def MoveFinger(\*args):

cmds.setAttr("ctrl\_R\_Wrist.All\_Curl",\*args)

#Moves index finger on right wrist

def MoveIndex(\*args):

cmds.setAttr("ctrl\_R\_Wrist.Index\_Curl",\*args)

#Moves middle right finger

def MoveMiddle(\* args):

cmds.setAttr("ctrl\_R\_Wrist.Mid\_Curl",\*args)

#Moves Ring finger

def MoveRing(\* args):

cmds.setAttr("ctrl\_R\_Wrist.Ring\_Curl",\*args)

#Moves Pinky finger

def MovePinky(\* args):

cmds.setAttr("ctrl\_R\_Wrist.Pinky\_Curl",\*args)

#Moves all Left Fingers

def MoveLeftFinger(\*args):

cmds.setAttr("ctrl\_L\_Wrist.All\_curl",\*args)

#Moves Left Index finger

def MoveLeftIndex(\*args):

cmds.setAttr("ctrl\_L\_Wrist.Index\_Curl",\*args)

#Moves Left middle finger

def MoveLeftMiddle(\* args):

cmds.setAttr("ctrl\_L\_Wrist.MiddleCurl",\*args)

#Moves left ring finger

def MoveLeftRing(\* args):

cmds.setAttr("ctrl\_L\_Wrist.RingCurl",\*args)

#Moves left pinky

def MoveLeftPinky(\* args):

cmds.setAttr("ctrl\_L\_Wrist.PinkyCurl",\*args)

#Makes circle and allows user to rename it (promptdialog)

def MakeCircle():

result = cmds.promptDialog(title='Rename Object',message='Enter Name:',button=['OK', 'Cancel'],defaultButton='OK',cancelButton='Cancel',dismissString='Cancel')

if result == 'OK':

texty = cmds.promptDialog(query=True, text=True) #Get typed name

cmds.circle(n=texty) #call circle the name

cmds.group(texty, n='grp\_'+texty)

#Make square the same way as circle

def MakeSquare():

maya.cmds.columnLayout(columnAttach=("both", 5), rowSpacing=5, columnWidth=200 )

result = cmds.promptDialog(title='Rename Object',message='Enter Name:',button=['OK', 'Cancel'],defaultButton='OK',cancelButton='Cancel',dismissString='Cancel')

if result == 'OK':

texty = cmds.promptDialog(query=True, text=True)

cmds.nurbsSquare(n=texty)

cmds.group(texty, n='grp\_'+texty)

#maya.cmds.showWindow(circlemenu)

#Place a joint at specified position and named by user.

def placejoint():

result2 = cmds.promptDialog(title='Rename Object',message='Enter Name:',button=['OK', 'Cancel'],defaultButton='OK',cancelButton='Cancel',dismissString='Cancel')

if result2 == 'OK':

jointname = cmds.promptDialog(query=True, text=True) #get name

jointX = cmds.floatFieldGrp(jointfields, query = True, value1 = True) #position x

jointY = cmds.floatFieldGrp(jointfields, query=True, value2 = True) #position y

jointZ = cmds.floatFieldGrp(jointfields, query=True, value2 = True) #position z

jointmade = cmds.joint(name='jnt\_'+ jointname ,p=(jointX, jointY, jointZ))

#Bend Right Leg

def Bendleg():

cmds.setAttr("ctrl\_R\_ankle.legbend ",20)

#Bend Left Leg

def Bendleftleg():

cmds.setAttr("ctrl\_L\_Ankle.Bendleg",20)

#Swing one arm forward, the other back

def ArmBend():

cmds.setAttr("ctrl\_L\_Wrist.ArmSwing",20)

cmds.setAttr("ctrl\_R\_Wrist.ArmSwing",-20)

#Swing one arm back the other forward

def ArmBend2():

cmds.setAttr("ctrl\_L\_Wrist.ArmSwing",-20)

cmds.setAttr("ctrl\_R\_Wrist.ArmSwing", 20)

#########################################################################

#Create window with form layout and tabs

newest = cmds.window(widthHeight=(500, 400) )

form = cmds.formLayout()

tabs = cmds.tabLayout(innerMarginWidth=6, innerMarginHeight=9)

cmds.formLayout( form, edit=True, attachForm=((tabs, 'top', 0), (tabs, 'left', 0), (tabs, 'bottom', 0), (tabs, 'right', 0)) ) #set out tabs

#####################################################################

#First tab (Rigging Tab)

#Buttons – Square, Cube, Torus, Circle, Joint Placer

#Other – Joint fields, Check Box, Separators

#Layout - RowColumn

child1 = maya.cmds.rowColumnLayout(numberOfColumns=2, columnWidth=[(1, 300), (2, 100)],cs = [(1,20),(2,0)], rs = [(1,20),(2,20)])

cmds.symbolButton(image='square.png', command="MakeSquare()")

maya.cmds.symbolButton(image='cube.png', command="maya.cmds.polyCube()")

cmds.symbolButton( image='circle.png' ,command = "MakeCircle()")

cmds.symbolButton(image='torus.png', command="cmds.polyTorus()")

cmds. symbolButton(image='torus.png', command="cmds.joint()")

cmds.symbolButton(image='cylinder.png', command="cmds.polyCylinder()")

cmds.separator( height=40, style='in' )

cmds.separator( height=40, style='in' )

jointfields = cmds.floatFieldGrp(numberOfFields = 3) #3 fields

#ctrlshape = cmds.checkBox(label = 'control shape attached') #check box

#attach\_shape = cmds.checkBox(ctrlshape, query = True, value = True)

cmds.button(label='place joint', command="placejoint()")

cmds.setParent( '..' )

#############################################################################

#Second Tab (Animation Tab)

#Buttons – Bend Leg symbols

#Other – Sliders for all fingers, Separators, Text

#Layout – Form layout

child2 = cmds.formLayout()

sep = cmds.separator(style='out')

sep2 = cmds.separator(style='out' )

righttext = cmds.text(label = "Right Hand", align = 'left')

####################FINGER SLIDERS#####################################

fingers = cmds.floatSliderGrp(label = 'All Right fingers',field=True, min=0, max=20, value=0, dc=MoveFinger) #all right fingers

fingers2 = cmds.floatSliderGrp(label = 'Right Index',field=True, min=0, max=20, value=0, dc=MoveIndex) #right index

fingers3 = cmds.floatSliderGrp(label = 'Right Middle',field=True, min=0, max=20, value=0, dc=MoveMiddle) #right middle

fingers4 = cmds.floatSliderGrp(label = 'Right Ring',field=True, min=0, max=20, value=0, dc=MoveRing) #right ring

fingers5 = cmds.floatSliderGrp(label = 'Right Pinky',field=True, min=0, max=20, value=0, dc=MovePinky) #right pinky

sep3 = cmds.separator( height=60, style='in' )

lefttext = cmds.text(label = "Left Hand", align = 'left')

fingers6 = cmds.floatSliderGrp(label = 'Left Thumb',field=True, min=0, max=20, value=0, dc=MoveLeftFinger) #Left Thumb

fingers7 = cmds.floatSliderGrp(label = 'Left Index',field=True, min=0, max=20, value=0, dc=MoveLeftIndex) #Left index

fingers8 = cmds.floatSliderGrp(label = 'Left Middle',field=True, min=0, max=20, value=0, dc=MoveLeftMiddle) #Left Middle

fingers9 = cmds.floatSliderGrp(label = 'Left Ring',field=True, min=0, max=20, value=0, dc=MoveLeftRing) #Left Ring

fingers10 = cmds.floatSliderGrp(label = 'Left Pinky',field=True, min=0, max=20, value=0, dc=MoveLeftPinky) #Left pinky

cmds.separator( height=60, style='in' )

bendleg = cmds.symbolButton( width = 100, height=100, image='bendleg.jpg', command="Bendleg()" ) #image button bend leg

bendleftleg = cmds.symbolButton( width = 100, height=100, image='bendleftleg.jpg', command="Bendleftleg()" ) #image button bend leg

swingarms = cmds.symbolButton( width = 100, height=100, image='bendarm.jpg', command="ArmBend()" )

swingarms2 = cmds.symbolButton( width = 100, height=100, image='bendarmright.jpg', command="ArmBend2()" )

cmds.setParent( '..' )

###################POSITIONING OF SLIDERS, TEXT AND BUTTONS####################

maya.cmds.formLayout(child2, edit=True, attachForm=[[sep, "top", 0], [sep, "left", 0]])

maya.cmds.formLayout(child2, edit=True, attachForm=[[sep2, "top", 10]])

maya.cmds.formLayout(child2, edit=True, attachForm=[[righttext, "top", 20], [righttext, "left", 0]])

maya.cmds.formLayout(child2, edit=True, attachForm=[[fingers, "top", 30], [fingers, "left", 20]])

maya.cmds.formLayout(child2, edit=True, attachForm=[[fingers2, "top", 50], [fingers2, "left", 20]])

maya.cmds.formLayout(child2, edit=True, attachForm=[[fingers3, "top", 70], [fingers3, "left", 20]])

maya.cmds.formLayout(child2, edit=True, attachForm=[[fingers4, "top", 90], [fingers4, "left", 20]])

maya.cmds.formLayout(child2, edit=True, attachForm=[[ fingers5, "top", 110], [fingers5, "left", 20]])

maya.cmds.formLayout(child2, edit=True, attachForm=[[lefttext, "top", 130], [righttext, "left", 0]])

maya.cmds.formLayout(child2, edit=True, attachForm=[[sep3, "top", 130], [sep3, "left", 0]])

maya.cmds.formLayout(child2, edit=True, attachForm=[[fingers6, "top", 140], [fingers6, "left", 20]])

maya.cmds.formLayout(child2, edit=True, attachForm=[[fingers7, "top", 160], [fingers7, "left", 20]])

maya.cmds.formLayout(child2, edit=True, attachForm=[[fingers8, "top", 180], [fingers8, "left", 20]])

maya.cmds.formLayout(child2, edit=True, attachForm=[[ fingers9, "top", 200], [fingers9, "left", 20]])

maya.cmds.formLayout(child2, edit=True, attachForm=[[ fingers10, "top", 220], [fingers10, "left", 20]])

maya.cmds.formLayout(child2, edit=True, attachForm=[[ bendleg, "top", 250], [bendleg, "left", 20]])

maya.cmds.formLayout(child2, edit=True, attachForm=[[ bendleftleg, "top", 250], [bendleftleg, "left", 120]])

maya.cmds.formLayout(child2, edit=True, attachForm=[[ swingarms, "top", 250], [swingarms, "left", 230]])

maya.cmds.formLayout(child2, edit=True, attachForm=[[ swingarms2, "top", 250], [swingarms2, "left", 330]])

child3 = maya.cmds.formLayout()

image\_name = maya.cmds.image(width = 400, height = 400, image="body.jpg")

r\_wrist\_button = maya.cmds.button(backgroundColor = [1.0,0.0,0.0],label="Right wrist", command="cmds.select('ctrl\_R\_Wrist')")

l\_wrist\_button = maya.cmds.button(label="Left wrist", command= "cmds.select('ctrl\_L\_Wrist')")

l\_leg\_button = maya.cmds.button(label="Left leg", command = "cmds.select('ctrl\_L\_Ankle')")

r\_leg\_button = maya.cmds.button(label="Right leg", command = "cmds.select('ctrl\_R\_ankle')")

cmds.setParent( '..' )

maya.cmds.formLayout(child3, edit=True, attachForm=[[image\_name, "top", 0], [image\_name, "left", 0]])

maya.cmds.formLayout(child3, edit=True, attachForm=[[r\_wrist\_button, "top", 70], [r\_wrist\_button, "left", 20]])

maya.cmds.formLayout(child3, edit=True, attachForm=[[l\_wrist\_button, "top", 70], [l\_wrist\_button, "left", 300]])

maya.cmds.formLayout(child3, edit=True, attachForm=[[r\_leg\_button, "top", 300], [r\_leg\_button, "left", 100]])

maya.cmds.formLayout(child3, edit=True, attachForm=[[l\_leg\_button, "top", 300], [l\_leg\_button, "left", 250]])

cmds.tabLayout(tabs, edit=True, tabLabel=((child1, 'Rigging'), (child2, 'Animating') , (child3, 'Picker')))

cmds.showWindow(newest)