

Weaver Series: Setup Guide

~ Individual Tool Installation and Environment Setup ~

Last Updated: 2026-08-28

The Weaver Series (MotionWeaver / LayerWeaver / RigWeaver / BatchWeaver / FoldWeaver 3D / MeshWeaver 3D) can each be installed and used individually. This guide explains the setup procedures to make each tool immediately available on your PC.

1. MotionWeaver (3D Motion Translator) Setup

The most efficient way to use MotionWeaver is to make it "callable from anywhere" via the command line or external tools like BatchWeaver. To achieve this, setting up the Windows **Environment Variable (PATH)** is recommended. (* For Windows distribution packages, it is provided in **.exe** format, so a separate Python installation is not required.)

1.1 Folder Placement

1. Move the downloaded folder (containing **MotionWeaver.exe**, the **templates** folder, etc.) to an easily manageable location on your PC (e.g., **C:\Tools\MotionWeaver**).
 - **Note (Latest File Structure):** **synonyms.json**, which was mentioned in older versions, is no longer included by default. The master schemas are now subdivided and organized into **templates_layerbind.json** and **templates_rubberhose.json** within the **templates/** folder.
 - **Note:** If you change the folder location later, you will need to redo the environment variable setup, so please decide on the location first.

1.2 [IMPORTANT] Environment Variable (PATH) Setup

Set it up so that you can "call MotionWeaver with a single command from any folder".

1. **Open System Properties:** Press the Windows key, search for "Environment Variables" (環境変数), and select **"Edit the system environment variables"**.
2. **Environment Variables Button:** Click the "Environment Variables" button at the bottom right.
3. **Edit Path:** Find the item named **Path** in the lower "System variables" or upper "User variables" section, select it, and click "Edit".
4. **Add New:** Click "New" and paste the **full path of the folder** where you placed **MotionWeaver.exe** (e.g., **C:\Tools\MotionWeaver**).
5. **Finish:** Close all windows by clicking "OK".

1.3 Operation Check

1. Press **Win + R** on your keyboard, type **cmd**, and press Enter (to launch Command Prompt).
2. Type **MotionWeaver --help** and press Enter.
3. If the help message is displayed, the setup is successful. You can now call MotionWeaver via commands or tools from any project folder.

2. LayerWeaver (Krita Parsing Plugin) Setup

A plugin to automatically parse layer structures while drawing in Krita.

2.1 Navigate to the Destination

Copy and paste the following into the address bar of File Explorer and press Enter:

`%APPDATA%\krita\pykrita`

2.2 Place the Files

Copy both the downloaded **LayerWeaver.desktop** file and the **Layerweaver** folder to this location. (* If you have **LayerWeaver.zip**, extract it and place the contents here.)

2.3 Enable in Krita

1. Launch Krita, go to **Settings** -> **Configure Krita...** -> **Python Plugin Manager**.
2. Check the box for **LayerWeaver**.
3. **[REQUIRED] Completely close and restart Krita.**

If LayerWeaver is registered in the "Scripts" under the Tools menu, it has loaded successfully.

3. RigWeaver (Moho Rigging Script) Setup

A script to instantly assemble parts drawn in Krita within Moho.

3.1 Placement Location

Place it in the following location within Moho's Custom Content folder: `scripts/tool/we_rigweaver.lua`

3.2 Registering to Tools Palette (_tool_list.txt)

To display the icon in the Tools palette, open `_tool_list.txt` located in the `scripts/tool/` folder with a text editor, and add the following under **group Weaver** (or any custom group):

```
group Weaver
tool    we_rigweaver    ...
```

[!TIP] Even if not registered in `_tool_list.txt`, you can call it from the Moho top menu via **Scripts** > **Other...**

3.3 Operation Check

1. Launch Moho (or if already running, press **Ctrl+Shift+Alt+L** to reload scripts).
2. Verify that **RigWeaver** appears in the Tools palette (or menu).
3. Simply load the PSD exported from Krita (LayerWeaver) and run this script to complete rigging instantly.

4. BatchWeaver (Batch Export Tool) Setup

BatchWeaver is an automation tool (GUI application) for running the MotionWeaver translation process sequentially across multiple angles and specific frame ranges.

4.1 Placement Location

Use the **BatchWeaver.exe** included in the downloaded package. Leave it in the same directory as MotionWeaver (e.g., `C:\Tools\MotionWeaver`).

4.2 Operation Check

1. On Windows, **double-click** **BatchWeaver.exe** to run it (no Python environment is required).
2. If the BatchWeaver UI (operation screen) launches, it is successful.

(* For specific instructions on how to write the CSV directive or execute batch processing, please refer to the "BatchWeaver: Batch Export Guide".)

5. FoldWeaver 3D (Spatial & Prop Modeling Script) Setup

A script that raises background and prop vectors (walls, desks, chairs, treasure chests, etc.) into 3D space like papercraft from 2D vector planes in Moho with a simple 2-point selection.

5.1 Choosing the Installation Format

You can choose "Icon format (Tools palette)" or "Menu format (Scripts menu)" (or both) depending on your workflow.

- **[Format A] Icon Format (Recommended / Tools Palette):**

1. Place the following scripts and icon images in the `scripts/tool/` folder:
 - `we_foldweaver_origin_tool.lua` / `we_foldweaver_origin_tool.png` (Origin Summon / Frontal Drawing)
 - `we_foldweaver_tool_add_marker.lua` / `we_foldweaver_tool_add_marker.png` (Marker Placement)
 - `we_foldweaver_tool_align.lua` / `we_foldweaver_tool_align.png` (Alignment & Folding)
 - `we_foldweaver_tool_clear.lua` / `we_foldweaver_tool_clear.png` (Guide Clear)
2. Open `scripts/tool/_tool_list.txt` in a text editor and add the following under `group Weaver`:

```
group Weaver
button we_foldweaver_add_marker_tool ...
button we_foldweaver_align_tool ...
button we_foldweaver_clear_tool ...
button we_foldweaver_origin_tool ...
```

[!NOTE] Since FoldWeaver functions execute as one-shot actions (without switching your active tool), always prefix them with **button**.

- **[Format B] Menu Format (Scripts Menu):**

1. Create a new folder `scripts/menu/Weaver/` and place the following scripts inside (no need to edit `_tool_list.txt`):

- `we_foldweaver_origin.lua`
- `we_foldweaver_add_marker.lua`
- `we_foldweaver_align.lua`
- `we_foldweaver_clear.lua`

5.2 Operation Check

1. Restart Moho (or press `Ctrl+Shift+Alt+L` to reload scripts).
2. Verify that FoldWeaver tools appear in the Tools palette or under `Scripts -> Weaver` in the menu bar.
3. Select 2 vertices on a vector layer and run `Align / Fold (Shift+A)` to verify that the plane folds cleanly.

6. MeshWeaver 3D (Curved Texture Projection & Baking Script) Setup

A script that automatically generates (bakes) camera-facing 2D Smart Warp meshes from a 4-point guide onto 3D curved surfaces (cylindrical arms, robot torsos, pipes, etc.), perfectly locking cel-shaded cast shadows and hand-drawn textures to the 3D geometry.

6.1 Choosing the Installation Format

You can choose "Icon format (Tools palette)" or "Menu format (Scripts menu)" (or both) depending on your workflow.

- **[Format A] Icon Format (Recommended / Tools Palette):**

1. Place the script and icon image in the `scripts/tool/` folder:
 - `we_meshweaver_tool.lua` / `we_meshweaver_tool.png`
2. Open `scripts/tool/_tool_list.txt` in a text editor and add the following under `group Weaver`:

```
group Weaver
button we_meshweaver_tool ...
```

[!NOTE] MeshWeaver 3D is also a one-shot execution (immediately returns to your previous drawing tool upon completion), so prefix it with `button`.

- **[Format B] Menu Format (Scripts Menu):**

1. Place the script inside the `scripts/menu/Weaver/` folder (no need to edit `_tool_list.txt`):
 - `we_meshweaver_menu.lua`

6.2 Operation Check

1. Restart Moho (or press `Ctrl+Shift+Alt+L` to reload scripts).
2. Verify that **MeshWeaver: Project & Bake** (or `Project & Bake`) appears in the Tools palette or under `Scripts -> Weaver` in the menu bar.
3. Select a 4-point vector guide layer in 3D space, run the script (or press `Shift+W`), and confirm that the camera-facing Smart Warp mesh and texture canvas are automatically generated.

7. Unified Left-Hand Shortcut Key Configuration (Recommended)

By assigning 5 unified left-hand keybindings to FoldWeaver 3D and MeshWeaver 3D, you can operate them at maximum speed with your left hand without taking your pen off the tablet or interrupting your creative flow.

7.1 Setup Steps for Shortcuts

1. Open **Edit > Keyboard Shortcuts...** from the Moho top menu.
2. In the top-left search bar, type **FoldWeaver** or **MeshWeaver** to filter commands.
3. Click the target command and press your desired shortcut key on the keyboard.
4. Once all keys are assigned, click "OK" to save the settings.

7.2 Recommended Shortcut Keybindings Reference Table

Shortcut	Command Name	Target Tool	Function
Shift+M	Add Marker	FoldWeaver / MeshWeaver	Place alignment marker at selected vertex / set parent origin
Shift+A	Align / Fold	FoldWeaver 3D	Calculate hinge axis between 2 points and fold plane to specified angle (supports 2s toggle)
Shift+C	Clear Guides	FoldWeaver / MeshWeaver	Batch clear temporary guide markers and bounding rectangles
Shift+O	Origin Snap (Reset Origin)	FoldWeaver / MeshWeaver	Summon selected corner/center of gravity to origin (0,0,0) facing camera (frontal drawing mode)
Shift+W	Project & Bake	MeshWeaver 3D	Auto-bake camera-facing Smart Warp across all frames from 4-point guide

8. Troubleshooting

The most common stumbling blocks during setup are "MotionWeaver PATH configuration" and "restarting after placing scripts".

- **Command is not recognized (MotionWeaver):** Please double-check that the folder path in your **Path** environment variable is correct. After changing it, a restart of Command Prompt is required.
- **Plugin does not appear in Krita (LayerWeaver):** Did you forget to restart? Krita requires a "complete restart" after changing settings.
- **Scripts do not appear in Moho (RigWeaver / FoldWeaver / MeshWeaver):**
 - Check whether the destination in your Custom Content folder is correct (**scripts/tool** or **scripts/menu/weaver**).
 - Press **Ctrl+Shift+Alt+L** to force-reload scripts, or restart Moho completely.

If the issue remains unresolved, please don't hesitate to reach out to the author for help. Once setup is complete, you can focus entirely on creative animation production!