**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 ;  
  
}  
  
};

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