Here is a backup file for my scripts

**RABBIT**

//Head//

polySphere -r 1 -sx 10 -sy 10 -ax 0 1 0 -cuv 2 -ch 1 ;

move -r 0 16 0 ;

scale -r 2.8 2.8 2.8 ;

select -r pSphere1.f[73] pSphere1.f[79] ;

polyExtrudeFacet -constructionHistory 1 -keepFacesTogether 1 -pvx -7.748603825e-008 -pvy 18.28809561 -pvz -0.449139019 -divisions 1 -twist 0 -taper 1 -off 0 -thickness 0 -smoothingAngle 30 pSphere1.f[73] pSphere1.f[79];

// Result: polyExtrudeFace5 //

setAttr "polyExtrudeFace5.localTranslate" -type double3 0 0 8.145757 ;

//Body//

polySphere -r 1 -sx 10 -sy 10 -ax 0 1 0 -cuv 2 -ch 1 ;

move -r 0 8 0 ;

scale -r 3.5 3.5 3.5 ;

select -r pSphere2.vtx[91] ;

select -tgl pSphere2.vtx[86] ;

select -tgl pSphere2.vtx[85] ;

select -add pSphere2.vtx[80:89] ;

move -r 0 2.63889 0 ;

select -r pSphere2.f[8] ;

select -tgl pSphere2.f[4] ;

PolyExtrude;

hilite pSphere2.f[4] pSphere2.f[8] ;

selectMode -component ;

select -r pSphere2.f[4] pSphere2.f[8] ;

polyExtrudeFacet -constructionHistory 1 -keepFacesTogether 1 -pvx -1.043081284e-007 -pvy 4.9198713 -pvz 0.604610227 -divisions 1 -twist 0 -taper 1 -off 0 -thickness 0 -smoothingAngle 30 pSphere2.f[4] pSphere2.f[8];

// Result: polyExtrudeFace6 //

move -r 0 -3.744942 0 ;

scale -r -p -2.08616e-007cm 1.174928cm 0.60461cm 1 1e-005 1 ;

//Arms//

polyCylinder -r 1 -h 2 -sx 10 -sy 1 -sz 1 -ax 0 1 0 -rcp 0 -cuv 3 -ch 1;

move -r 0 12.51 0 ;

scale -r 0.457 8.353 0.457 ;

rotate -r 0 0 90 ;

//Right foot & Left foot//

polySphere -r 1 -sx 10 -sy 10 -ax 0 1 0 -cuv 2 -ch 1 ;

move -r -1.413 1.137 1.775 ;

scale -r 1 1 2.822 ;

polySphere -r 1 -sx 10 -sy 10 -ax 0 1 0 -cuv 2 -ch 1 ;

move -r 1.413 1.137 1.775 ;

scale -r 1 1 2.822 ;

//Right & Left hands//

polySphere -r 1 -sx 10 -sy 10 -ax 0 1 0 -cuv 2 -ch 1 ;

move -r -7.939 12.535 0 ;

scale -r 1.752 0.601 1.219 ;

polySphere -r 1 -sx 10 -sy 10 -ax 0 1 0 -cuv 2 -ch 1 ;

move -r 7.939 12.535 0 ;

scale -r 1.752 0.601 1.219 ;

//Tail//

polySphere -r 1 -sx 10 -sy 10 -ax 0 1 0 -cuv 2 -ch 1 ;

move -r 0 7.6 -3.6 ;

//Nose//

polySphere -r 1 -sx 10 -sy 10 -ax 0 1 0 -cuv 2 -ch 1 ;

move -r 1 15.809 2.725 ;

scale -r 0.523 0.302 0.28 ;

//Right & Left Eyes//

polySphere -r 1 -sx 10 -sy 10 -ax 0 1 0 -cuv 2 -ch 1 ;

move -r -0.814 16.623 2.505 ;

scale -r 0.276 0.499 0.159 ;

rotate -r -14.799 -12.884 3.371 ;

polySphere -r 1 -sx 10 -sy 10 -ax 0 1 0 -cuv 2 -ch 1 ;

move 0.814 16.623 2.505 ;

scale -r 0.276 0.499 0.159 ;

rotate -r -14.799 12.884 3.371 ;

**STAR RANDOMIZATION**

proc SpiralStars(int $numStars, float $rotation) {

string $sels [] = `ls -sl`;

string $sel = $sels[0];

for($i=0; $i<$numStars; $i++)

{

string $newSel [];

$newSel = `duplicate -rr $sel` ;

$sel = $newSel [0];

move -r -os -wd 0 0.95 0 $newSel [0];

rotate -r -os -fo 0 $rotation 0 $newSel [0];

}

}

SpiralStars(20, 25);

**STAR RANDOMIZATION2.0-Spiral**

proc SpiralStars(int $numStars, float $rotation) {

string $sels [] = `ls -sl`;

string $sel = $sels[0];

for($i=0; $i<$numStars; $i++)

{

string $newSel [];

$newSel = `duplicate -rr $sel` ;

$sel = $newSel [0];

move -r -os -wd 2 2 2 $newSel [0];

rotate -r -os -fo 0 $rotation 0 $newSel [0];

}

}

SpiralStars(15, 25);

**STAR RANDOMIZATION3.0-Cluster**

//Randomization Script//

proc Randomize(int $num, int $xRange, int $yRange, int $zRange) {

string $sels[] = `ls -sl` ;

for ($i=0; $i<size($sels); $i++) {

for ($j=0; $j<$num; $j++) {

float $xPos = `rand ($xRange\*-1) $xRange` ;

float $yPos = `rand ($yRange\*-1) $yRange` ;

float $zPos = `rand ($zRange\*-1) $zRange` ;

string $obj[] = `duplicate -rr $sels[$i]` ;

move $xPos $yPos $zPos $obj[0] ;

rotate `rand 360` `rand 360` `rand 360` $obj[0] ;

}

}

}

Randomize (50, 50, 50, 50);

**RENAME SCRIPT**

proc Rename (string $name)

{

string $sels[] = `ls -sl`;

string $name = "Test\_###\_Geo";

string $buffer[];

int $numTokens;

$numTokens = `tokenize $name "#" $buffer`;

if($numTokens ! = 2) {

error("Too much hash!");

}

for($i=0; $i<size($sels); $i++)

{

string $newName;

$newName = $buffer [0] + ($i+ 1) + $buffer [1]

rename $sels[$i] $newName;

}

print ($buffer);

}

Rename("WakeUp\_#\_ClassIsAlmostOver);