Intro to Python: Class 7 Outline

1) Play Chris Zurbrigg tutorial on Modifying the Animation/Playback Time Range
- http://zurbrigg.com/tutorials/maya-python-tips-and-tricks/04-modifying-the-animation-playback-time-range

2) Explain difference between Python immutable and mutable objects
- Review ex_mutable_immutable.pdf in https://github.com/skoshiwosh/democode

3) Review makecity.py and makecity_description.pdf
- review details of script and specify homework assignment to add features to makecity.py
- documents are also in: https://github.com/skoshiwosh/democode
- use makecity shelf tab

4) Demonstrate scnutils.py from scnutils tab

5) Play Chris Zurbrigg tutorial on Loading and Unloading Plug-ins
- http://zurbrigg.com/tutorials/maya-python-tips-and-tricks/07-loading-and-unloading-plug-ins

6) Introduce object-oriented programming in Python
- define class, object instantiation, class attributes and methods, class inheritance

7) Introduce using PySide2 within Maya and also standalone
- use makecitywin.py and citywin shelf tab

Use these scene files to demonstrate Maya Python commands:
primitives_03.ma, circus_flybird_v05.ma, city_bldings_hill_v03.ma