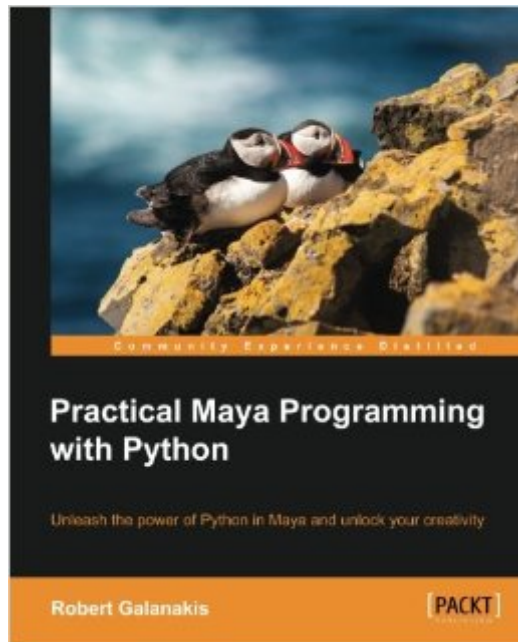# Practical Maya Programming With Python

Synopsis

Unleash the power of Python in Maya and unlock your creativityAbout This Book Create and customize UIs using standard tools and libraries Understand how Maya can leverage advanced Python features Make your tools, and Maya itself, fully automatable Who This Book Is ForIf you are a developer looking to build a powerful system using Python and Maya's capabilities, then this book is for you. Practical Maya Programming with Python is perfect for intermediate users with basic experience in Python and Maya who want to better their knowledge and skills.What You Will Learn Understand the architecture of Python objects, Maya nodes, and PyMEL Write composable code that is modular and re-usable Make Maya "Pythonic" through the use of decorators and context managers Learn about different Maya UI options and libraries Use PySide and PyQt to build Maya user interfaces Turn Maya into a server that can be controlled remotely Understand how to use Python with Maya's API Conquer custom nodes using Python's dynamic type creation In DetailAutodesk Maya is a 3D computer graphics software. It offers a vast and flexible set of features utilizing Python. It is not difficult to get started using Python in Autodesk Maya, but it can be difficult to go from writing procedural, MEL-inspired tools to building the powerful yet simple systems that Python promises. Practical Maya Programming with Python will help you master both Python and Maya. With thorough explanations, illustrative examples, and complete sample projects, you will learn how to use Python to charm Maya into obeying your every command. Practical Maya Programming with Python will teach you how PyMEL works as well as how to deal with errors and write composable code in Python.

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Customer Reviews

There is a very interesting and insightful comment made in the book about .ui files. These were first used in Maya for Qt Designer, which makes WYSIWIG [what you see is what you get] for constructing GUIs. This was in itself an IDE or GUI, where via various buttons and menus, you could visually make a given interface for your needs. Then by saving into a .ui file and bringing it into Python, you got your GUI. Wow! This approach has been followed in other graphical contexts. Notably in circuit and chip design. In the 80s, we went from a text file to define a circuit in SPICE to a WYSIWIG and far simpler, faster, less error prone method. A big boost in productivity. In general, you would indeed expect this in other fields.But the book argues otherwise for Maya and Python. It says WYSISWIG generated code is 'poorly designed from a technical and aesthetic standpoint'. The code is bloated. Objects in it are auto-named, which might not be as semantically useful. And unnecessary attributes are inserted into the code. This makes sense, so far. The text goes on to suggest that using Python and Qt means you can drop a lot of boilerplate. The claim is that with enough experience on your part, you can manually write better, faster GUI code. So much so that the book recommends never to use Qt Designer for production code. Perhaps in part this is due to Python being a scripting language? So that the interpreter has less chance to optimise the source code, compared to a compiler.Or maybe that the graphics in a GUI layout for Maya applications are often simpler than the cases of circuit and chip design. There, the complexity of the connections between circuit elements can be overwhelming. And today's circuits often have thousands of elements.

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