

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)
```