

Exercise 2 – Mel Exercise

DATE DUE: Class 11

DATE ASSIGNED: Class 6

Goals:

This assignment will focus on the student becoming familiar with the basic programming concepts discussed in class such as flow control and functions, but now in the context of MEL.

Requirements:

Create a procedural object in mel. You should implement using the fundamental constructs we have learned in python already, however now you will use them in mel. Loops, if/then/else are required. Functions are strongly advised.

The results will be rendered in maya with your choice of renderer and should be of the high quality standards of previous projects in the class.

In addition, you will be required to build a simple GUI window to act as a user interface to vary your result interactively.

Considerations:

.This is an introduction to MEL scripting and requires you to use loops.

- Start early
- Think carefully about the overall program design – write up a plan – what functions, what arguments they will need
- Test your program in small pieces
- Write it so someone else is able to understand it easily

Submissions guidelines:

Create a directory named LastnameFirstnameExercise2

- you should develop an html or pdf page that contains a description, full code and reference to images. Websites are encouraged but not required.
- LastnameFirstname.ma file – maya file
- LastnameFirstname.mov file of your final result

Grading:

Clean efficient code and a cool visual are the emphasis.

Meeting the minimum specifications, 80%. To move your grade above 80% go beyond the specifications, demonstrate exploration and understanding.

Be creative, have fun.