import maya.cmds as cmds

import random as rand

def getSpecificObjectsIntoArray(objectName):

return cmds.ls(objectName)

def randomRotator(objectName):

for objects in getSpecificObjectsIntoArray(objectName):

rN = rand.uniform(40,80)

print rN

cmds.rotate(30,rN,50, objects, a = True)

randomRotator('trexGeoGrp')

import maya.cmds as cmds

import random as rand

def getSpecificObjectsIntoArray(objectName):

return cmds.ls(objectName)

def randomRotator(objectName):

startTime = cmds.playbackOptions(query = True, minTime = True)

endTime = cmds.playbackOptions(query = True, maxTime = True)

for objects in getSpecificObjectsIntoArray(objectName):

rN = rand.uniform(40, 80)

print rN

cmds.rotate(30, rN, 50, objects, a = True)

cmds.cutKey(objectName, time = (startTime, endTime), attribute = 'rotateY')

cmds.setKeyframe(objectName, time = startTime, attribute = 'rotateY', value = 0)

cmds.setKeyframe(objectName, time = endTime, attribute = 'rotateY', value = 360)

randomRotator('trexGeoGrp')