

PRACTICAL MAYA PROGRAMMING WITH PYTHON BY ROBERT GALANAKIS



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About the Author

Robert Galanakis

Robert Galanakis is a technical artist cum programmer who has worked in various areas of game development. He is the Technical Director of EVE Online at CCP Games, Iceland, where he focuses on Python, Lean, and Agile training and evangelism. In 2008, Rob founded tech-artists.org, which is the largest and the most active community focused on tech art on the Internet. He has spoken at Game Developers Conference several times and has also written many articles about tools, pipelines, and culture. His blog can be found at www.robg3d.com. He lives in Reykjavik, Iceland, with his wife Casady and their son Marcus.

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Unleash the power of Python in Maya and unlock your creativity [About 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 For

If 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 Detail

Autodesk 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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Most helpful customer reviews

1 of 1 people found the following review helpful.

Amazing Python-for-Maya Book!

By Bugi

Having wanted to learn Python Programming for as long as it has been supported in Maya, this book has been a great revelation. With my moderate MEL experience, I was able to quickly pick up the different topics and begin to enjoy the awesomeness that is PyMEL. This book focuses on PyMEL more than any of the Python-for-Maya material I have come across and goes deep enough for me to start using it in ways I hadn't even anticipated.. Expect to learn new ways of organizing code that make your scripts efficient and highly reusable.

The book is packed with so much useful information from proper UI design to learning how to leverage and control Maya from outside the program. I particularly enjoyed the joint hierarchy conversion and character creator sections. The Maya API section is worth the price of admission alone. The author includes a best practices section that is sure to streamline the way you write code and make it more readable.

This book will definitely benefit both noobs and experts alike. It does assume some previous Maya knowledge, but even with basic MEL experience, it expertly introduces you to Python/PyMEL as the powerful programming framework that it is. For anyone wanting to get into Technical Direction or any form of technical role in production this text is essential.

1 of 1 people found the following review helpful.

Not for the beginner but written clearly enough to grasp intent..

By pinklemonade

.. of course, as practical programming, the acid test lies in your IDE and the code.

In the author's own words:

"This book is not a reference. It is not a cookbook, and it is not a comprehensive guide to Maya's Python API. It is a book that will teach you how to write better Python code for use inside of Maya."

In other words, if you are looking for a way into the Maya programming world, you find it in this book by building a library from the ground up. This novice Python programmer finds the first few chapters full of both dense material and good coding practice. I'm eager to dig in and see what else lies in store!

0 of 0 people found the following review helpful.

You will learn so much!

By Ronnie L. Ashlock

I'm fairly early into my journey with this book and I can already say it is worth every penny. There's a lot here still way above my head, but the information is presented in a very clear and logical format, and more importantly, the book is transformative. It's a deep dive, but Rob keeps the waters clear. Some knowledge of Maya and Python is expected, so there isn't a lot of hand-holding, but that's not really a problem. It's a better use of the book to get right down to business - and you can easily find supplementary introductions to both Maya and Python online or here on Amazon.

Overall, this book is highly recommended. I like the Rob's writing style and his knowledge and experience are invaluable. Required reading for anyone even thinking about learning PyMEL.

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