virtual performances. DragonFly supports tracking solutions such as Optritrack and ARKit.

## SYSTEM REQUIREMENTS

- Windows 10, 64-bit
- Intel i5 7th Generation CPU or above
- 8 GB RAM or above
- NVIDIA GeForce GTX 1060 or above
- Maya 2018.4
- DragonFly iPad App (download via Testflight: https://testflight.apple.com/join/T0IbESdg) or Optitrack setup.
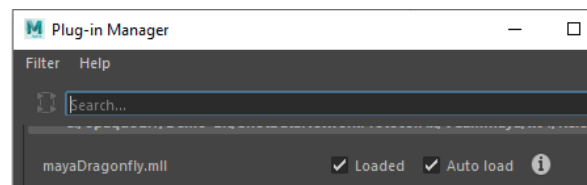
## INSTALL DRAGONFLY

1. Close Maya.

2. Unzip the DragonFly for Maya module and place the *mayaDragonFlyModule* folder in a directory of your choice.

3. Inside the *mayaDragonFlyModule* folder, find the *mayaDragonFly.mod* file and open it in a text editor.

4. Inside the *mayaDragonFly.mod* file, change the path from *C:/dir/childDir/mayaDragonFlyModule* to the location where you placed the plugin folder in step 2.

5. Open the maya.env file located at *C:\Users\ {USERNAME}\Documents\maya\2018\maya.env*

6. In the maya.env file, open the following line: *MAYA_MODULE_PATH = C:\Directory\of\installed\ plugin\mayaDragonFlyModule*
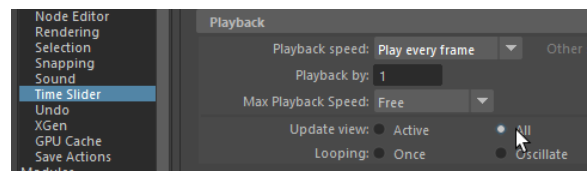
## SET MAYA UP FOR DRAGONFLY

After installing, activate the plugin in the Maya Plug-in Manager:

1. On the Maya top menu bar, click **Windows**, then point to **Settings/Preferences** and click **Plug-in Manager**.

2. In the opened **Plug-in Manager** window, scroll down to **mayaDragonFly.mll** and click **Load.** To have the plugin load at every Maya start up, click **Auto load** as well.



Optionally, to allow the DragonFly preview viewport to always render correctly even if you select other viewports:
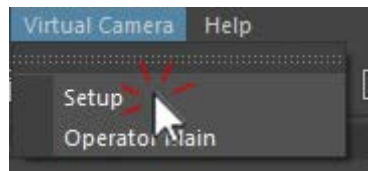
3. On the Maya top menu bar, click **Windows**, then point to **Settings/Preferences** and click **Preferences**.

4. In the opened **Preferences** window, under **Settings**, click **Time Slider** and then, in the **Playback** section, set **Update view** to **All**.
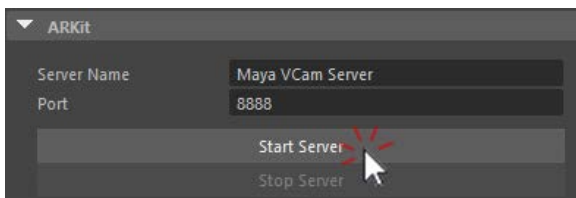
## CONNECT MOTION TRACKING

Perform the following steps to connect to an iPad using the DragonFly iOS app. Alternatively, you can use an Optitrack system.

1.  On the Maya top menu bar, click **Virtual Camera** and then click **Setup**.

    

2.  On the opened **Setup** panel, go to the **ARKit** section.

3.  Enter a **Server Name** and a **Port** number.

4.  Click **Start Server**.

    

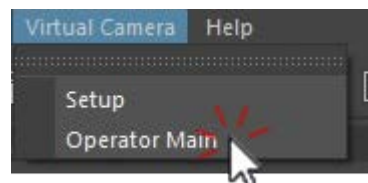5.  On the iPad, open the **DragonFly** iOS app and tap on the displayed name of your server.

    

Starting a DragonFly server will automatically open the DragonFly Viewport.
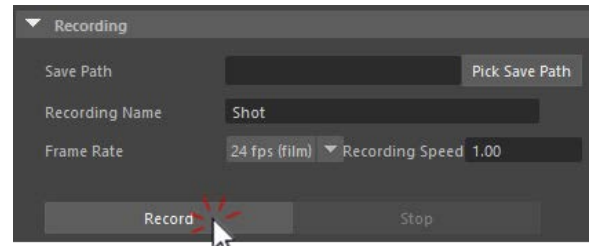
## OPEN THE OPERATOR MAIN PANEL

The Operator Main panel is the plugin's central hub for all controls that are frequently used during recording.

•   On the Maya top menu bar, click **Virtual Camera** and then click **Operator Main**.

    

## USING DRAGONFLY

•   In the **Recording** section of the **Operator Main** panel, click **Record** to start a recording. Alternatively, tap the record icon on the iPad.

    

•   The **Camera** section gives you access to a variety of camera settings that allow you to emulate the visual behavior of a real world camera.

•   At the top of the **Operator Main** panel, click **Review** to replay your recordings.