

Chris Priscott – Annotated References and Resources

Research

Python language:

Swaroop, C, H. 2005. *A Byte of Python*. Available from: <http://www.swaroopch.com/notes/Python> [First Accessed 11th April 2010]

A very good book on learning Python. Came in very handy for picking up the syntax and common programming tools such as loops, lists, strings etc.. This was my first point of call when I had any kind of Python problem.

Parlante, N. 2010. *Google's Python Class*. Available from: <http://code.google.com/intl/ru/edu/languages/google-python-class> [First Accessed 16th April 2010]

A short but very informative and useful set of Python Tutorials. Videos also available although I did not watch them all as the written tutorials were good enough. Useful page on Regular Expressions. Downloadable python scripts also available that test your knowledge on the topic you have just looked at. Best way to learn in my opinion.

Pilgrim, M. 2004. *Dive into Python*. Available from: <http://diveintopython.org/> [First Accessed 21st April 2010]

Another excellent python resource that is recommended by the makers of Python themselves. Particularly useful for information on using glob to access files and directories. Also very useful for learning about regular expressions.

QT (PYQT)

Malinski, P. 2008. *Introduction to PyQt4*. Available from: <http://www.rkblog.rk.edu.pl/w/p/introduction-pyqt4> [First Accessed 25th April 2010]

Detailed tutorials on using PyQt4 and Qt Designer. Up to date work with the newest version of QT, so very useful in that respect. Loosely based the initial structure of my GUI's around these tutorials.

Boddie, D. 2010. *PyQt Wiki*. Available from: <http://diotavelli.net/PyQtWiki/Tutorials> [First Accessed 25th April 2010]

A useful selection of links on using PyQt and Qt in general. Most practice and research stemmed from this page and the Qt Documentation.

Lira, M et al. 2010. *Pyside. Python for Qt*. Available from <http://www.pyside.org/> [First Accessed 26th April 2010]

A well presented site on using python in Qt. Most useful when the official Qt documentation is a bit vague as this site has its own version of the docs with more examples.

Houdini Object Model

SideFx. 2010. *Houdini 10.0 Documentation – HOM*. Available from: <http://www.sidefx.com/docs/houdini10.0> [First Accessed 26th April 2010]

The official Houdini Documentation. This was a great starting point for the Personal Inquiry. I knew that to use Python in Houdini I had to use the HOM and the first section in the HOM docs basically describes how one should go about using HOM. This starts with learning Python, following the docs examples and introduction to the HOM and then looking at existing Houdini Python tools and finding out how they work. Following this method I quickly got up to scratch with Houdini Tool Writing.

Another great way of learning Python was actually looking at the script behind the current shelf tools. This was surprisingly better documented than the actual HOM documentation itself, and was very useful at learning techniques that are badly documented in the official docs.

Moore, L. 2007. *Python in Houdini for Technical Directors*. Available from: http://www.sidefx.com/masterclasses/2007/hom_class.odp [First Accessed 29th April 2010]

This Masterclass is the tutorial I followed to write my first Houdini Script. It also has a very useful section on all the places where Python can be used in Houdini, along with a short section on the differences between HScript and Python.

Lynch, D. 2008. *3Daet - Houdini Project Repository*. Available from <http://www.3daet.com/> [Accessed: 2nd May 2010]

A very good site for all programming relating matters. Also has a good section on Houdini but unfortunately no Python script examples, just HScript. However, this was useful for getting some ideas for practice python scripts.

Python in Industry

Rowe, R. 2002. *Linux Journal – Industrial Light and Magic*. Available from <http://www.linuxjournal.com/article/6011> [Accessed 24th April 2010]

A interesting article on Python's use in the Vfx industry, especially at ILM. Encouraged me to learn as much as I could for this Personal Inquiry as I will be using it a lot when I get to Industry myself.

Dunlop, R. 2009. *The making of Pixar's UP*. Available from <http://www.techradar.com/news/video/the-making-of-pixar-s-up-603600> [First Accessed 24th April 2010]

The interesting part of this article for me was how Python excelled in allowing Pixar to create their epic balloons. Using Python helped them create and modify individual nodes quickly and efficiently rather than having to go into each one by hand. Follows a very similar principle to my implementation of the Automatic Composer.

Howald, T. 2010. *Fourth Order Light – Python in VFX*. Available from <http://fourthorderlight.com/index.php/2009/07/01/python-in-vfx/> [Accessed 30th April 2010]

An more general article on the use of Python across the VFX industry. Interesting overview of the number of companies and applications that currently use the language, and a mention of how important it is to know a bit.

Compositing

Brinkmann, R. 1999. *The art and science of Digital Compositing (1st Edition)*. London : Academic Press.

The definitive book on Compositing recommended to me by the MADE course. Useful as a recap to how different passes are composited together, although a lot of this knowledge came from Mel's compositing lessons.

Nuke

The Foundry. 2010. *The Foundry – Nuke Compositing*. Available from http://www.thefoundry.co.uk/pkg_overview.aspx?ui=CBC2593A-2C9F-4EF9-84BE-C198B0171453 [First Accessed 30th April 2010]

This site was useful for picking up possible ideas for scripts. It has a good resource of Nuke Scripts, which is the future area of where this project would head.

Presentation

Pixar. 2009. 'UP' Pic from <http://www.wishspecialevents.com/blog/wp-content/uploads/2009/06/pixar-up-frame1.jpg>

This picture is used in the presentation as an example of Python usage in the VFX industry.

All the other references are also referred to in the presentation.

Software used

Houdini, QT (Creator and Designer), Python, PyQt, Nuke, Shake.