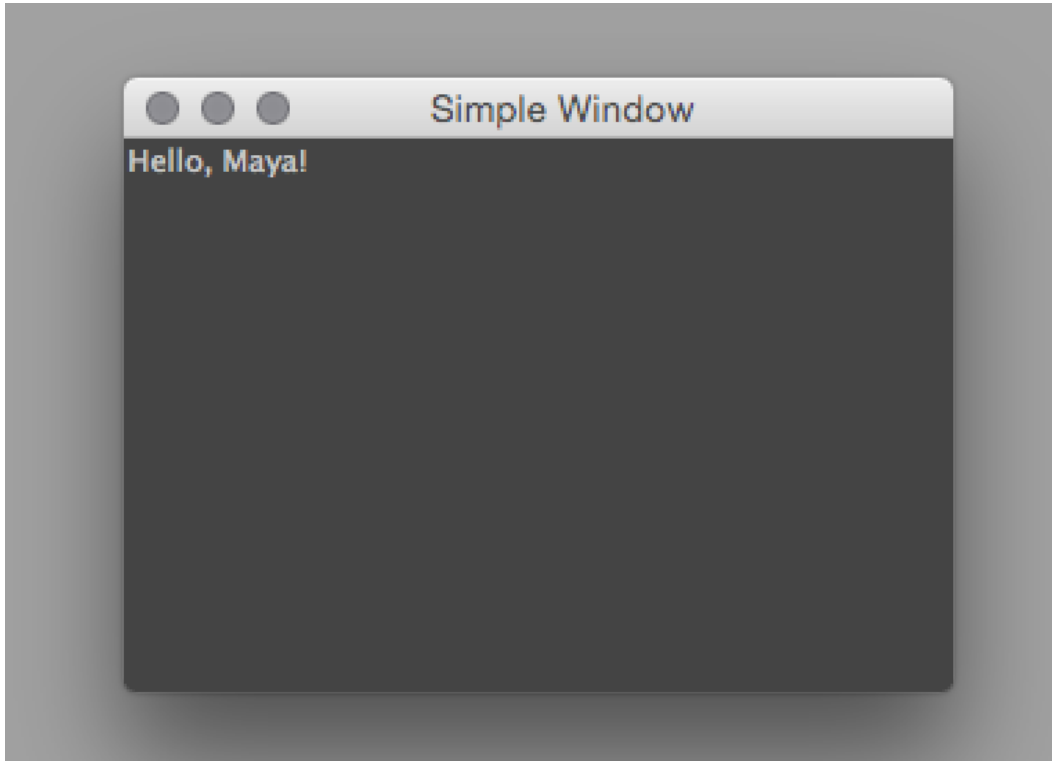
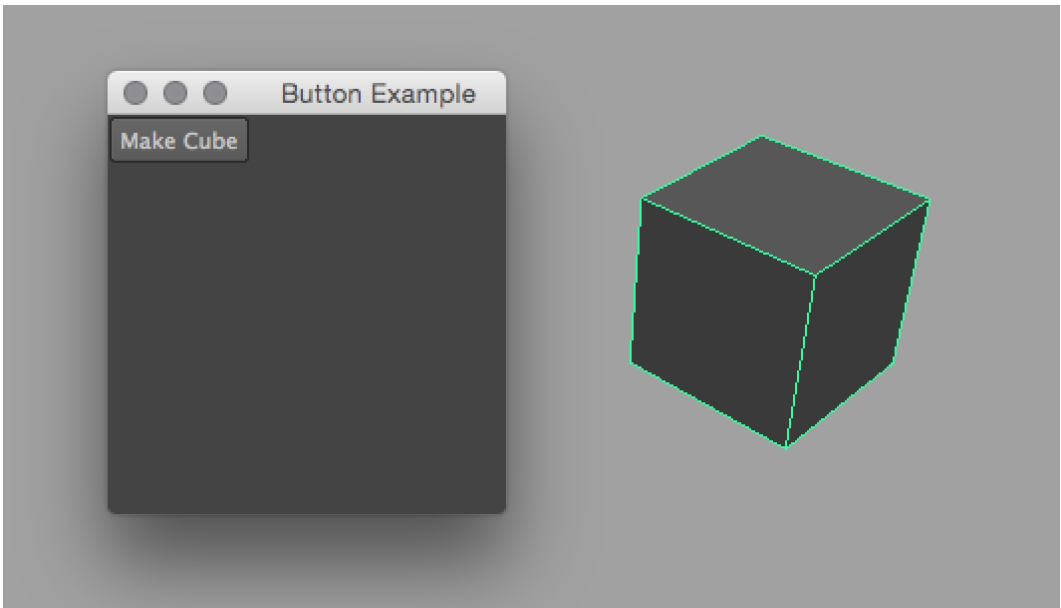
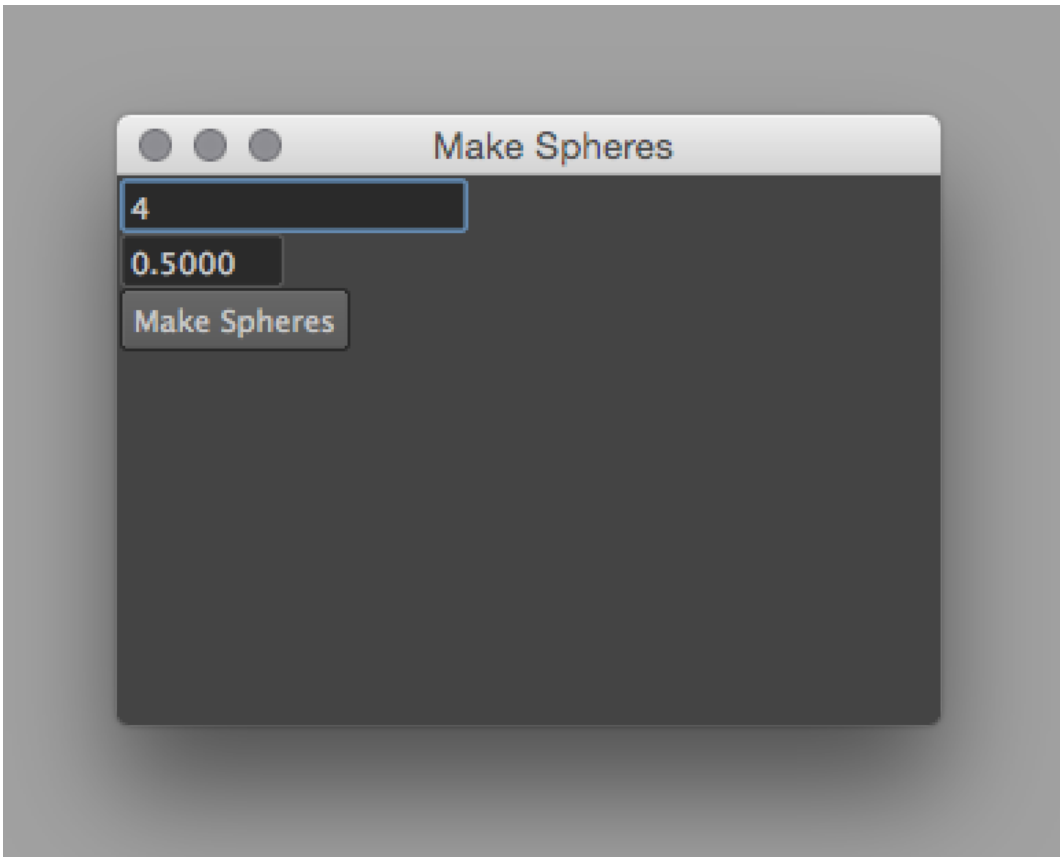
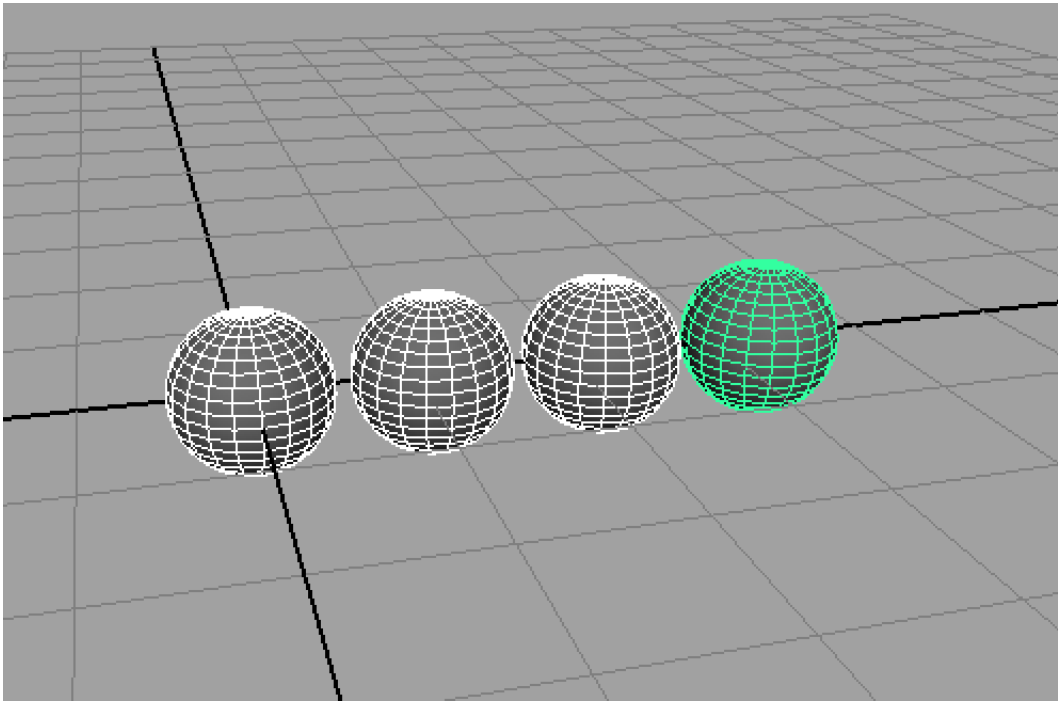


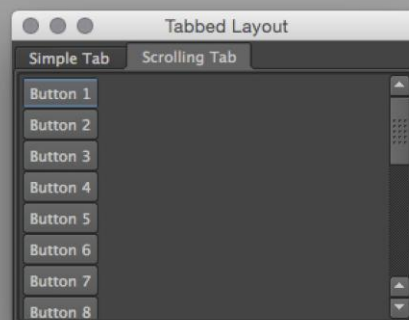
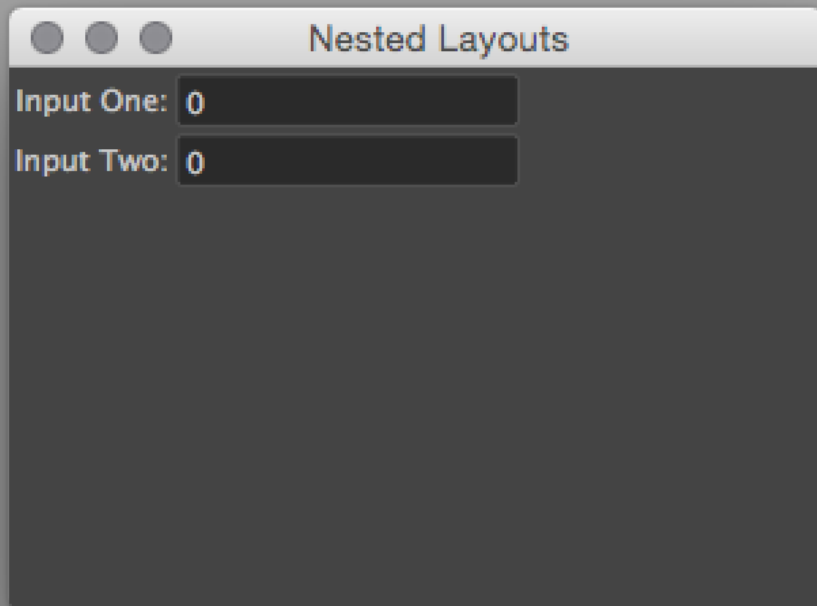
Chapter 2: Creating User Interfaces

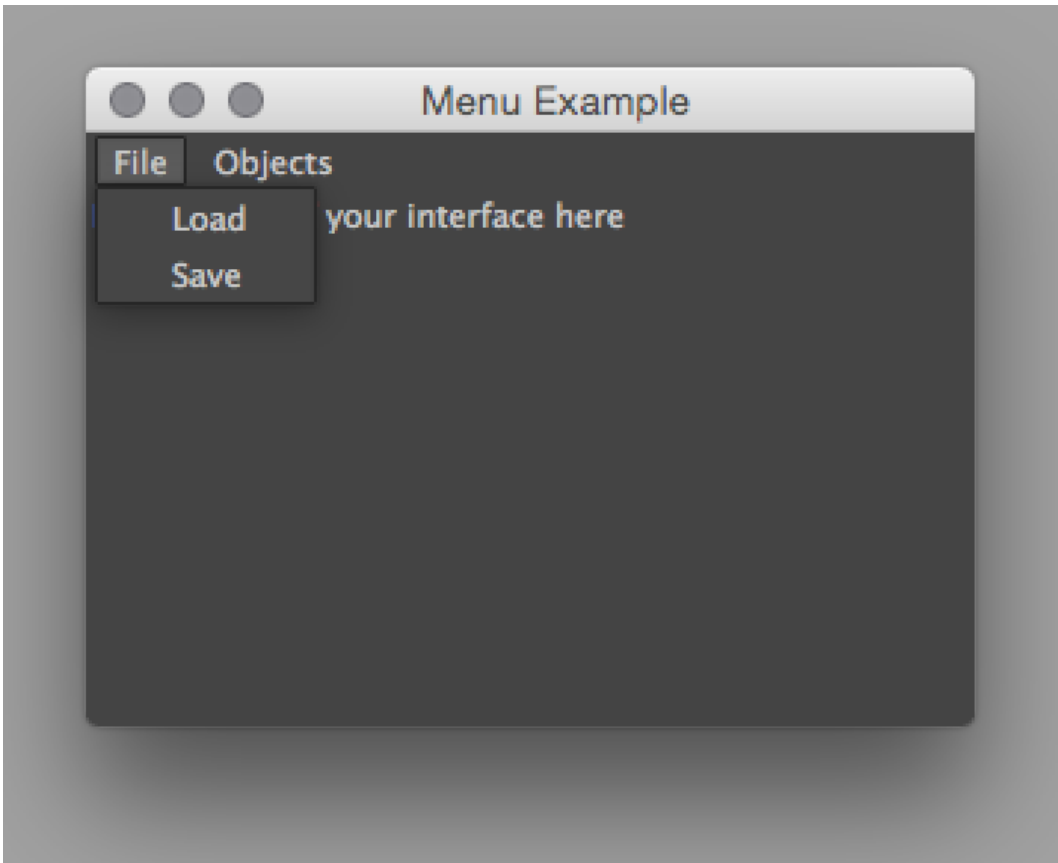




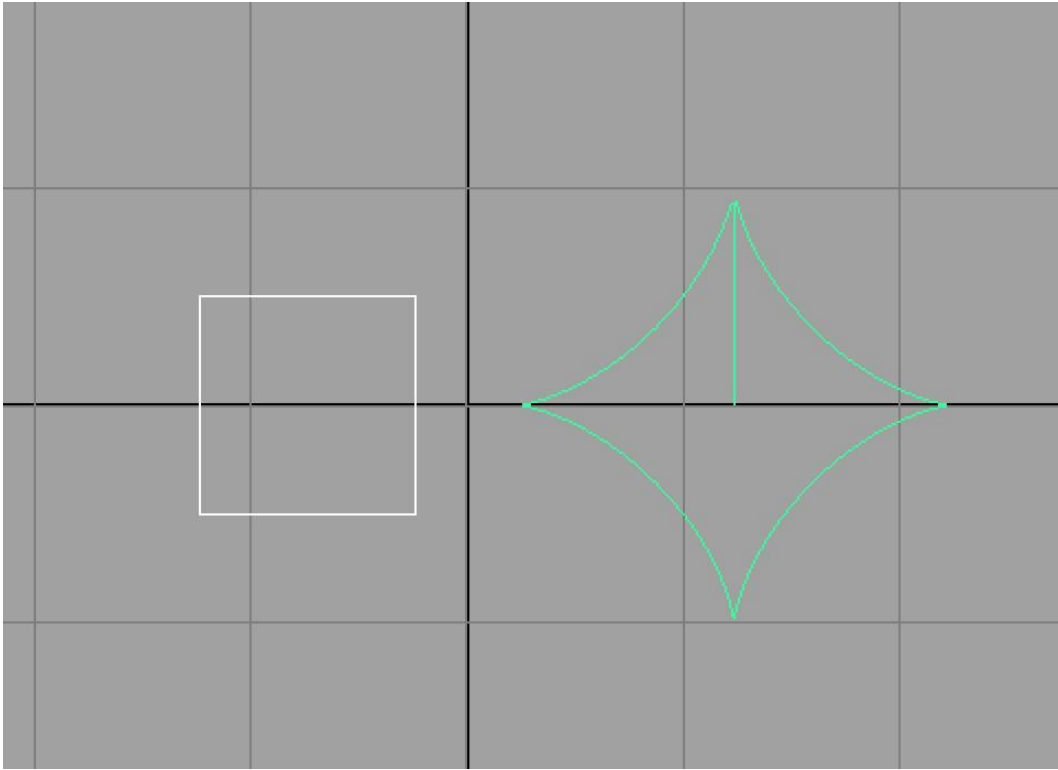


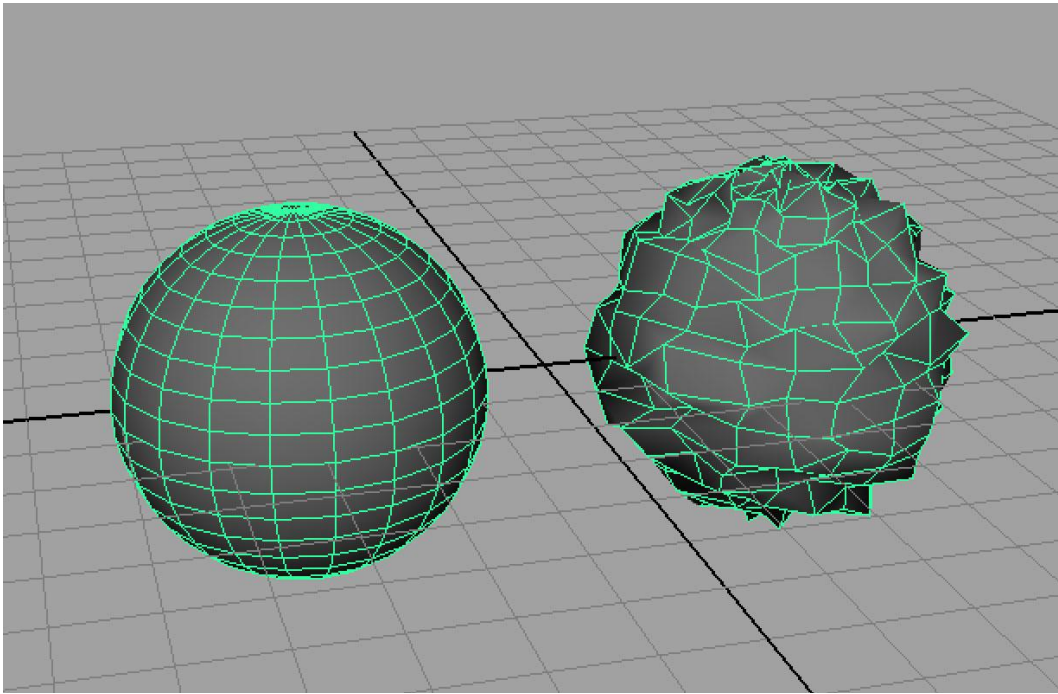


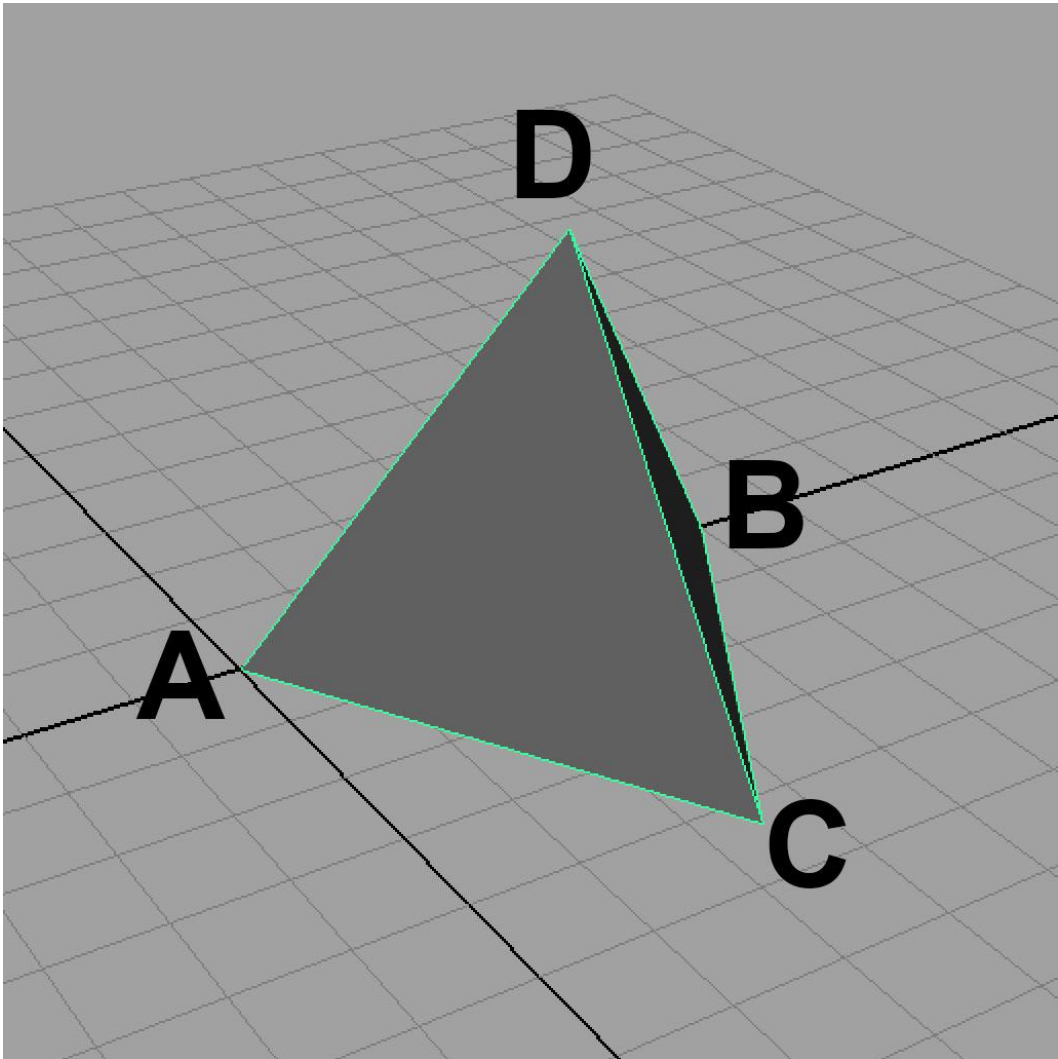


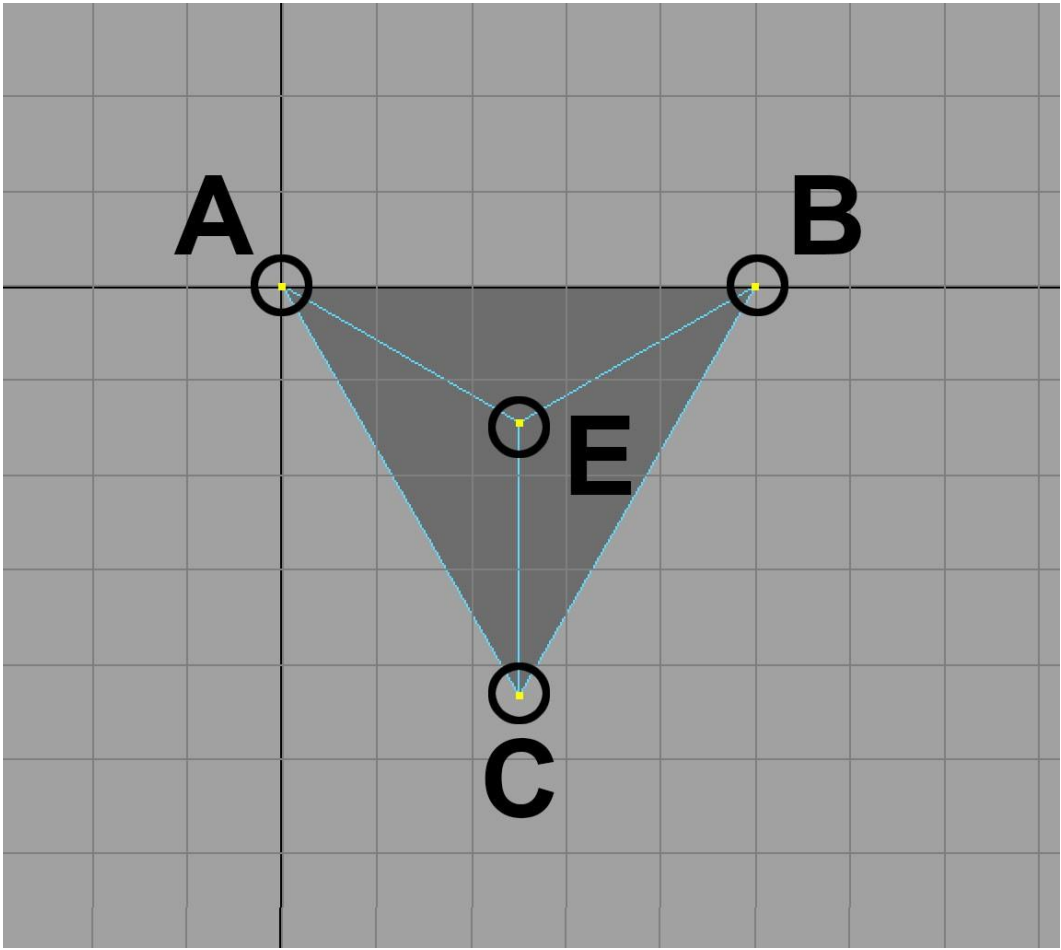


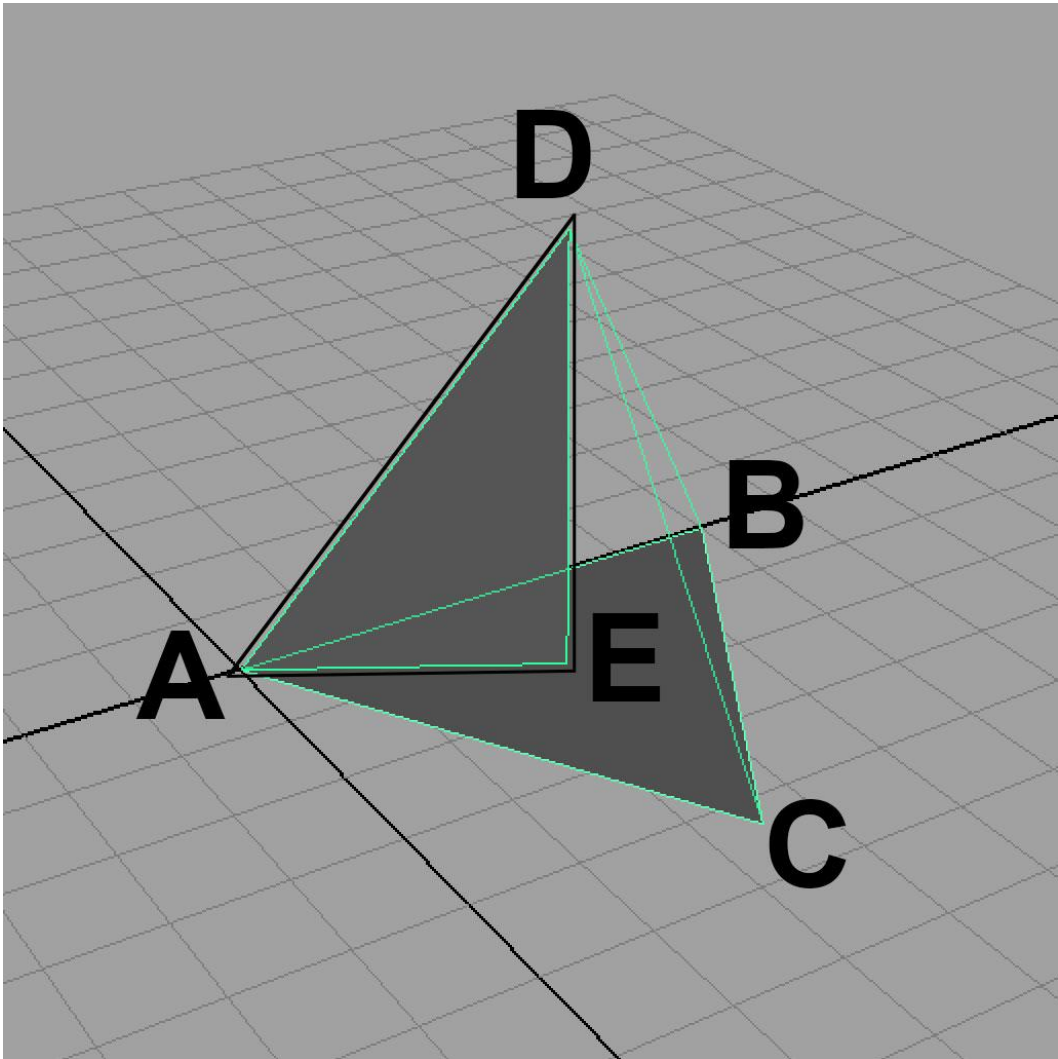
Chapter 3: Working with Geometry

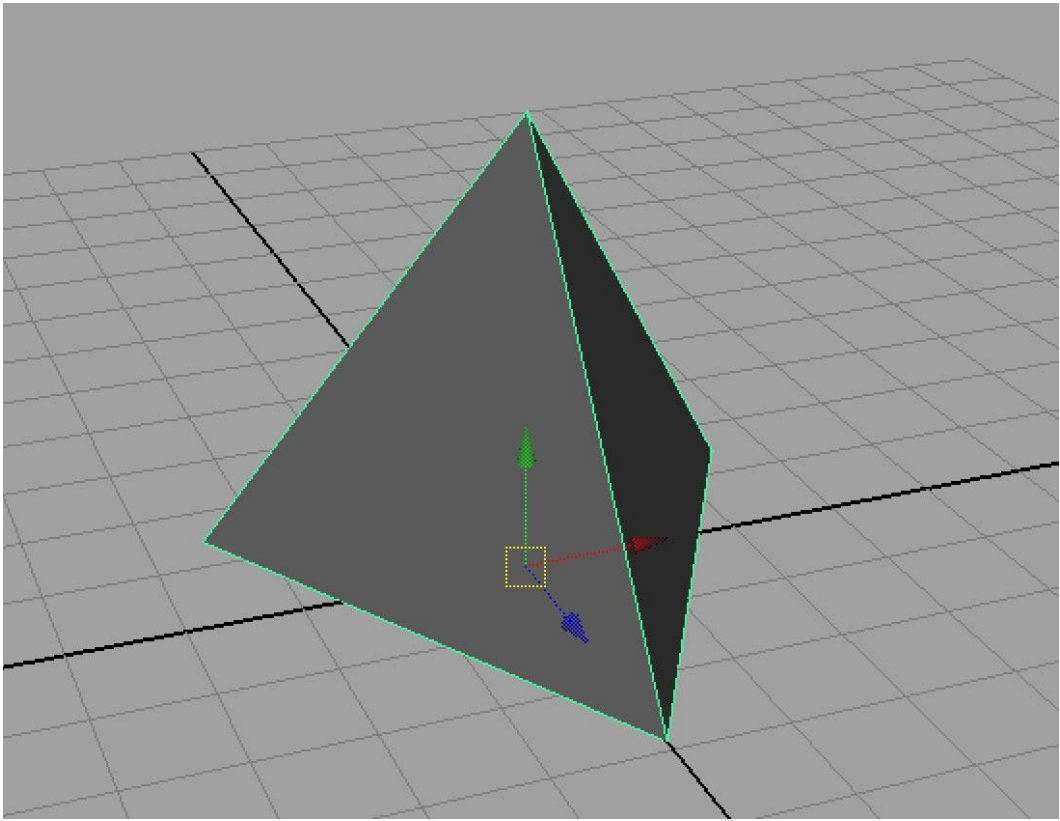




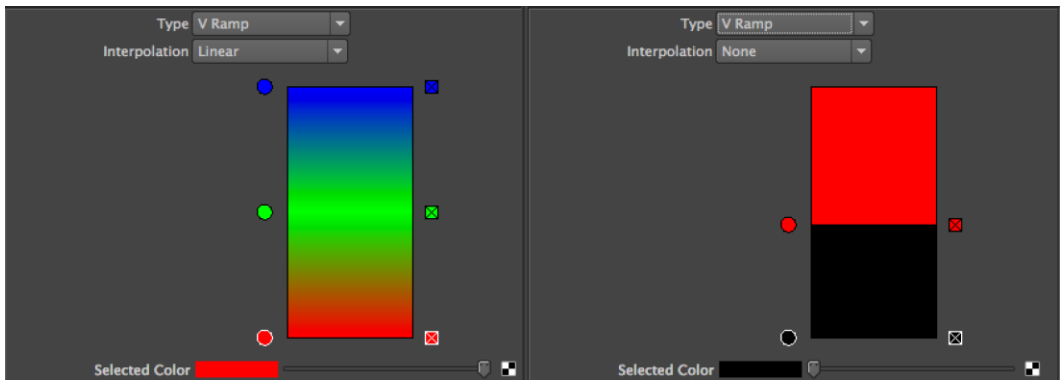
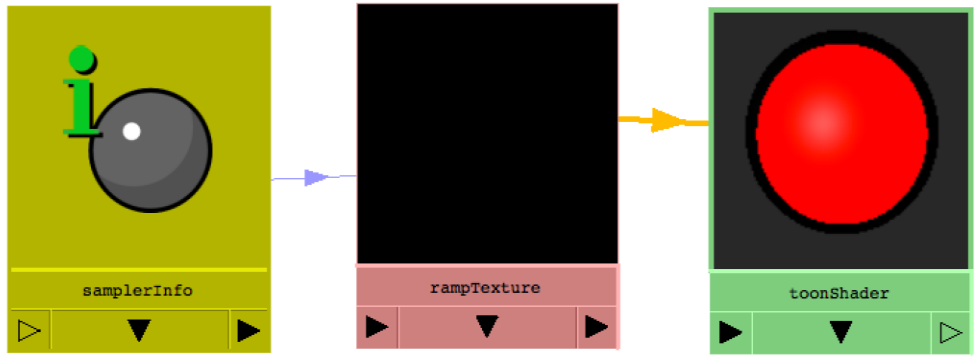


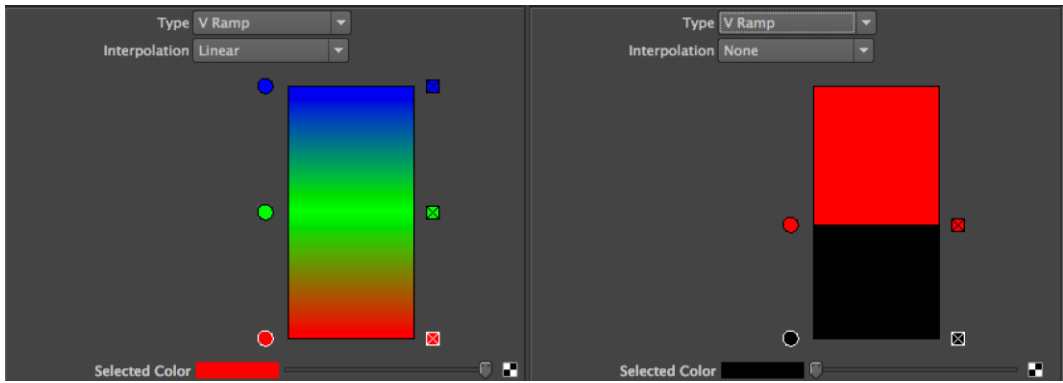
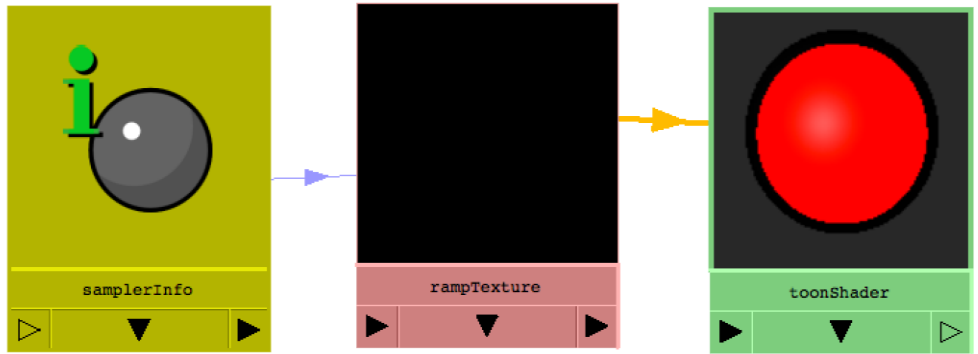




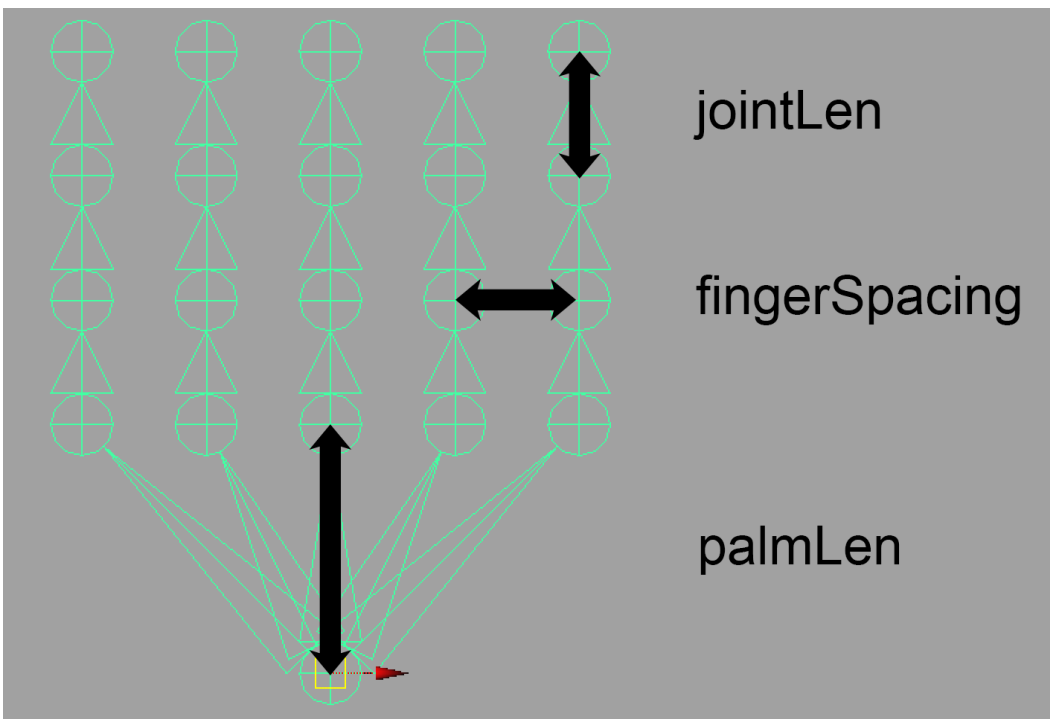
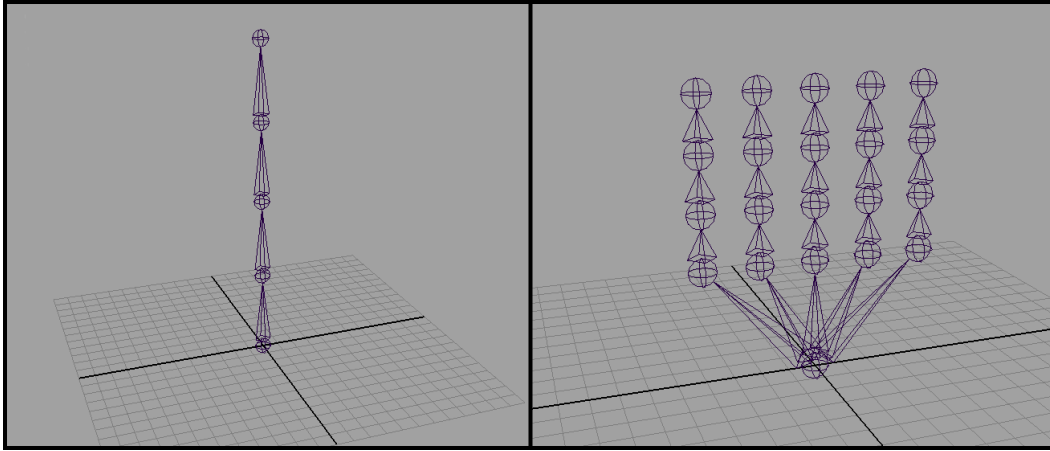


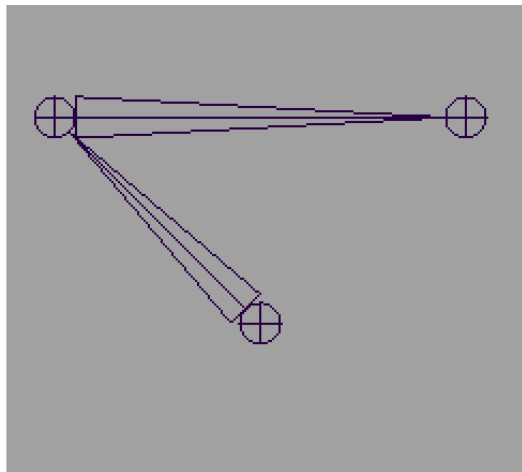
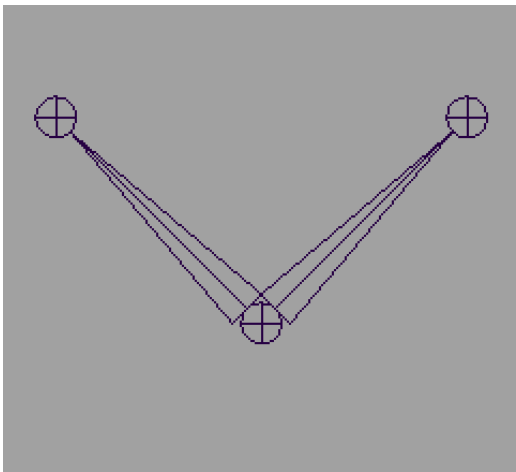
Chapter 4: Giving Things a Coat of Paint – UVs and Materials





Chapter 5: Adding Controls – Scripting for Rigging





Channels Edit Object Show

defaultAtts

Translate X	0
Translate Y	0
Translate Z	1.101
Rotate X	0
Rotate Y	0
Rotate Z	0
Scale X	1
Scale Y	1
Scale Z	1
Visibility	on

SHAPES

defaultAttsShape

INPUTS

polyCube2

Channels Edit Object Show

customAtts

Translate X	0
Translate Y	0
Translate Z	-1.375
Visibility	on
Blink	0
Ikfk Right	off
Ikfk Left	IK

SHAPES

customAttsShape

INPUTS

polyCube1

pCube1 pCubeShape1 polyCube1 initialShadingGroup lambert1

transform: pCube1

Focus
Presets
Show Hide

- ▶ Transform Attributes
- ▶ Pivots
- ▶ Limit Information
- ▶ Display
- ▶ mental ray
- ▶ Node Behavior
- ▼ Extra Attributes

Blink 0.000

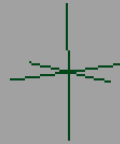
Ikfk Right

Ikfk Left IK

Foo map


Time Test 0.000

Color Test



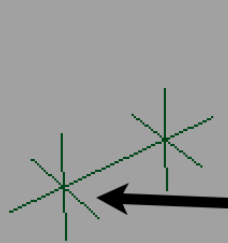
hipLoc

A diagram showing a green asterisk-like symbol representing a joint location. A black arrow points from the text 'hipLoc' to the symbol.



kneeLoc

A diagram showing a green asterisk-like symbol representing a joint location. A black arrow points from the text 'kneeLoc' to the symbol.

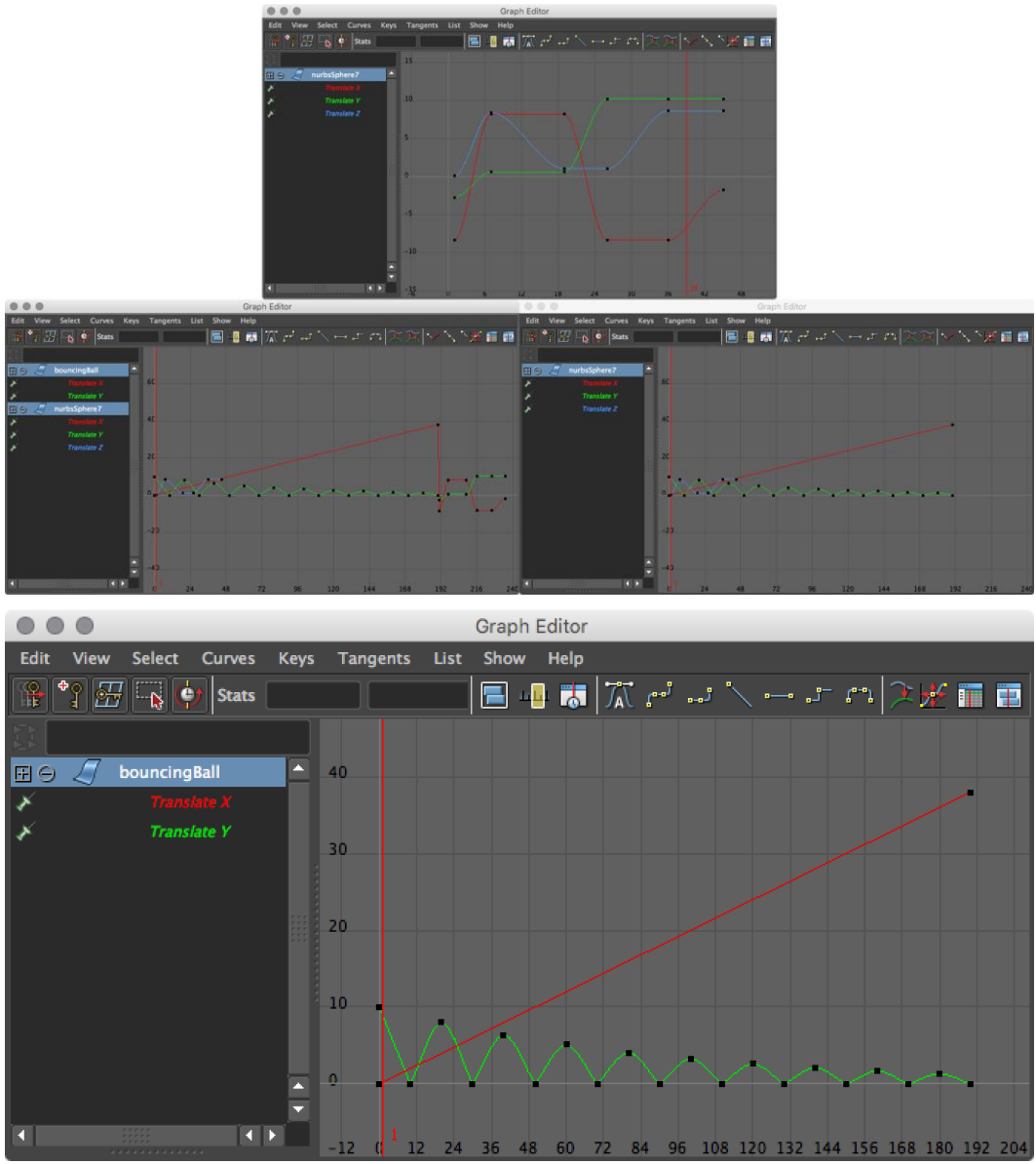


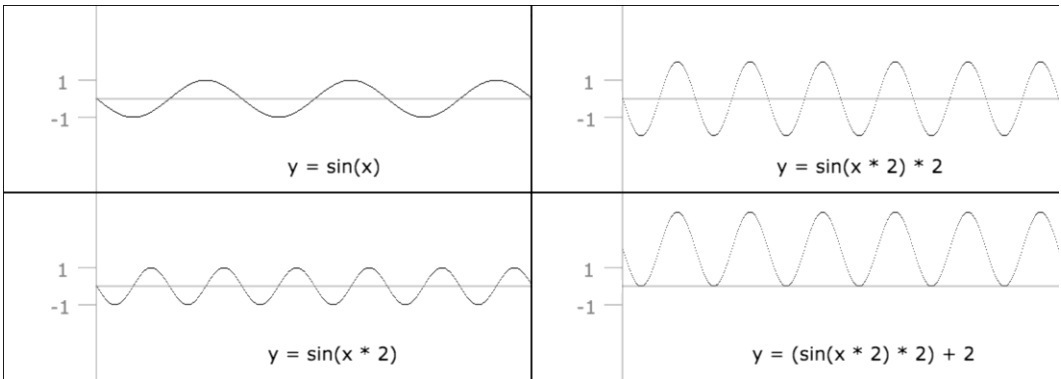
ankleLoc

footLoc

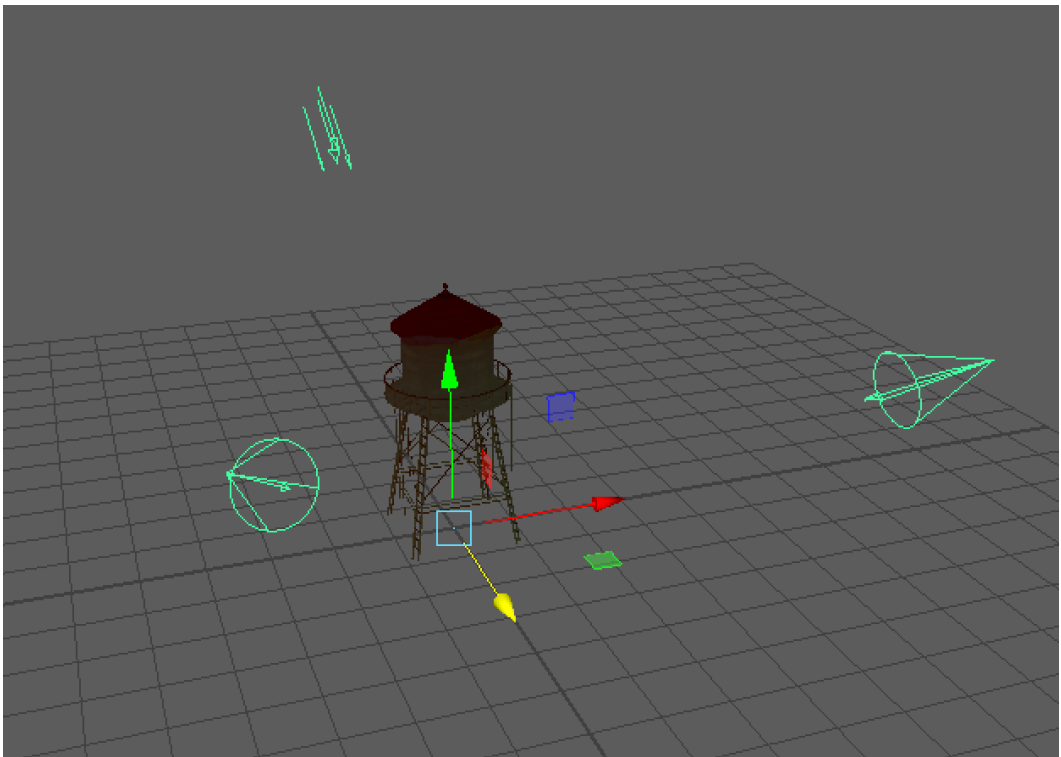
A diagram showing two green asterisk-like symbols representing joint locations. A black arrow points from the text 'ankleLoc' to the upper symbol, and another black arrow points from the text 'footLoc' to the lower symbol.

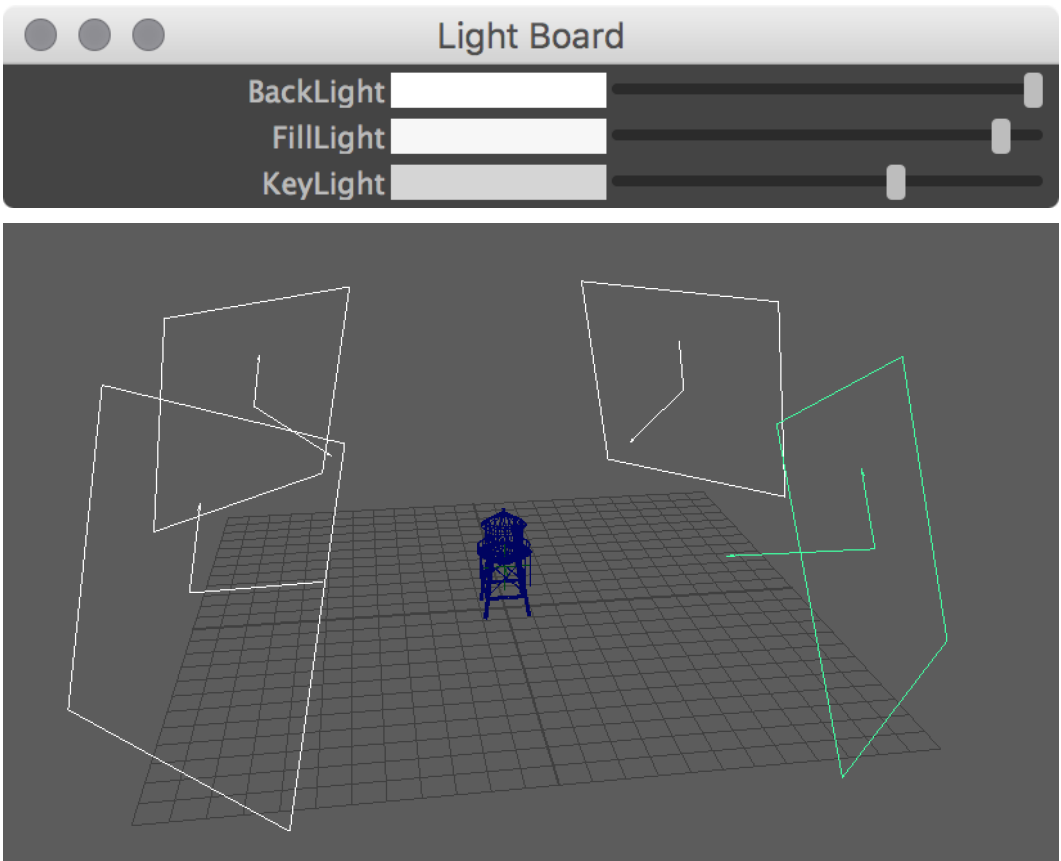
Chapter 6: Making Things Move – Scripting for Animation

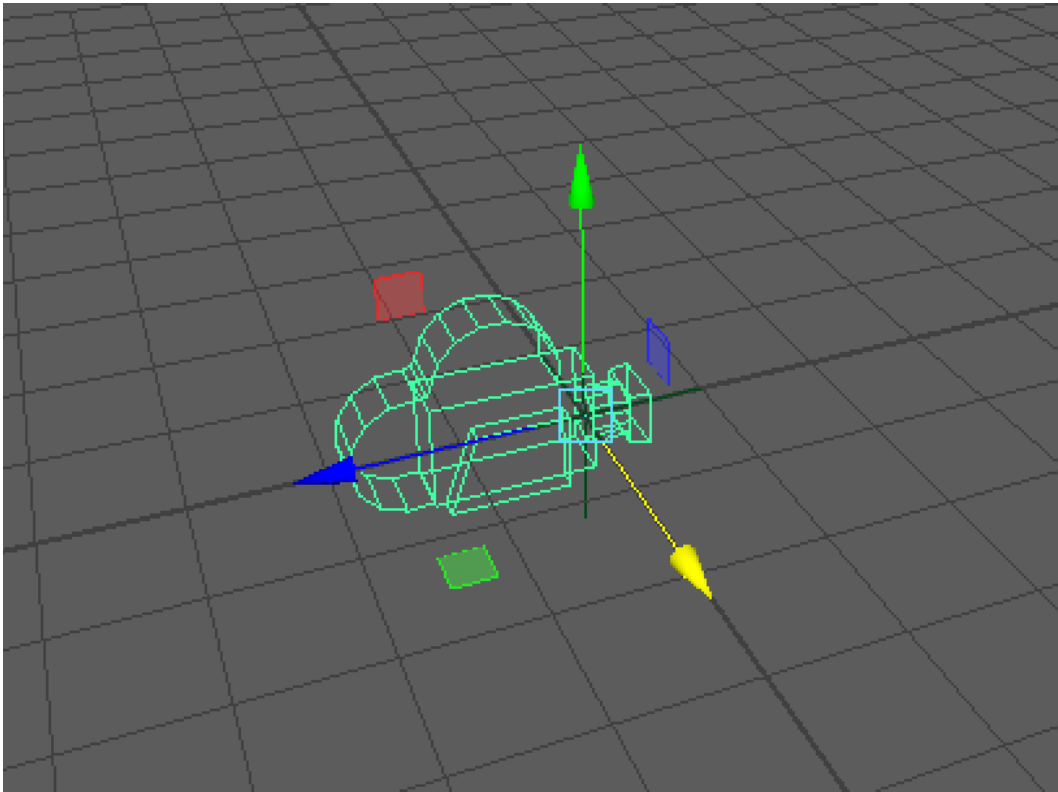




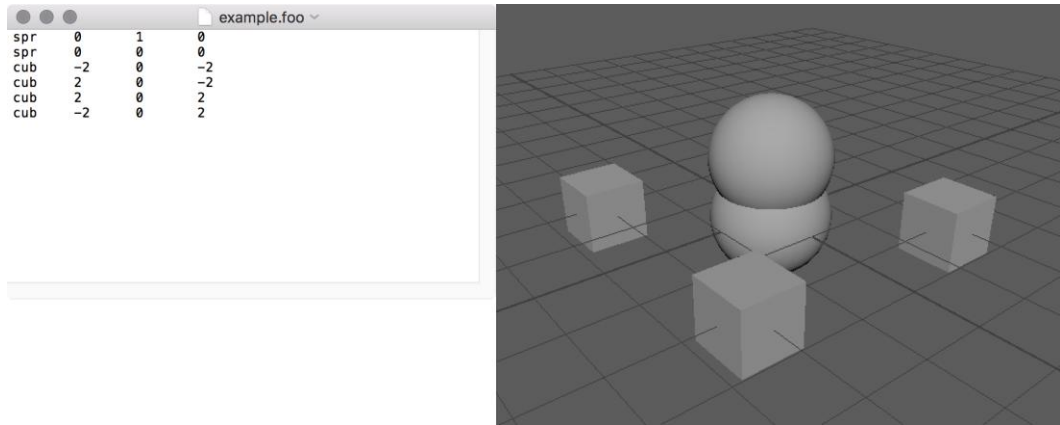
Chapter 7: Scripting for Rendering



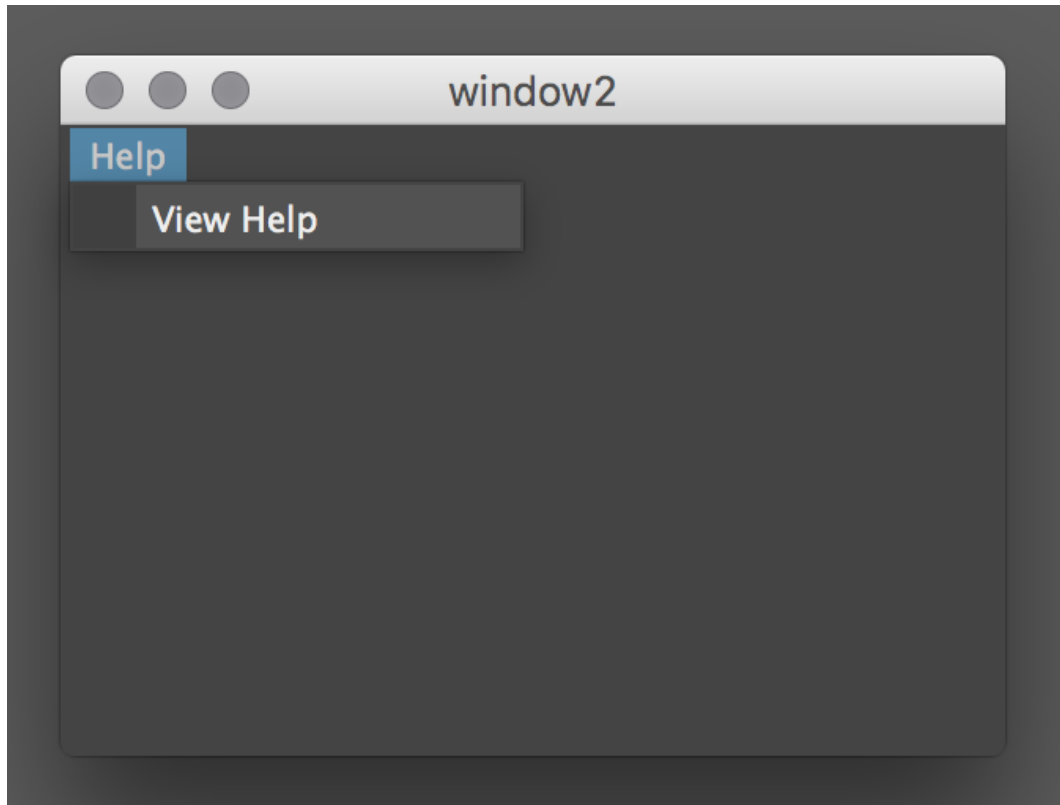




Chapter 8: Working with File Input/Output



Chapter 9, Communicating with the Web



Chapter 10, Advanced Topics

