

Params Headers (2) Auth (0) Body (4)

```

  "messages": [
    {
      "role": "system",
      "content": "You are a helpful assistant."
    },
    {
      "role": "user",
      "content": "Hey there, AI."
    }
  ],
  "stream": true,
  "model": "anthropic/claude-3-0-compat-latest",
  "customer_params": {
    "customer_identification": "00000000-0000-0000-0000-000000000000",
    "name": "John Doe",
    "email": "example@example.com"
  },
  "metadata": {
    "some_custom_property_1": "you can add custom
    data or anything else here",
    "some_custom_property_2": "another example"
  },
  "temperature": 0.5,
  "top_p": 0.5,
  "top_k": 40,
  "frequency_penalty": 0,
  "presence_penalty": 0,
  "max_tokens": 900,
  "stop": [
    "no_response-needed"
  ]
}

```

Request POST Response 200

```

HTTP/1.1 200 OK (0s latency)

data: {"id": "chatcpl-3w000000-04c0-4ec2-9909-040d5b00e000", "created": 1744979380,
"model": "anthropic/claude-3-0-compat-latest", "object": "chat.completion.chunk",
"choices": [{"index": 0, "delta": {"content": "Hi", "role": "assistant"}}]}

data: {"id": "chatcpl-3w000000-04c0-4ec2-9909-040d5b00e000", "created": 1744979380,
"model": "anthropic/claude-3-0-compat-latest", "object": "chat.completion.chunk",
"choices": [{"index": 0, "delta": {"content": " Nice to meet you!", "role": "assistant"}}]}

data: {"id": "chatcpl-3w000000-04c0-4ec2-9909-040d5b00e000", "created": 1744979380,
"model": "anthropic/claude-3-0-compat-latest", "object": "chat.completion.chunk",
"choices": [{"index": 0, "delta": {"content": " How can I help you today?", "role": "assistant"}}]}

data: {"id": "chatcpl-3w000000-04c0-4ec2-9909-040d5b00e000", "created": 1744979380,
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"choices": [{"index": 0, "delta": {"content": "I would like to", "role": "assistant"}}]}

data: {"id": "chatcpl-3w000000-04c0-4ec2-9909-040d5b00e000", "created": 1744979380,
"model": "anthropic/claude-3-0-compat-latest", "object": "chat.completion.chunk",
"choices": [{"finish_reason": "stop", "index": 0, "delta": {"role": "assistant"}}]}

```

Maya 2api Guide

Kelly Murdock

Maya 2api Guide:

Fluid Catalytic Cracking Handbook Reza Sadeghbeigi,2000-06-08 This thoroughly updated edition of Fluid Catalytic Cracking Handbook provides practical information on the design operation troubleshooting and optimization of fluid catalytic cracking FCC facilities Based on the author s years of field experience this expanded second edition covers the latest technologies to improve the profitability and reliability of the FCC units and provides several no to low cost practical recommendations A new chapter supplies valuable recommendations for debottlenecking and optimizing the performance of cat cracker operations

Maya Python for Games and Film Adam Mechtley,Ryan Trowbridge,2011-09-28 Maya Python for Games and Film is the first book to focus exclusively on how to implement Python with Maya Written by trusted authorities in the field this in depth guide will help you master Maya Python whether you re a seasoned technical artist looking to make the transition from MEL to Python or an aspiring artist not wanting to scramble for

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Adam Mechtley,Ryan Trowbridge,2011-09-28 Maya Python for Games and Film is the first book to focus exclusively on how to implement Python with Maya Written by trusted authorities in the field this in depth guide will help you master Maya Python whether you re a seasoned technical artist looking to make the transition from MEL to Python or an aspiring artist not wanting to scramble for information

Complete Maya Programming David Gould,2003-01-07 Learning Maya the world s leading 3D animation and effects package is a challenge especially for those who want to master Maya s versatile programming features in addition to its built in tools Finally here is a practical step by step guide that shows how to use Maya to its fullest potential beginning with the basics Readers of Complete Maya Programming will first gain a thorough understanding of Maya s inner workings and then learn how to customize and extend Maya with scripts and plugins that take control and productivity to new levels Users new to programming can apply Maya s easy scripting language MEL Maya Embedded Language while more advanced users can work with the C API Application Programming Interface Both a

fundamental tutorial for Maya beginners and a solid reference for experienced developers Complete Maya Programming is every user s guide to Maya mastery Provides a multitude of real world examples illustrating applications of Maya programming Demonstrates how to use MEL to control Maya customize its interface automate procedures and more Details how to use the C API to modify Maya functionality and develop tools and features to meet any need Explains when to use MEL when to use the C API and how to use them together Ideal for technical directors developers or anyone wishing to to master Maya Provides a storehouse of MEL scripts and C source code glossary and list of resources available at www

davidgould com **Complete Maya Programming** David Gould,2003 Learning Maya the world s leading 3D animation and effects package is a challenge especially for those who want to master Maya s versatile programming features in addition to its built in tools Finally here is a practical step by step guide that shows how to use Maya to its fullest potential beginning with the basics Readers of Complete Maya Programming will first gain a thorough understanding of Maya s inner workings

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and then learn how to customize and extend Maya with scripts and plugins that take control and productivity to new levels. Users new to programming can apply Maya's easy scripting language MEL (Maya Embedded Language) while more advanced users can work with the C API (Application Programming Interface). Both a fundamental tutorial for Maya beginners and a solid reference for experienced developers, *Complete Maya Programming* is every user's guide to Maya mastery. Provides a multitude of real world examples illustrating applications of Maya programming. Demonstrates how to use MEL to control Maya, customize its interface, automate procedures and more. Details how to use the C API to modify Maya functionality and develop tools and features to meet any need. Explains when to use MEL when to use the C API and how to use them together. Ideal for technical directors, developers or anyone wishing to master Maya. Provides a storehouse of MEL scripts and C source code, glossary and list of resources available at www.davidgould.com

[Complete Maya Programming Volume II](#)

David Gould, 2005-08-05. David Gould's acclaimed first book, *Complete Maya Programming: An Extensive Guide to MEL and the C API*, provides artists and programmers with a deep understanding of the way Maya works and how it can be enhanced and customized through programming. In his new book, David offers a gentle, intuitive introduction to the core ideas of computer graphics. Each concept is explained progressively and is fully implemented in both MEL and C so that an artist or programmer can use the source code directly in their own programs. Geometry and modeling are covered in detail with progressively more complex examples demonstrating all of Maya's possible programming features. David Gould's first volume is widely regarded as the most authoritative reference on Maya programming. Volume II continues this tradition and provides an unmatched guide for the artist and programmer tackling complex tasks. Covers a spectrum of topics in computer graphics including points and vectors, rotations, transformations, curves and surfaces, polygonal, NURBS, subdivision and modeling. Offers insights to Maya's inner workings so that an artist or programmer can design and develop customized tools and solutions. Discusses problem solving with MEL, Maya's scripting language, and the more powerful and versatile C API with plenty of code examples for each.

[How To Do Everything with Maya 6: A Beginner's Guide](#) w/CD

Watkins Chris Neuhahn, 2005-01-04. This completely updated edition teaches the core of the program and the theory behind the Maya workflow. The book uses a tutorial based approach that has you work through a complete project as you learn the ins and outs of the program. You'll learn how to model and render a character and scene in Maya. And you'll explore the creation, rigging and animation of a cartoon bird. By the end of the book, you'll understand how and why Maya works and you'll have the knowledge and skills you need to adapt the techniques and tools to your own projects.

[**Autodesk Maya 2020 Basics**](#)

Guide Kelly Murdock, 2020. Written by renowned author and 3D artist Kelly L. Murdock, *Autodesk Maya 2020 Basics* Guide is designed to give new users a solid understanding of the fundamental skills needed to create beautiful 3D models and stunning animations with Autodesk Maya. Using clear and easy to follow instructions, this book will guide you through learning all the major features of Maya. The text is complemented by video instruction. Each chapter has a corresponding

video tutorial that introduces you to the topics and allows you to watch and learn how functions are performed in a way that a text alone cannot do Autodesk Maya 2020 Basics Guide makes no assumptions about your previous experience with Autodesk Maya It begins by helping you get comfortable with the user interface and navigating scenes before moving into modeling texturing lighting animating rendering and more Additionally more advanced features such as character rigging skinning animating with dynamics and MEL scripting are also introduced Each chapter begins by examining the concept behind each task the goal and the necessary features that are involved Then you go in depth with the objective of your task as you study examples and learn the steps necessary to complete it Working your way through the comprehensive step by step lessons you ll develop the confidence you need to create incredible renderings and animations using Autodesk Maya Who this book is for This text was created specifically for users with no prior 3D modeling or animation experience If you want to work in a creative field or are just curious about how 3D animated movies are made this book is the perfect way to get started Users who are migrating from another 3D application or upgrading from a previous version of Maya will also benefit greatly from this text What you ll learn How to create models using curves NURBS Polygons and more How to assign materials and textures to make realistic looking models How to use Paint Effects to paint on and quickly create complex 3D Models How to use lights cameras and depth of field to render captivating scenes How to use keyframes motion paths and the Graph Editor to create animations How to use character rigging skinning and inverse kinematics to animate realistic movements How to add influence objects skin weights and hair to a character for a more realistic look How to use dynamics to create fire smoke lightning explosions cloth and ocean effects How to enable raytracing motion blur and fog effects for increased realism How to render stills and animations using Maya Vector and Mental Ray for different looks How to use the Command Line and MEL Scripting to work faster About Autodesk Maya Maya is a program created by Autodesk used to model animate and render 3D scenes 3D scenes created with Maya have appeared in movies television advertisements games product visualizations and on the Web With Maya you can create and animate your own 3D scenes and render them as still images or as animation sequences [Autodesk Maya 2018 Basics Guide](#) Kelly Murdock,2017-11 Written by renowned author and 3D artist Kelly L Murdock Autodesk Maya 2018 Basics Guide is designed to give new users a solid understanding of the fundamental skills needed to create beautiful 3D models and stunning animations with Autodesk Maya Using clear and easy to follow instructions this book will guide you through learning all the major features of Maya The text is complemented by video instruction Each chapter has a corresponding video tutorial that introduces you to the topics and allows you to watch and learn how functions are performed in a way that a text alone cannot do Autodesk Maya 2018 Basics Guide makes no assumptions about your previous experience with Autodesk Maya It begins by helping you get comfortable with the user interface and navigating scenes before moving into modeling texturing lighting animating rendering and more Additionally more advanced features such as character rigging skinning animating with dynamics and MEL scripting are also introduced

Each chapter begins by examining the concept behind each task the goal and the necessary features that are involved Then you go in depth with the objective of your task as you study examples and learn the steps necessary to complete it Working your way through the comprehensive step by step lessons you ll develop the confidence you need to create incredible renderings and animations using Autodesk Maya

Maya for Travelers and Students Gary Bevington,2010-06-28

The Yucatan Peninsula draws many North American and European travelers each year to view the ruins of the pre Columbian Classical Maya civilization and the abundant native flora and fauna For these travelers as well as armchair travelers and students Gary Bevington has prepared the first general English language introduction to Yucatec Maya the native language of the people indigenous to the region Written in nontechnical terms for learners who have a basic knowledge of simple Mexican Spanish the book presents easily understood practical information for anyone who would like to communicate with the Maya in their native language In addition to covering the pronunciation and grammar of Maya Bevington includes invaluable tips on learning indigenous languages in the field Most helpful are his discussions of the cultural and material worlds of the Maya accompanied by essential words and expressions for common objects and experiences A Maya English Spanish glossary with extensive usage examples and an English Maya glossary conclude the book Note The supplemental audiocassette Spoken Maya for Travelers and Students is now available as a free download through the book s page on the University of Texas Press s website

Autodesk Maya 2022 Basics Guide Kelly Murdock,2021-08-18

Written by renowned author and 3D artist Kelly L Murdock Autodesk Maya 2022 Basics Guide is designed to give new users a solid understanding of the fundamental skills needed to create beautiful 3D models and stunning animations with Autodesk Maya Using clear and easy to follow instructions this book will guide you through learning all the major features of Maya The text is complemented by video instruction Each chapter has a corresponding video tutorial that introduces you to the topics and allows you to watch and learn how functions are performed in a way that a text alone cannot do Autodesk Maya 2022 Basics Guide makes no assumptions about your previous experience with Autodesk Maya It begins by helping you get comfortable with the user interface and navigating scenes before moving into modeling texturing lighting animating rendering and more Additionally more advanced features such as character rigging skinning animating with dynamics and MEL scripting are also introduced Each chapter begins by examining the concept behind each task the goal and the necessary features that are involved Then you go in depth with the objective of your task as you study examples and learn the steps necessary to complete it Working your way through the comprehensive step by step lessons you ll develop the confidence you need to create incredible renderings and animations using Autodesk Maya Who this book is for This text was created specifically for users with no prior 3D modeling or animation experience If you want to work in a creative field or are just curious about how 3D animated movies are made this book is the perfect way to get started Users who are migrating from another 3D application or upgrading from a previous version of Maya will also benefit greatly from this text What you ll learn How to

create models using primitives curves NURBS Polygons and more How to assign materials and textures to make realistic looking models How to use Paint Effects to paint on and quickly create complex 3D Models How to use lights cameras and depth of field to render captivating scenes How to use keyframes motion paths and the Graph Editor to create animations How to use character rigging skinning and inverse kinematics to animate realistic movements How to use various deformers to manipulate objects animations and special effects How to add influence objects skin weights and hair to a character for a more realistic look How to use dynamics to create fire smoke lightning explosions cloth and ocean effects How to enable raytracing motion blur and fog effects for increased realism How to render stills and animations using Maya Vector and Mental Ray for different looks How to use the Command Line and MEL Scripting to work faster About Autodesk Maya Maya is a program created by Autodesk used to model animate and render 3D scenes 3D scenes created with Maya have appeared in movies television advertisements games product visualizations and on the Web With Maya you can create and animate your own 3D scenes and render them as still images or as animation sequences [Maya 8: The Complete Reference](#) Tom Meade,Shinsaku Arima,2007-05-24 Learn cutting edge 3D animation techniques Create breathtaking content for film TV games print media and the Web using Autodesk Maya and the detailed information contained in this comprehensive resource Maya experts and special effects gurus Tom Meade and Shinsaku Arima cover every step in the Maya production workflow using easy to follow tutorials real world examples and insider tips and tricks Maya 8 The Complete Reference shows you how to use the latest version of Maya to its full potential You ll learn to integrate motion create complex effects manipulate lighting render your final animation and prepare for postproduction Build 3D models using polygons NURBS and subdivision surfaces Use displacement maps to enhance geometry Create and skin skeletons Connect the attributes of any nodes together Build a control rig to manipulate skeletons Create your own tools using MEL scripts Master the Hypershade to control textures cameras and lights Work with the Artisan tools Paint Effects tools and 3D Paint tools Render your animation for postproduction Ready to use sample files on DVD [Learning Maya 7](#) Alias Learning Tools,2005-10-07 This spectacular full color guide takes a brand new approach to Maya special effects Brought to you by Alias creators of Maya you ll find A new approach to teaching rendering and dynamics using characters and effects from the Oscar winning short film The ChubbChubbs Coverage of the whole range of special effects topics including lighting camera rigging effects particles and rigid bodies Your able to compare effects you create with effects found in the final film A DVD with instructor led tutorials Quicktime videos as well as scene files artist interviews and Maya Personal Learning Edition Order your copy of this indispensible handbook today **The Focal Easy Guide to Maya 5** Jason Patnode,2004 Companion website provides new updates and tutorials for version 6 If you are an artist who s new to Alias s Maya or are moving over to use this powerful oscar winning animation and effects software from another 3D package you will find this book invaluable It provides you with all you need to know to get up and running with this difficult software fast Focusing only on the key things you need to know

when starting out it doesn't overload you so speeds up your learning process Highly illustrated in color throughout this book benefits from a clear concise jargon free style Written by a LucasArts professional it will provide invaluable knowledge that will help you get that elusive first job in animation [Maya Support Guide](#) Alias Wavefront,2003 [The Paris Codex](#) Bruce Love,1994 Other sections cover weather almanacs the influence of God C also known as k u the four yearbearers with their thirteen numbers the Maya spirit entities including sky gods and earth or death gods and the Maya constellations [Maya at a Glance](#) George Maestri,2006-02-20 Your Visual Guide to Maya One look and you'll see this Maya book is different from all the others It presents core Maya features visually using pages that are packed with beautiful graphics and loaded with detailed explanations on every crucial feature of Maya's interface Engaging step by step tutorials provide hands on reinforcement for what you've learned Maya at a Glance is the perfect introduction and reference to the Academy Award winning Maya 3D animation and effects software [Maya 4.5 Fundamentals](#) Jim Lammers,Lee Gooding,2003 This guide to Maya 4.5 has been written by Maya beta testers and experienced trainers It includes workflow and best practices for every user of this 3D graphics programme [Autodesk Maya 2024 Basics Guide](#) Kelly Murdock,2023-08-23 Designed for users completely new to 3D modeling and animation Covers the fundamentals of Autodesk Maya using easy to follow steps Includes video instruction to make learning Maya clear and easy Introduces you to the Maya interface modeling texturing animating visual effects and more Advanced topics such as character rigging skinning animating with dynamics and MEL scripting are also introduced Teaches you how to use Maya to create stunning 3D models stills and animations like a pro Written by renowned author and 3D artist Kelly L Murdock Autodesk Maya 2024 Basics Guide is designed to give new users a solid understanding of the fundamental skills needed to create beautiful 3D models and stunning animations with Autodesk Maya Using clear and easy to follow instructions this book will guide you through learning all the major features of Maya The text is complemented by video instruction Each chapter has a corresponding video tutorial that introduces you to the topics and allows you to watch and learn how functions are performed in a way that a text alone cannot do Autodesk Maya 2024 Basics Guide makes no assumptions about your previous experience with Autodesk Maya It begins by helping you get comfortable with the user interface and navigating scenes before moving into modeling texturing lighting animating rendering and more Additionally more advanced features such as character rigging skinning animating with dynamics and MEL scripting are also introduced Each chapter begins by examining the concept behind each task the goal and the necessary features that are involved Then you go in depth with the objective of your task as you study examples and learn the steps necessary to complete it Working your way through the comprehensive step by step lessons you'll develop the confidence you need to create incredible renderings and animations using Autodesk Maya Who this book is for This text was created specifically for users with no prior 3D modeling or animation experience If you want to work in a creative field or are just curious about how 3D animated movies are made this book is the perfect way to get started Users who are migrating from another 3D

application or upgrading from a previous version of Maya will also benefit greatly from this text
Meade, 2007

Maya 8 Tom

Maya 2api Guide: Bestsellers in 2023 The year 2023 has witnessed a noteworthy surge in literary brilliance, with numerous compelling novels captivating the hearts of readers worldwide. Lets delve into the realm of top-selling books, exploring the engaging narratives that have captivated audiences this year. The Must-Read : Colleen Hoovers "It Ends with Us" This heartfelt tale of love, loss, and resilience has captivated readers with its raw and emotional exploration of domestic abuse. Hoover skillfully weaves a story of hope and healing, reminding us that even in the darkest of times, the human spirit can succeed. Uncover the Best : Taylor Jenkins Reids "The Seven Husbands of Evelyn Hugo" This captivating historical fiction novel unravels the life of Evelyn Hugo, a Hollywood icon who defies expectations and societal norms to pursue her dreams. Reids absorbing storytelling and compelling characters transport readers to a bygone era, immersing them in a world of glamour, ambition, and self-discovery. Discover the Magic : Delia Owens "Where the Crawdads Sing" This captivating coming-of-age story follows Kya Clark, a young woman who grows up alone in the marshes of North Carolina. Owens crafts a tale of resilience, survival, and the transformative power of nature, captivating readers with its evocative prose and mesmerizing setting. These popular novels represent just a fraction of the literary treasures that have emerged in 2023. Whether you seek tales of romance, adventure, or personal growth, the world of literature offers an abundance of captivating stories waiting to be discovered. The novel begins with Richard Papen, a bright but troubled young man, arriving at Hampden College. Richard is immediately drawn to the group of students who call themselves the Classics Club. The club is led by Henry Winter, a brilliant and charismatic young man. Henry is obsessed with Greek mythology and philosophy, and he quickly draws Richard into his world. The other members of the Classics Club are equally as fascinating. Bunny Corcoran is a wealthy and spoiled young man who is always looking for a good time. Charles Tavis is a quiet and reserved young man who is deeply in love with Henry. Camilla Macaulay is a beautiful and intelligent young woman who is drawn to the power and danger of the Classics Club. The students are all deeply in love with Morrow, and they are willing to do anything to please him. Morrow is a complex and mysterious figure, and he seems to be manipulating the students for his own purposes. As the students become more involved with Morrow, they begin to commit increasingly dangerous acts. The Secret History is a masterful and thrilling novel that will keep you speculating until the very end. The novel is a cautionary tale about the dangers of obsession and the power of evil.

<https://www.equityfwd.org/book/publication/index.jsp/Fools%20Paradise%20March%20Madness.pdf>

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