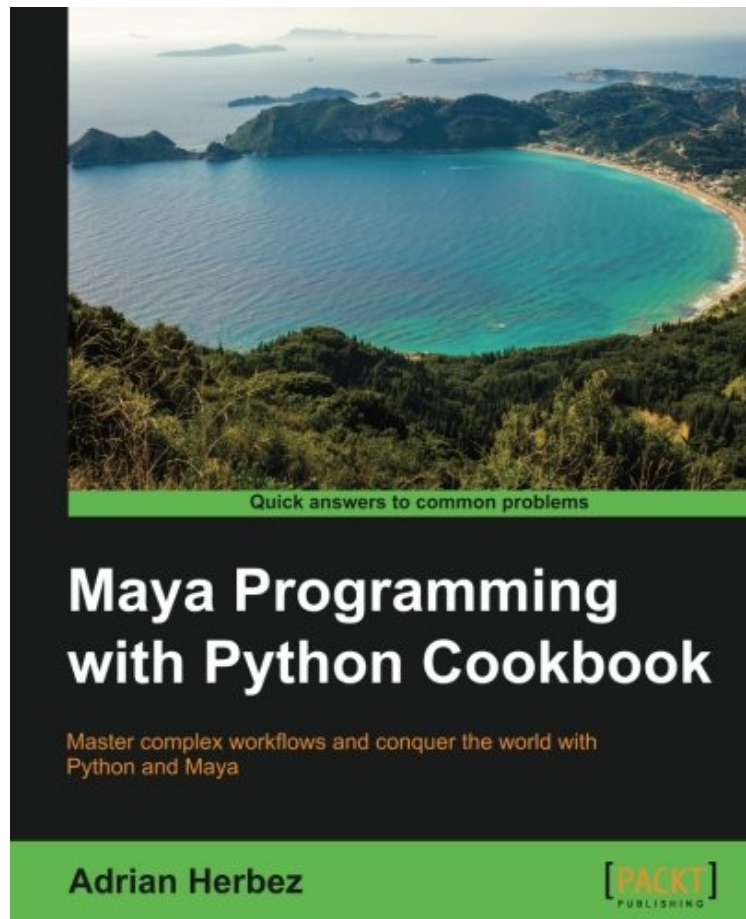


Maya Programming with Python Cookbook

Adrian Herbez

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#1751617 in Books 2016-07-29 2016-07-29 Original language: English PDF # 1 9.25 x .60 x 7.501, 1.02 #File Name: 1785283987266 pages | File size: 53.Mb

Adrian Herbez : Maya Programming with Python Cookbook before purchasing it in order to gage whether or not it would be worth my time, and all praised Maya Programming with Python Cookbook:

1 of 1 people found the following review helpful. and this was a great intro. The very weekend after I got the ...By Joseph Hocking I've been meaning to learn about this topic for a while, and this was a great intro. The very weekend after I got the book I'd already written (and released on the Internet) a "dropper", one useful script to export scene data as either JSON or XML. 0 of 0 people found the following review helpful. It's a well written book that focuses on beginner and amateur scripters. But it's hardly what professionals use nowadays. By Oliver Reichl For example it only mentions PyMel at one point in the whole book and warns about the possibility of poorer performance. While this is not necessary untrue, it's a very narrow look on what Pymel is and misses the fact, that pymel also wraps part of the purely c++ maya API and will be much faster in other situations. Also it purely focuses on standard maya UI scripting, while by now professional technical artists in general favor the Qt-framework (which Maya itself is built on). On the flipside it has some unmentioned requirements: The idea of classes isn't really explained, which might stumble beginners coming only from MEL. And the python package manager PIP is mentioned for installation of the Python

Image library, which is a slippery slope, as the installation of other modules is very tricky. Modules featuring C or C++ libs need to be compiled from source, as Maya Python uses a different compiler version than standard Python. Also PIP doesn't consider Maya when installing modules, which might mess with your installation. (PIL seems to come preinstalled with Maya 2017 though.) It's still a good start to get into scripting, but if you're already quite familiar with Maya scripting and Python, this book won't teach you many new tricks. And it's not doing a great job with teaching you how to create clean code, which will be an issue once your scripts extend beyond 1000 to 10k lines. Finally this book leans very towards the very "un-pythonesque" Maya-style of scripting, while most professionals will tell you that coding the Python-way is far superior. So accept the book for what it is: If you scripted a little, you will learn a lot and increase your production output a lot. You might even be able to support a small team of artists with tools. But once you go beyond that, you will need to look for more pro-information and tutorials.

Key Features Improve your modelling skills and reduce your scripting problems using Python in Maya Learn to communicate with web applications using Python for easier team development A quick and practical answer to every problem you can have whilst scripting in Maya with Python Book Description Maya is a 3D graphics and animation software, used to develop interactive 3D applications and games with stupendous visual effects. The Maya Programming with Python Cookbook is all about creating fast, powerful automation systems with minimum coding using Maya Python. With the help of insightful and essential recipes, this book will help you improve your modelling skills. Expand your development options and overcome scripting problems encountered whilst developing code in Maya. Right from the beginning, get solutions to complex development concerns faced when implementing as parts of build. What you will learn Find out how to use Python scripting to automate tedious tasks Create functional user interfaces to make scripts easy to share with others Add new functionality to Maya via the power of scripting Import and export arbitrary data into and out of Maya Improve your workflow, and that of your team Create custom create custom controls to make rigs that are easy to work with Implement a system to render 3D assets for isometric games Use script jobs to trigger actions automatically in response to user interaction Open a command port to allow other applications to communicate with Maya About the Author Adrian Herbez is an accomplished software engineer and educator with a background in virtual worlds and gaming. He has worked as a web developer at Linden Lab (the creators of Second Life) and a senior software engineer at Sony Computer Entertainment, America, where he developed games and interactive content for PlayStation Home. He also served as the lead gameplay engineer for KIXEYE's War Commander. Adrian has also taught at the Academy of Art University in San Francisco in a number of different departments over the years, covering Maya, web development, and game programming. He is currently the cofounder and president of Jamwix, a game and media start-up. So far, Jamwix has released CineMagic: Hollywood Madness, a mobile game for iOS and Android as well as the first feature-length movie for virtual reality (The Banshee Chapter: Oculus Rift Edition). Adrian holds a master's degree in Fine Arts from the University of California, Irvine, from the Arts, Computation, and Engineering department, and has served as a juror for IndieCade, the international festival of independent gaming, for a number of years. Table of Contents Getting Started with Maya Creating User Interfaces Working with Geometry Giving Things a Coat of Paint UVs and Materials Adding Controls Scripting for Rigging Making Things Move Scripting for Animation Scripting for Rendering Working with File Input/Output Communicating with the Web Advanced Topics