

Description of Maya Python script: makecity.py

By: Suzanne Berger

Date: April 11, 2019

General Instructions for Maya Python Script Development

In order to run your own developed Python script from Maya, save your script in the *scripts* folder under your local home *maya* folder. Make sure that your Python script has a *.py* file extension. Then in the Maya script editor *Python* tab, enter the following commands:

```
try:  
    reload(yourscript)  
except:  
    import yourscript
```

You can also create a shelf button with these commands by selecting these commands with your mouse then middle-mouse-button click/drag to the Custom shelf. Using the reload function is convenient while developing your script because it will then be unnecessary to restart Maya every time you change your Python script.

Here is link to complete instructions for developing Maya Python scripts:
<http://help.autodesk.com/view/MAYAUL/2018/ENU/?guid=GUID-703B18A2-89E5-48A8-988A-1ED815D5566F>

Python Functions Optional Arguments

Quote from this link:

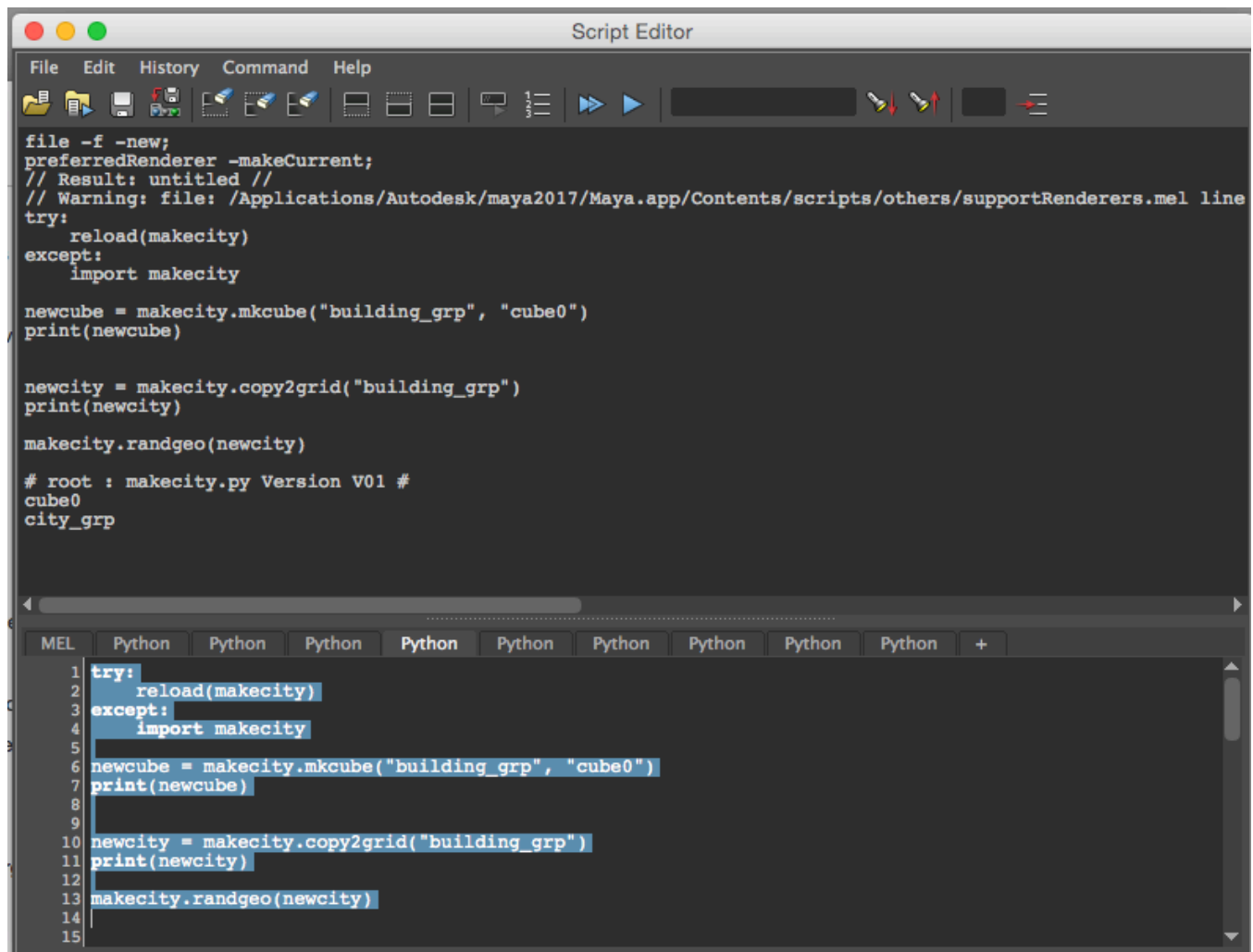
<https://www.tutorialspoint.com/How-to-pass-optional-parameters-to-a-function-in-Python>

Python allows function arguments to have default values; if the function is called without the argument, the argument gets its default value. Furthermore, arguments can be specified in any order by using named arguments.

Introduction

The functions contained in module, *makecity*, should be considered a first pass “hacky” prototype. The intent is to provide exercise examples for students learning Maya Python scripting. It should be noted that resulting Maya geometry would also be achieved using *nParticle Instancer*. The following describes the module’s functions. The “ToDo” sections describe suggested additional features that students should do as homework assignments.

Here is a screen grab showing execution of *makecity* from Maya’s script editor:



The screenshot shows the Maya Script Editor window. The title bar reads "Script Editor". The menu bar includes "File", "Edit", "History", "Command", and "Help". The toolbar contains icons for file operations, editing, and execution. The main text area displays the following Python code:

```
file -f -new;
preferredRenderer -makeCurrent;
// Result: untitled //
// Warning: file: /Applications/Autodesk/maya2017/Maya.app/Contents/scripts/others/supportRenderers.mel line
try:
    reload(makecity)
except:
    import makecity

newcube = makecity.mkcube("building_grp", "cube0")
print(newcube)

newcity = makecity.copy2grid("building_grp")
print(newcity)

makecity.randgeo(newcity)

# root : makecity.py Version V01 #
cube0
city_grp
```

Below the main text area is a tabbed interface with tabs labeled "MEL", "Python", "Python", "Python", "Python", "Python", "Python", "Python", "Python", "Python", and "+". The first "Python" tab is active, showing a list of lines from 1 to 15. The code in this tab is a subset of the code in the main text area, starting from line 1:

```
1 try:
2     reload(makecity)
3 except:
4     import makecity
5
6 newcube = makecity.mkcube("building_grp", "cube0")
7 print(newcube)
8
9
10 newcity = makecity.copy2grid("building_grp")
11 print(newcity)
12
13 makecity.randgeo(newcity)
14
15
```

makecity.mkcube

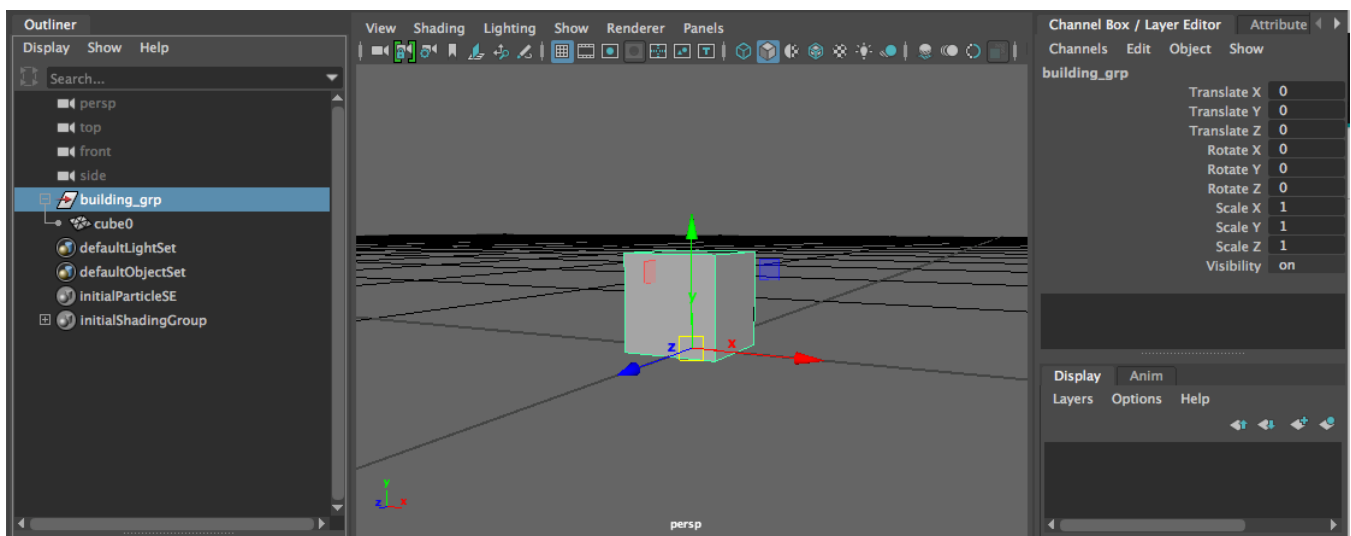
Make polygon cube under group node at origin with dimension 1,1,1 and pivot at origin. This function is convenient for development of subsequent functions.

Args:

grp_name: object name of parent group to contain cube
cube_name: object name of cube node

Example:

```
makecity.mkcube("building_grp", "cube0")
```



makecity.mkbldgs

ToDo: !!! This function is not implemented yet !!!

Create simple geometry nodes and group under group named by input argument.

Args:

grp_name: group node name to contain building geos

makecity.copy2grid

Duplicate geo over grid. Total number of copies = numrows * numcols.

Args:

bldg_grp: group node containing geo to be copied

numrows: number of rows in grid, default = 4

numcols: number of columns in grid, default = 4

stepx: x translate step for each geo copy, default = 3

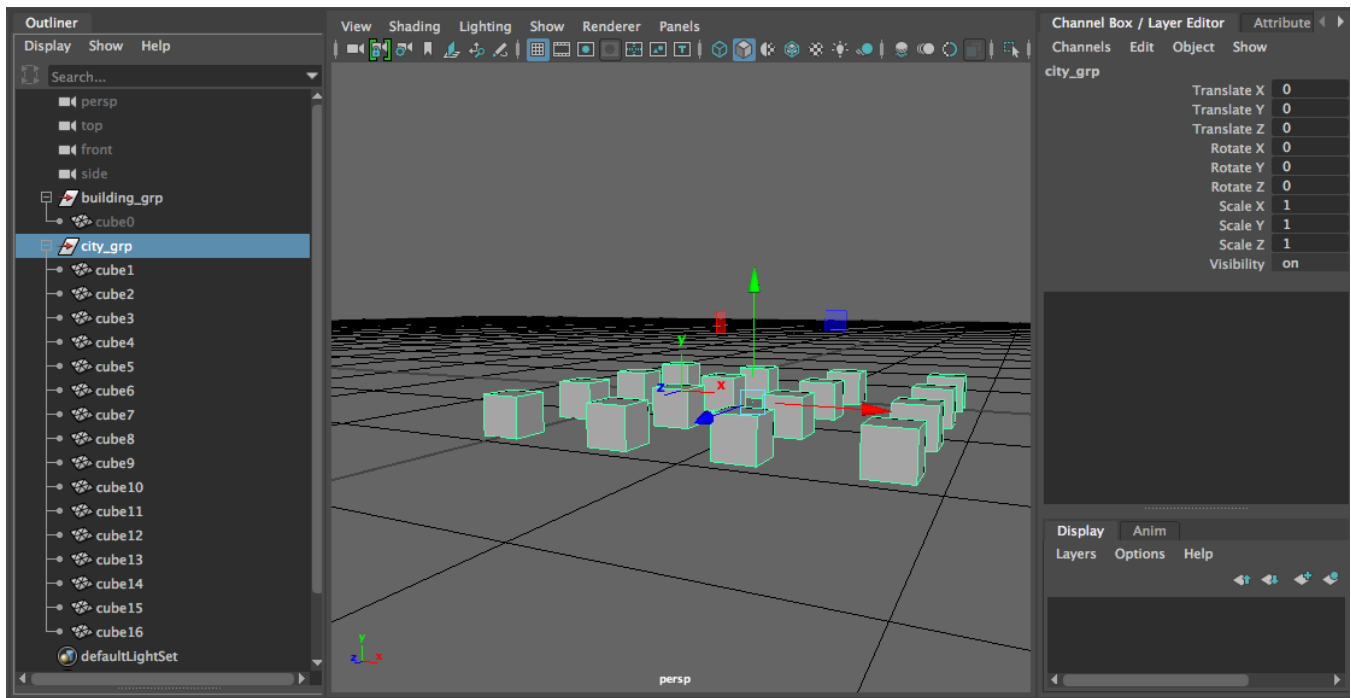
stepz: z translate step for each geo copy, default = 3

hide: hide original geo after copies completed, default = True

Example:

```
newcity = makecity.copy2grid("building_grp")
```

ToDo: If more than 1 geo under group, then use *random.choice(bldg_list)* to get a random choice to be copied.



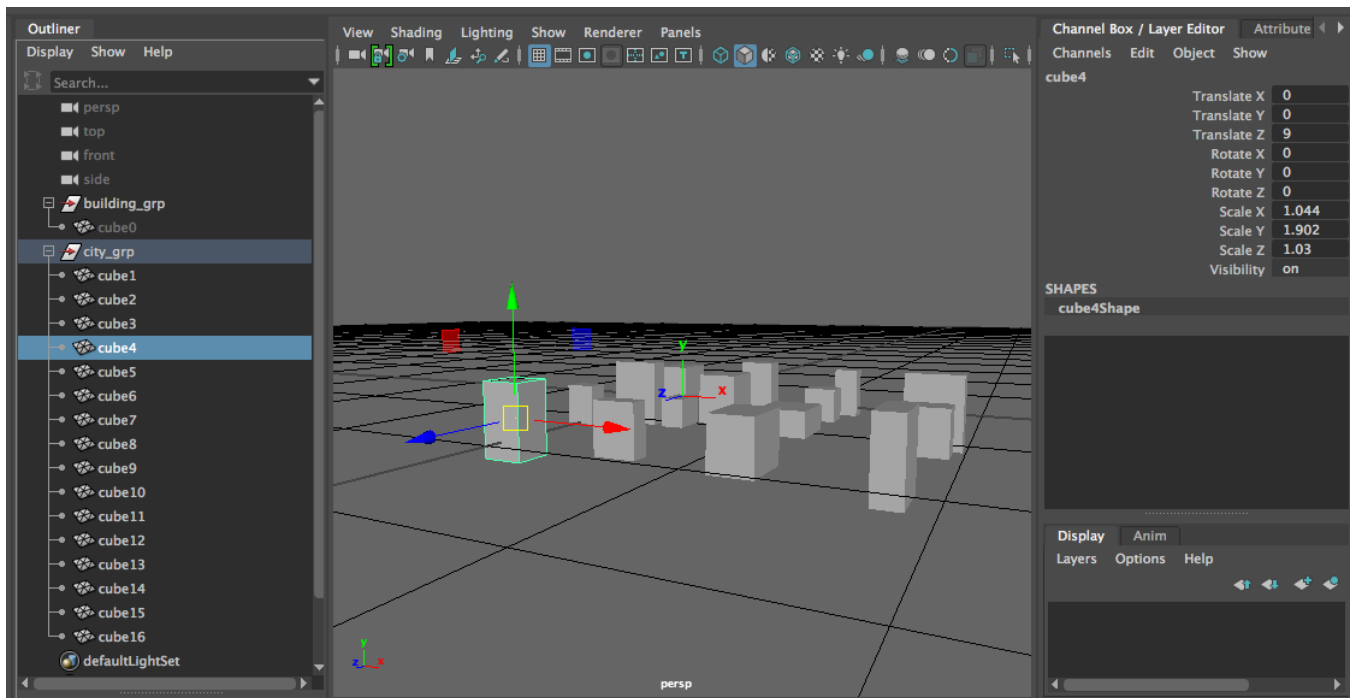
makecity.randgeo

Randomize scale on all geo under group.

Args:

city_grp: group node containing geo to randomize. If None then get geo from selection.

ToDo: Add optional arguments for range values to randomize scale. Use hard-coded args in random.uniform call as default values for optional random scale arguments. Add optional arguments to randomize rotation or do not randomize rotation at all.



makecity.copy2vtx

ToDo: !!! This function is not implemented yet !!!

Copy geometry objects under input bldg_grp argument to all surface points on input obj arguments.

Args:

bldg_grp: group node containing geo to be copied

obj: poly or nurbs surface containing position points for copy

Example:

```
new_city = makecity.copy2vtx("building_grp", "nurbsPlane1")
```

Final Details

ToDo: In order to make random behavior repeatable when running script over and over, place a call to the `random.seed(int)` function at the top of the `makecity.py` script under the `globals` section. Example: `random.seed(25)`. Note that because this call will have global scope for entire module, there should be no indentation.

How To Edit This Script

To edit/modify *makecity.py* do the following:

1. Go to github link: <https://github.com/skoshiwosh/democode>
2. Click on `makecity.py` listed under `democode`
3. Open the standard Python editor, *idle*,
4. From the main menu click File->New File. Note that the *idle* app should already be pasted to your desktop. If not ask, Markus for help.
5. In github, click on <Raw> in top right header of *makecity.py* display. The web page will change to raw text that you can then copy/paste into *idle* editor
6. Save the new file to *makecity.py* in the *scripts* folder under your local home *maya* folder.
7. Before adding changes, test script with no changes to make sure copy was correct. (i.e no unexpected hard-tabs in copy that would break script)
8. Proceed to add changes to the code. Change and save versions in an iterative manner and test along the way.