

## Important Python Documents

### Generic Python

1. Python 2.7.15 documentation - <https://docs.python.org/2/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. Style Guide for Python Code - <https://www.python.org/dev/peps/pep-0008/>
5. Imports - <https://www.python.org/dev/peps/pep-0008/#imports>
6. What’s New in Python 3.0 - <https://docs.python.org/3.0/whatsnew/3.0.html>
7. 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 - <http://help.autodesk.com/view/MAYAUL/2018/ENU/?guid=GUID-C0F27A50-3DD6-454C-A4D1-9E3C44B3C990>
2. 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)
3. Zurbrigg Tutorials - <http://zurbrigg.com/tutorials>
4. Around the Corner - <http://around-the-corner.typepad.com/adn/autodesk/>

### 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>