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, web_patterns.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, Katana

3) Custom Modules and Packages

4) Intro to Python Scripting in Maya
   - userSetup.py, Maya.env
   - custom shelves, Maya's script editor
   - review zurbrigg_tutorials.pdf

5) Demo maya.cmds and scnutils.py