

## Important Python Documents

### Generic Python

1. Python 3.10.2 documentation - <https://docs.python.org/3/index.html>
2. A Byte of Python - <https://python.swaroopch.com/>
3. Think Python: How to Think Like a Computer Scientist”, By Allen B. Downey
4. W3Schools Online Web Tutorials: <https://www.w3schools.com/>  
- specifically Python: <https://www.w3schools.com/python/default.asp>
5. Style Guide for Python Code - <https://peps.python.org/pep-0008/>
6. Imports - <https://peps.python.org/pep-0008/#imports>
7. What’s New in Python 3.0 - <https://docs.python.org/3.0/whatsnew/3.0.html>
8. Porting Python 2 Code to Python 3 - <https://docs.python.org/3/howto/pyporting.html>

### Qt5/PySide2

1. Qt for Python/GettingStarted - [http://wiki.qt.io/Qt\\_for\\_Python/GettingStarted](http://wiki.qt.io/Qt_for_Python/GettingStarted)
2. PySide2 5.11.1 - <https://pypi.org/project/PySide2/>
3. Qt for Python - <https://doc.qt.io/qtforpython/index.html>
4. Qt for Python/Tutorial - [https://wiki.qt.io/Qt\\_for\\_Python/Tutorial](https://wiki.qt.io/Qt_for_Python/Tutorial)

### Maya

1. Python in Maya - <https://knowledge.autodesk.com/support/maya/learn-explore/caas/CloudHelp/cloudhelp/2022/ENU/Maya-WhatsNewPR/files/GUID-DF43840B-4DB1-43F8-BFD1-97D8D031B91D-htm.html>
2. Zurbrigg Beginning Python For Maya - <https://zurbrigg.com/tutorials/beginning-python-for-maya>
3. Python Commands - [http://help.autodesk.com/view/MAYAUL/2018/ENU/?guid=\\_\\_CommandsPython\\_index\\_html](http://help.autodesk.com/view/MAYAUL/2018/ENU/?guid=__CommandsPython_index_html)
4. Around the Corner - <https://around-the-corner.typepad.com/>

### Cinema 4D - Python API (good Python overview even if you don’t use Cinema4D)

1. Language Overview of Python - <https://developers.maxon.net/docs/Cinema4DPythonSDK/html/misc/overview.html>