

UD1414 — Assignment 2

Maya Plugin and Callbacks using C++

Deadline	31 of October 23:55
Submission	Individual Zip file uploaded to Its Learning
Grading	U, G

1 Description

In this assignment you have to develop a Maya Plugin in C++. The plugin will register to listen for callbacks/events from Maya, and print some basic information about the events.

1.1 Implementation details

You have to register callbacks in Maya for the following events:

1. ~~A node has been created in the Scene.~~
2. ~~A node has been renamed.~~
3. One or more vertices in a Mesh have been modified. Examples of this: dragging a vertex, deforming a mesh, subdividing, etc.
4. ~~A transformation node in the Scene has changed.~~
5. ~~A general Timer callback, that will print the time elapsed every 5 seconds.~~

For each of the callbacks, you must print some information about the event, and the object that has triggered the callback (the nodepath). The output should be printed to the Maya console.

2 Submission and grading

The assignment will be done and assessed individually, and it has to be submitted to the ITsLearning webpage for the course. Before creating a submission (zip) file, clean the solution in Visual Studio so only the source code and project details are included.

References

- [1] Lecture 2 from ITsLearning
- [2] Additional example source files from ITs Learning.
- [3] Autodesk reference documentation and tutorials