

CG Software With Python API

- Maya – 3D modeling, animation and rendering
- Houdini – 3D modeling, animation and rendering
- Nuke – compositing
- Cinema 4D – 3D modeling, animation and rendering
- 3ds Max – 3D modeling, animation and rendering
- Clarisse – 3D lighting and look development
- Katana – lighting and look development
- Mari – 3D texture painting
- Motion Builder – 3D motion capture
- RealFlow – fluids
- Massive – crowds
- Qube – render farm
- Deadline – render farm
- Tractor – render farm
- RV – video sequence viewer
- Shotgun – task tracking and asset management
- Perforce – asset management used in games
- Fusion – compositing
- DaVinci Resolve – editing
- Unreal Engine – game development
- Unity – game development

CG software that does not include a Python API:

- After Effects
- PhotoShop
- FileMaker Pro

There are ways to use Python to access data from above software.