

Sam Vitello

CIS 410

Project 3 Description

In this project I have edited the QT MayaPy interface to include functionality to run bubble.py and bubbles.py. To run my project navigate to src/mayapy/ and run MayaPyApplication.py. This should bring up a QT creator interface. Then if you connect to nimble in Maya and navigate to Assignment 3 you will find a widget with buttons label “Bubble” and “Bubbles”. Clicking “Bubble” will create a single animated bubble in Maya. You will see a slider under the “Bubbles” button. This slider determines the length of the animation. As I couldn’t figure out how to create and destroy bubble objects while in mid-animation for an infinite period of time I decided to allow the user to customize the length of the animation. Note however that for every frame bubbles.py will create half as many bubble objects. (Example: The slider is by default set to 100 frames so 50 bubbles will be created in Maya). The slider ranges from 0-500 frames. After the slider is set if you click “Bubbles” the bubbles will be created in Maya. The bubbles each have a random start time and move to different offsets to create a boiling animation effect. There is also a “Home” button that will return you to the previous screen. You will find my bubble.py and bubbles.py source code located in the directory: src/mayapy/views/assignment3. In this folder you will also find by custom QT widget.

I did not automatically create deformers for my bubbles or a material because these are tasks accomplished much easier by hand. Because I did not create a material I also did not generate a pool of water for the bubbles to rise in. This is also easily created by hand. I did not have much trouble creating the multiple bubble effect after I had created the first bubble. I am

getting used to using the online command guide to finding the correct python call to execute commands in Maya.