Working inside commercial software: Hello Maya

Introduce Maya and the scene graph
- Create a polygonal sphere
- Open the hypergraph and see the sphere connections

Script Editor Intro
- select an object, see the mel command (“select ....”)
- copy/paste the command and select it, Help > Help on Selected Command
- Click on “Python version”

mel vs python
attributes
- Change an attribute (i.e. ty)
- see command “setAttr ...”

using API functions
- look up python command
- try to change it to another value “mc.setAttr(....”

Take a look at the command reference docs
Example: making a model
- create a polySphere
- store the results in a variable (this is a list so use [0])
- move and scale commands
- create another one on top, then another (snowman!)
- group spheres and return the name

Challenge: create ten snowmen in a row

Double Challenge: add a variable to control spacing

Example: spiral staircase (start w/ stack of blocks, then add rotation)

Challenge: make a staircase function

Challenge: make some more meaningful parameters for the function (i.e. stepWidth/Height, curvature, tapering)

Example: making a spiral with curves (explain curves and also intro spiral formula)

Challenge: play to find cool parameters, then make a function that uses those parameters

Assignment

Read Maya Docs:
- User Guide>Scripting>Python>Using Python
- User Guide>Scripting>MEL and Expressions>Attributes
- User Guide>Scripting>MEL and Expressions>Running MEL

Make a function w/ at least 2 parameters that builds alien vegetation model using repetition
- Example 1
- Example 2

Preview: City block