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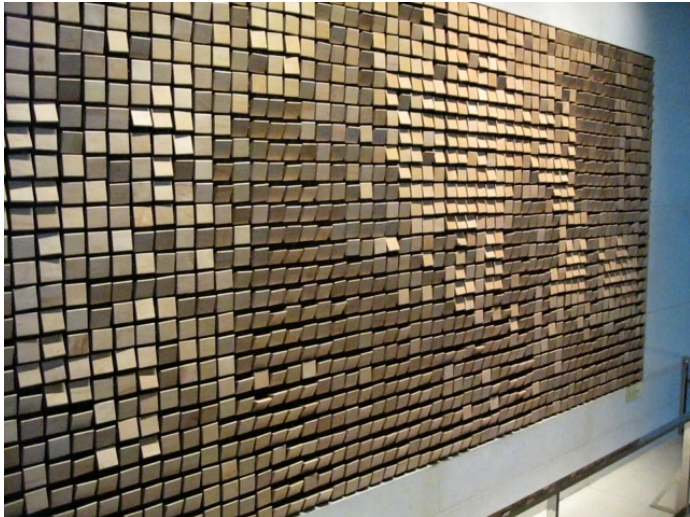
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## This IS Python!

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Following up on my Python initiative, I came across this outstanding article over Autodesk. **David Lightbown** shows us one of the many and for me one of the coolest possibilities of using python in Maya. For me this is a breath of fresh air as it takes me out of the tedious and boring basic programs that ALL the books and tutorials on the

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net take you through. With this I have a clear goal which in the end produces some kick butt graphics which I can then upload here for instance. While this is not for the absolute beginner, it does let you in on the workings and thought process of someone who knows what they are doing.

Basically he shows how to do something similar to this in maya:

### Interactive art with wooden mirrors - The wooden mirror (1/4)



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**ADS**

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Anyway, if your like me and and really dig cool stuff like this check it out...You won't be disappointed!

[http://area.autodesk.com/blogs/stevenr/making\\_art\\_with\\_python](http://area.autodesk.com/blogs/stevenr/making_art_with_python)