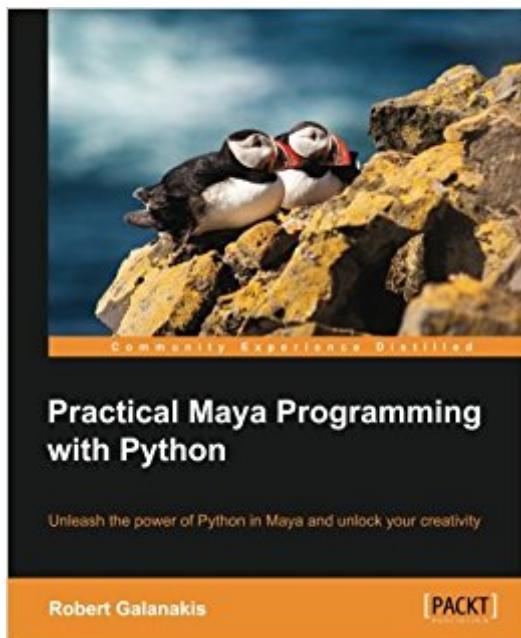


The book was found

Practical Maya Programming With Python



Synopsis

Unleash the power of Python in Maya and unlock your creativity About This Book Create and customize UIs using standard tools and libraries Understand how Maya can leverage advanced Python features Make your tools, and Maya itself, fully automatable Who This Book Is For If you are a developer looking to build a powerful system using Python and Maya's capabilities, then this book is for you. 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 Make Maya "Pythonic" through the use of decorators and context managers Learn about different Maya UI options and libraries Use PySide and PyQt to build Maya user interfaces Turn Maya into a server that can be controlled remotely Understand how to use Python with Maya's API Conquer custom nodes using Python's dynamic type creation In Detail Autodesk Maya is a 3D computer graphics software. It offers a vast and flexible set of features utilizing Python. It is not difficult to get started using Python in Autodesk Maya, but it can be difficult to go from writing procedural, MEL-inspired tools to building the powerful yet simple systems that Python promises. Practical Maya Programming with Python will help you master both Python and Maya. With thorough explanations, illustrative examples, and complete sample projects, you will learn how to use Python to charm Maya into obeying your every command. 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.

Book Information

Paperback: 321 pages

Publisher: Packt Publishing - ebooks Account (June 24, 2014)

Language: English

ISBN-10: 1849694729

ISBN-13: 978-1849694728

Product Dimensions: 7.5 x 0.8 x 9.2 inches

Shipping Weight: 1.7 pounds (View shipping rates and policies)

Average Customer Review: 4.6 out of 5 stars (See all reviews) (18 customer reviews)

Best Sellers Rank: #758,427 in Books (See Top 100 in Books) #168 in Books > Computers & Technology > Computer Science > Computer Simulation #314 in Books > Computers & Technology > Software > Design & Graphics #321 in Books > Computers & Technology > Digital

Customer Reviews

There is a very interesting and insightful comment made in the book about .ui files. These were first used in Maya for Qt Designer, which makes WYSIWIG [what you see is what you get] for constructing GUIs. This was in itself an IDE or GUI, where via various buttons and menus, you could visually make a given interface for your needs. Then by saving into a .ui file and bringing it into Python, you got your GUI. Wow! This approach has been followed in other graphical contexts. Notably in circuit and chip design. In the 80s, we went from a text file to define a circuit in SPICE to a WYSIWIG and far simpler, faster, less error prone method. A big boost in productivity. In general, you would indeed expect this in other fields. But the book argues otherwise for Maya and Python. It says WYSIWIG generated code is 'poorly designed from a technical and aesthetic standpoint'. The code is bloated. Objects in it are auto-named, which might not be as semantically useful. And unnecessary attributes are inserted into the code. This makes sense, so far. The text goes on to suggest that using Python and Qt means you can drop a lot of boilerplate. The claim is that with enough experience on your part, you can manually write better, faster GUI code. So much so that the book recommends never to use Qt Designer for production code. Perhaps in part this is due to Python being a scripting language? So that the interpreter has less chance to optimise the source code, compared to a compiler. Or maybe that the graphics in a GUI layout for Maya applications are often simpler than the cases of circuit and chip design. There, the complexity of the connections between circuit elements can be overwhelming. And today's circuits often have thousands of elements.

[Download to continue reading...](#)

Python: PYTHON CRASH COURSE - Beginner's Course To Learn The Basics Of Python Programming In 24 Hours!: (Python, Python Programming, Python for Dummies, Python for Beginners, python crash course) Python: Learn Python In A DAY! - The Ultimate Crash Course to Learning the Basics of Python In No Time (Python, Python Course, Python Development, Python Books, Python for Beginners) Programming #45: Python Programming Professional Made Easy & Android Programming In a Day! (Python Programming, Python Language, Python for beginners, ... Programming Languages, Android Programming) Python: Learn Python FAST - The Ultimate Crash Course to Learning the Basics of the Python Programming Language In No Time (Python, Python Programming, ... (Learn Coding Fast with Hands-On Project 7) PYTHON: Python in 8 Hours, For Beginners, Learn Python Fast! A Smart Way to Learn Python, Plain & Simple, Learn Python

Programming Language in Easy Steps, A Beginner's Guide, Start Coding Today! Programming Raspberry Pi 3: Getting Started With Python (Programming Raspberry Pi 3, Raspberry Pi 3 User Guide, Python Programming, Raspberry Pi 3 with Python Programming) Python: Learn Web Scraping with Python In A DAY! - The Ultimate Crash Course to Learning the Basics of Web Scraping with Python In No Time (Web Scraping ... Python Books, Python for Beginners) Programming #8:C Programming Success in a Day & Android Programming In a Day! (C Programming, C++programming, C++ programming language, Android , Android Programming, Android Games) Programming #57: C++ Programming Professional Made Easy & Android Programming in a Day (C++ Programming, C++ Language, C++for beginners, C++, Programming ... Programming, Android, C, C Programming) Programming: Computer Programming for Beginners: Learn the Basics of Java, SQL & C++ - 3. Edition (Coding, C Programming, Java Programming, SQL Programming, JavaScript, Python, PHP) Hacking: Hacking Made Easy 1: Beginners: Python: Python Programming For Beginners, Computer Science, Computer Programming Swift and Python Programming Guide: Programming Language For Beginners: Learn in a Day! Box Set Collection (Swift, Python, JAVA, C++. PHP) Python: Learn Python in One Day and Learn It Well. Python for Beginners with Hands-on Project. (Learn Coding Fast with Hands-On Project Book 1) Practical Maya Programming with Python Python: Practical Python Programming For Beginners and Experts (Beginner Guide) Raspberry Pi 2: Raspberry Pi 2 Programming Made Easy (Raspberry Pi, Android Programming, Programming, Linux, Unix, C Programming, C+ Programming) Android: Programming in a Day! The Power Guide for Beginners In Android App Programming (Android, Android Programming, App Development, Android App Development, ... App Programming, Rails, Ruby Programming) DOS: Programming Success in a Day: Beginners guide to fast, easy and efficient learning of DOS programming (DOS, ADA, Programming, DOS Programming, ADA ... LINUX, RPG, ADA Programming, Android, JAVA) ASP.NET: Programming success in a day: Beginners guide to fast, easy and efficient learning of ASP.NET programming (ASP.NET, ASP.NET Programming, ASP.NET ... ADA, Web Programming, Programming) C#: Programming Success in a Day: Beginners guide to fast, easy and efficient learning of C# programming (C#, C# Programming, C++ Programming, C++, C, C Programming, C# Language, C# Guide, C# Coding)

[Dmca](#)