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I started learning and using MEL to procedurally generate some objects. Most of these are using Maya primitives, along with some arithmetic and for loops. The last one is my first attempt at making a city.

I have 2 directions I can take this: either experiment more to generate more interesting static objects (organic shapes, more complex cities etc) or start figuring out animation using MEL. In the upcoming week, I will try to explore both to see which side I am more invested in.

