



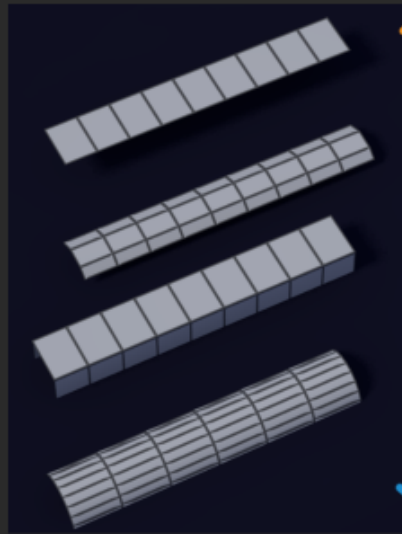
GMH 2 Quick Start Guide

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2 Overview workflow

1. Prepare Polygon Models

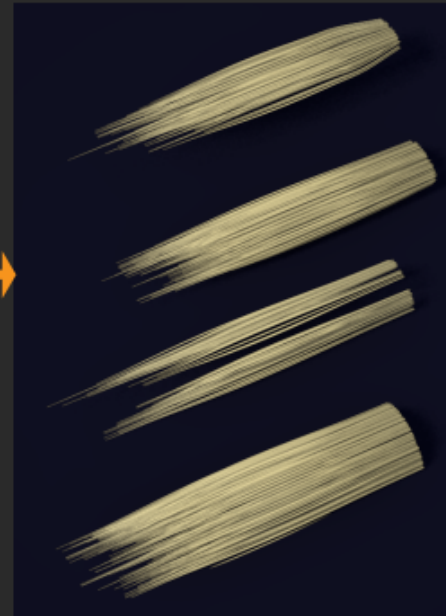


2. Create GMH Style System

GMH
HAIR
STYLE

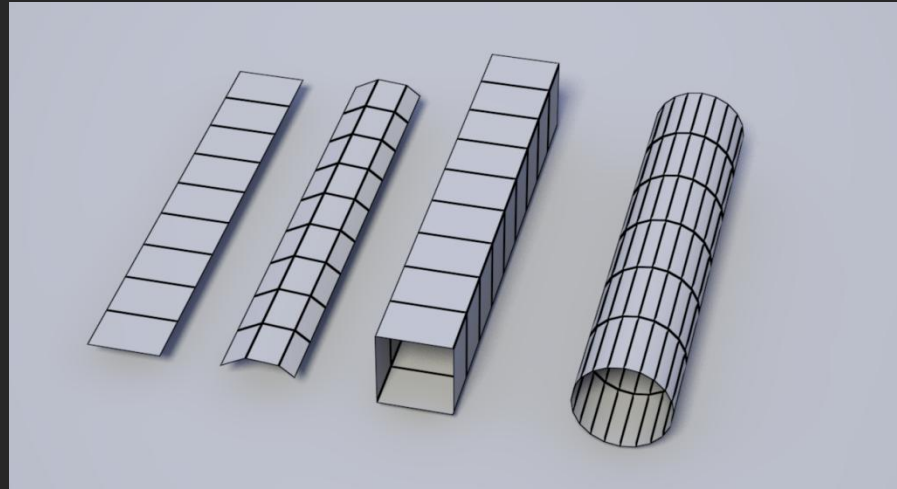
GMH
POLY
STYLE

3. 1-Click Convert Polygon to GMH Surfaces



3 Preparing your polygon hair models

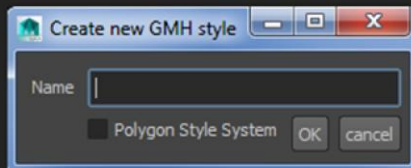
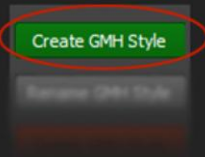
GMH2 is a script to convert polygon base meshes to hair so you would need to create polygon hair models before using GMH2. These are type of surfaces that are compatible with GMH2 (Grid like topology)



Grid-like topology meshes

4 Create GMH Style System

Click " Create GMH Style" to create a GMH Style System Node , this node is to control type of output hair (Maya Hair or polygon) and contain styling attributes of GMH Hair.

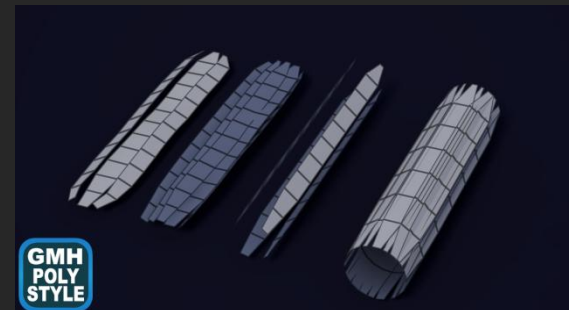


- Check the Box " **Polygon Style System**" to create **Poly Style System**.
- or
- Leave it uncheck by default to create **Hair Style System**

In GMH2.6 there are two type of Style System:

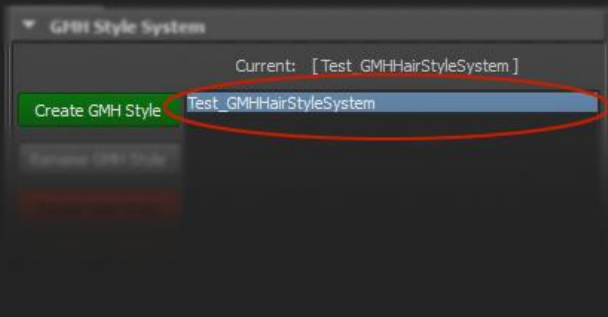


Hair Style System: output Maya Hair System

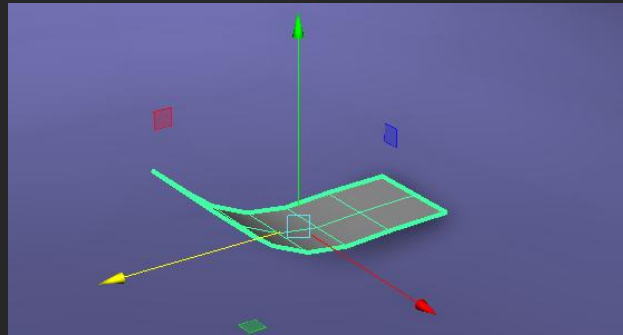


Poly Style System: output hair polygon tubes/ planes

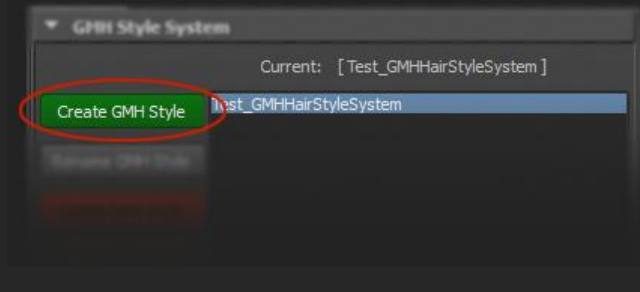
5 Apply GMH Style System polygon meshes



-Select GMH Style System in GMH window to mark it as current Style System.



-Select polygon meshes you want to convert



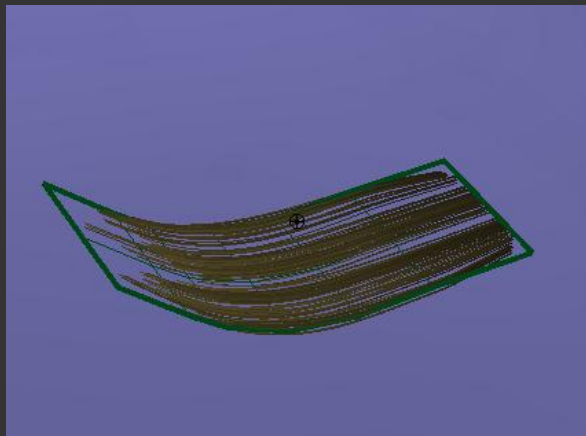
-Click "Apply GMH Style" to convert selected surfaces to GMH Surface

Important:

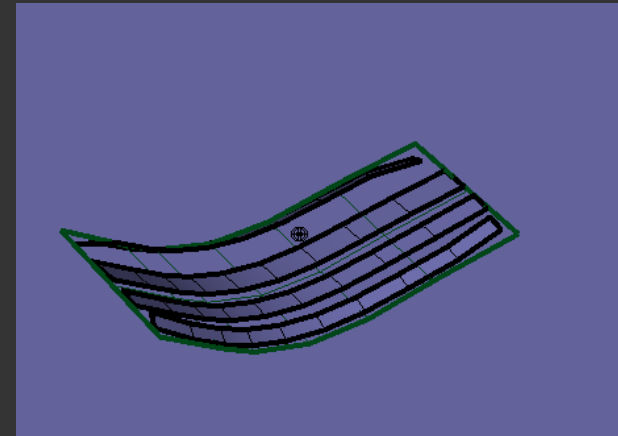
-The mesh name has to be unique in the scene otherwise GMH will not recognize the surface. Make sure you have clean up the scene and rename/delete histories of all the base mesh properly.

-Make sure the timeline are at frame 1 or 0 otherwise GMH Surface 's hair will not update to follow the base surface.

Converted surface :



Convert using GMH Hair Style System



Convert using GMH Poly Style System