

Python Maya Commands (cmds)

```
javascript import maya.cmds as cmds
```

Create polygon sphere > creates a list of nodes

```
cmds.polySphere()
```

Create polygon sphere with a radius of 10

```
cmds.polySphere(r = 10)
```

The help command

```
cmds.help('polySphere')
```

Command Modes: Create, Query and Edit

```
cmds.polySphere(query = True, r = True)
```

```
cmds.polySphere(edit = True, r = 21)
```

SUPER: ls > display all objects in the scene filtered by flags

```
import maya.cmds as cmds
```

```
cmds.ls() cmds.ls(selection = True) cmds.ls(cameras = True, shapes = True)
```

SUPER: select > used to control the selected objects in a scene

```
import maya.cmds as cmds
```

```
cmds.select( clear = True) cmds.select( 'polyCylinder', add = True, )  
cmds.select('polyCube', replace = True)
```

getAttr

```
import maya.cmds as cmds cmds.polyCube(n="cube")  
cmds.getAttr("cube.tx") cmds.getAttr("cube.scaleY") cmds.getAttr(  
"cube.visibility", True) cmds.getAttr("cube.rotate") > Tuple  
cmds.getAttr("cube.translateX")
```

setAttr

```
import maya.cmds as cmds cmds.polyCube(n="cube")  
cmds.setAttr("cube.scaleX", 2) cmds.setAttr("cube.scaleY", 2)  
cmds.setAttr( "cube.visibility", True) cmds.setAttr("cube.rotate", 0, 0, 0,  
type="double3") cmds.setAttr("cube.translateX", keyable=True)
```

string

```
s1 = 'String 1' s2 = 'String 2'
```

```
summ = s1 + 'and' + s2
```

`number_of_chars = len(s1)`

`s[0]` # First character `s[-1]` # Last character `s.upper()` # To Uppercase
`s.lower()` # To Lower `s.split()` # Split letters string `s.split(' ')` # Split by space

" new line: `\n` " new tab: `\t` " backslash: `\` " single quotes: `'`