



Community Experience Distilled

# Practical Maya Programming with Python

Unleash the power of Python in Maya and unlock your creativity

Robert Galanakis

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# Practical Maya Programming With Python

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## **Practical Maya Programming With Python:**

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Mechtley, Ryan Trowbridge, 2011-09-28 This book is among the first books to provide an in depth look at how to implement Python with Maya It is an ideal resource for technical artists looking to boost productivity and enhance performance and interoperability With this practical guide written by trusted authorities in the field experienced technical artists will make the transition from the older MEL scripting language to Python and aspiring artists will save themselves time right from the beginning

*Advanced PHP Programming* George Schlossnagle, 2004 PHP has exploded in popularity and is now starting to make inroads into large scale business critical Web systems Schlossnagle provides a definitive guide to developing PHP applications for performance stability and extensibility

**Game Programming Gems 6** Michael Dickheiser, 2006 One CD ROM disc in pocket

*Forthcoming Books* Rose Army, 2003

*American Book Publishing Record*, 2003

**Maya Python for Games and Film** Adam Mechtley, Ryan Trowbridge, 2011-09-28 Maya Python for Games and Film is the first book to focus exclusively on how to implement Python with Maya Written by trusted authorities in the field this in depth guide will help you master Maya Python whether you re a seasoned technical artist looking to make the transition from MEL to Python or an aspiring artist not wanting to scramble for information

**The British National Bibliography** Arthur James Wells, 2005

[Complete Maya Programming](#) David Gould, 2003 Learning Maya the world s leading 3D animation and effects package is a challenge especially for those who want to master Maya s versatile programming features in addition to its built in tools Finally here is a practical step by step guide that shows how to use Maya to its fullest potential beginning with the basics Readers of Complete Maya Programming will first gain a thorough understanding of Maya s inner workings and then learn how to customize and extend Maya with scripts and plugins that take control and productivity to new levels Users new to programming can apply Maya s easy scripting language MEL Maya Embedded Language while more advanced users can work with the C API Application Programming Interface Both a fundamental tutorial for Maya beginners and a solid reference for experienced developers Complete Maya Programming is every user s guide to Maya mastery Provides a multitude of real world examples illustrating applications of Maya programming Demonstrates how to use MEL to control Maya customize its interface automate procedures and more Details how to use the C API to modify Maya functionality and develop tools and features to meet any need Explains when to use MEL when to use the C API and how to use them together Ideal for technical directors developers or anyone wishing to to master Maya Provides a storehouse of MEL scripts and C source code glossary and list of resources available at [www.davidgould.com](http://www.davidgould.com)

[Subject Guide to Books in Print](#), 1991

[Library Journal](#), 2003 Includes beginning Sept 15 1954 and on the 15th of each month Sept May a special section School library journal ISSN 0000 0035 called Junior libraries 1954 May 1961 Also issued separately

**Books in Print Supplement**, 2002

[Complete Maya Programming](#) David Gould, 2003-01-07 Learning Maya the world s leading 3D animation and effects package is a challenge especially for those who want to master Maya s versatile programming features in addition to its built in tools Finally here is a practical step by step guide that shows how to use Maya to its fullest potential beginning with the basics

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