Intro to Python: Class 6 Outline

1) Play Chris Zurbrigg tutorial on Maya Python select command
- http://zurbrigg.com/tutorials/beginning-python-for-maya/4-6-maya-commands-select

2) Play Chris Zurbrigg tutorial on functions using keyword arguments
- http://zurbrigg.com/tutorials/beginning-python-for-maya/5-4-args-keywords-and-defaults

3) Making shelf buttons with Maya Python commands
- MC makecity, WDG wedge, IMP imports

4) Making Maya custom menu using userSetup.py
- maya.cmds.menu, maya.cmds.menuItem
- maya.utils.executeDeferred
- maya,OpenMaya.MGlobal.displayInfo
- also demo OpenMaya.MGlobal.displayWarning, OpenMaya.MGlobal.displayError,
- maya.cmds.warning, maya.cmds.error

5) Run primitives and circus tab from Maya script editor
- use maya,cmds.file to load primitives_03.ma and circus_flybird_v05.ma
- demonstrate ls, listRelatives, listConnections
- demonstrate version up scene file from circus tab

6) Run key_value.py
- demonstrate listConnections, keyFrame
- demonstrate running key_value.py in standalone mode

7) Run instcpy tab from Maya script editor
- demonstrate different ways to duplicate or instance object with and without using smartTransform

8) Run makecity.py from makecity tab in Maya script editor
- demonstrate aforementioned commands and more
- demo setAttr, xform, move, makeIdentity, polyCube, group, delete
- explain class assignment to add features

9) Demonstrate scnutils.py from scnutils tab

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