

Practical Maya Programming With Python

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Practical Maya Programming With Python

Practical Maya Programming with Python is perfect for intermediate users with basic experience in Python and Maya who want to better their knowledge and skills. What You Will Learn. Understand the architecture of Python objects, Maya nodes, and PyMEL; Write composable code that is modular and re-usable

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Practical Maya Programming with Python is a practical tutorial packed with plenty of examples and sample projects which guides you through building reusable, independent modules and handling...

Practical Maya Programming with Python by Robert Galanakis ...

There are generally three different modes you will be developing in while programming Python in Maya: using the mayapy interpreter to evaluate short bits of code and explore ideas, using your Integrated Development Environment to work on the bulk of the code, and using Maya's Script Editor to help iterate and test your work. In this section, we'll start learning how to use all three tools to create a very simple library.

Practical Maya Programming with Python

"Practical Maya Programming with Python" is a practical tutorial packed with plenty of examples and sample projects which guides you through building reusable, independent modules and handling unexpected errors. If you are a developer looking to build a powerful system using Python and Maya's capabilities, then this book is for you.

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Practical Maya Programming with Python by Robert Galanakis

Practical Maya Programming with Python will teach you how PyMEL works as well as how to deal with errors and write composable code in Python. What You Will Learn. Understand the architecture of Python objects, Maya nodes, and PyMEL; Write composable code that is modular and re-usable

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In the wonderful world of the Maya Python API, though, there is much more code involved to convert a string into the MObject instance that refers to the node:
Copy >>> sellist = OpenMaya.MSelectionList() #(1) >>> sellist.add('mynode') #(2) >>> node = OpenMaya.MObject() #(3) >>> sellist.getDependNode...

Learning the Maya Python API by example - Practical Maya ...

Practical Maya Programming with Python. Contents ; Bookmarks Introspecting Maya, Python, and PyMEL. Introspecting Maya, Python, and PyMEL. Creating your library. Exploring Maya and PyMEL. Building the pmhelp function. Summary. Writing Composable Code. Writing Composable Code. Defining composability.

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Practical Maya Programming with Python eBook por Robert ...

"Practical Maya Programming with Python" will progressively build your knowledge of Maya and Python and will teach you how they integrate to create powerful 3D graphics. You will start by exploring the design of PyMEL and Maya ' s node architecture and finish by simplifying and automating things that you previously thought were impossible.

Practical Maya Programming with Python | Robert Galanakis

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Practical Maya programming with Python : unleash the power ...

Practical Maya Programming with Python. These are Python scripts created while going through the Practical Maya Programming book by Rob Galanakis. Most of them are written verbatim from the book as they are built up during the chapters. The case_studies section contains programs written on my own to practice what I'm learning.

GitHub - iancarnation/PracticalMayaProgramming

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