

Intro to Python: Class 4 Outline

Concepts introduced here will be demonstrated using sample scripts and documents in:
<https://github.com/skoshiwosh/democode> and <https://github.com/skoshiwosh/cgpython>

1) Custom Functions

- use upv.py, patterns_web.py, and findtabs.py as examples
- keywords: def, return
- code block, local vs global variables
- function input parameters, default values, keyword arguments
- docstrings
- why use functions?

2) Third Party Modules Overview

- PySide2, PyQt5, OpenImageIO, PIL, NumPy, SciPy, OpenCV
- maya, mel, OpenMaya, PyMel
- python modules for Houdini, Nuke, MotionBuilder, Clarisse

3) Intro to Python Scripting in Maya

- userSetup.py, Maya.env
- custom shelves, Maya's script editor
- review zurbrigg_tutorials.pdf

4) Demo maya.cmds and scnutils.py