**polyCube -w 8 -h 1 -d 2;**

**duplicate -rr;**

**move -r 0 1 -2;**

**for ($i=1; $i<20; ++$i) duplicate -rr -st;**

+++++++++++++++++++++

for ($i = 0; $i <= 20; $i++)

{

 polyCube -w 3 -h 0.5 -d 1 -n " myFirstCube";

 move -a 0 ($i\*0.5) $i ;

}

+++++++++++++++++++++++++++++++++++++++++++

حلزون

 float $y = 0;

 float $angle = 0;

 while ( $y < 100 ) {

 $y = $y + 0.25;

 $angle = $angle + 0.25;

 float $x = $y \* cos( $angle );

 float $z = $y \* sin( $angle );

 sphere -pivot $x $y $z;

 };

++++++++++++++++++++++++++++++++++++++

 درج حلزوني

$j=1.2;

$j1=10;

for ($i = 0; $i < 20; $i++)

{

 polyCube -w 1 -h 0.2 -d 0.5 -n " myFirstCube";

 scale ($j) ($j) ($j);

 rotate 0 0 ($j1);

 move 0 ($i\*0.5) $i ;

$j=$j+0.2;

$j1=$j1+10;

};

+++++++++++++++

بعضها

//make the number of floors variable. Change this to make more or less floors

$number\_of\_floors = 20;

//start a counter at 0

$i = 0;

//loop while $i is less than number of floors

while($i++ < $number\_of\_floors){

//make a cube

polyCube;

//scale it wider and thinner

scale 20 .5 20;

//move it

move 0 $i 0; }

5- //start $i at 0

$i = 0;

//loop while $i is less than 10

while($i++ < 10){

//make a cube

polyCube;

//scale it wider and thinner

scale 20 .5 20;

//move it

move 0 $i 0;

}

+++++++++++++++++++++++++++++++++++++++

for ($i = 0; $i < 20; $i++)
{
if($i%2==0)
{
 polySphere -r 0.5 -n " myFirstCube";
 move 0 ($i\*0.5) $i ;
}
else
{

 polyCube -w 3 -h 0.5 -d 1 -n " myFirstCube";
 move -a 0 ($i\*0.5) $i ;

}

};

+++++++++++++++++++++++++