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# Practical Maya Programming with Python

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Robert Galanakis

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# Practical Maya Programming With Python

**JG Myers**



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

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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 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). The Publishers Weekly, 1981. **Complete Maya Programming Volume II** David Gould, 2005-08-05. David Gould's acclaimed first book, Complete Maya Programming: An Extensive Guide to MEL and the C API, provides artists and programmers with a deep understanding of the way Maya works and how it can be enhanced and customized through programming. In his new book, David offers a gentle, intuitive introduction to the core ideas of computer graphics. Each concept is explained progressively and is fully implemented in both MEL and C so that an artist or programmer can use the source code directly in their own programs. Geometry and modeling are covered in detail with progressively more complex examples demonstrating all of Maya's possible programming features. David Gould's first volume is widely regarded as the most authoritative reference on Maya programming. Volume II continues this tradition and provides an unmatched guide for the artist and programmer tackling complex tasks. Covers a spectrum of topics in computer graphics, including points and vectors, rotations, transformations, curves, and surfaces, polygonal NURBS subdivision, and modeling. Offers insights to Maya's inner workings so that an artist or programmer can design and develop customized tools and solutions. Discusses problem solving with MEL (Maya's scripting language) and the more powerful and versatile C API, with plenty of code examples for each. **Maya Ebook Collection** David Gould, Mark R. Wilkins, Jason Patnode, 2008-08-08. Maya ebook Collection contains 4 of our best-selling titles, providing the ultimate reference for every computer graphics professional's library. Get access to over 2400 pages of reference material at a fraction of the price of the hard copy books. This CD contains the complete ebooks of the following 4 titles: Gould, Complete Maya Programming Vol I 9781558608351; Gould, Complete Maya Programming Vol II 9780120884827; Wilkins, MEL Scripting for Maya Animators 9780120887934; Patnode, Character Modeling with Maya and ZBrush Professional: polygonal modeling techniques 9780240520346. Four fully searchable titles on one CD, providing instant access to the ULTIMATE library of materials for computer graphics professionals. 2400 pages of practical and theoretical Maya information in one portable package. Incredible value at a fraction of the cost of the print books. **Matlab And Python Programming** UpSkill Learning, 2016-11-24. Learn MATLAB PYTHON

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