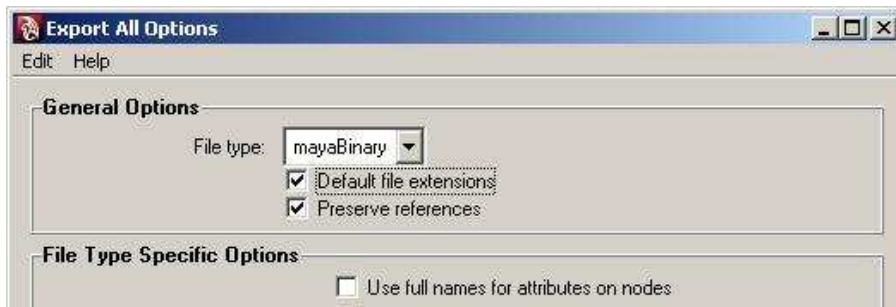




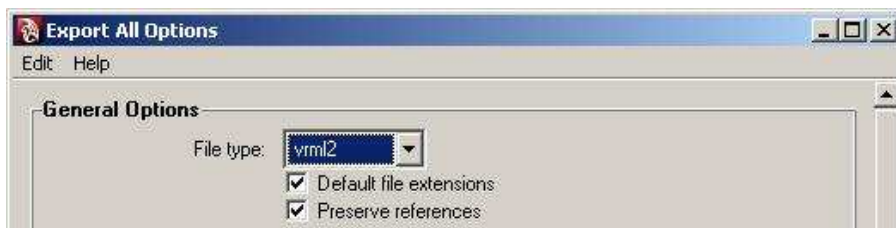
Vrml export from Maya

Step 1: Go to "File>Export All" Chose the Open window icon

First, reset all parameters with Edit>Reset



Step 2: In File type, chose VrmI2



Step 3: Let's start with real options.

If you have an animation in Maya, open the Animation options rollout.

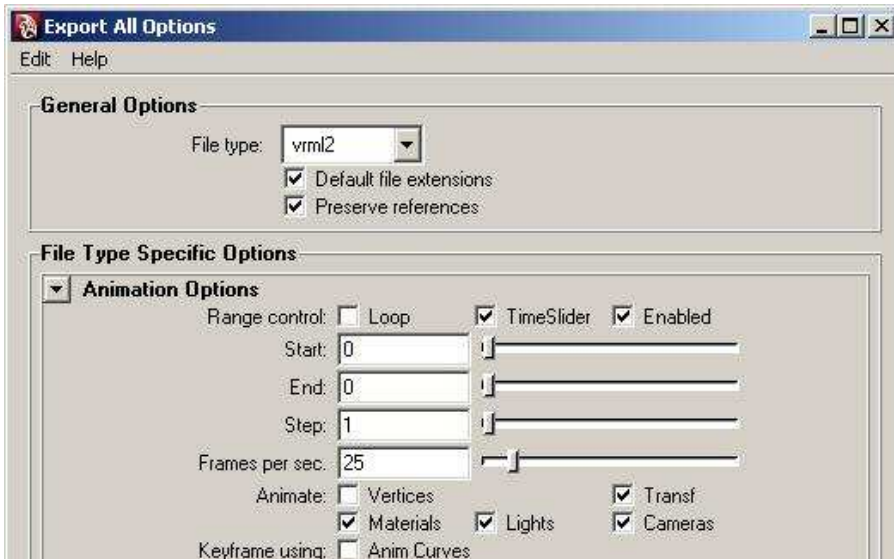
2 solutions to manage the range of the animation.

1 _ Check the Time Slider box to synchronise the VrmI export with Maya's time slider.

2_ Enter the first and last image number in "Start" and "End" text fields.

Change the "frames per sec" according to your video format (25 for PAL, 30 for NTSC...)

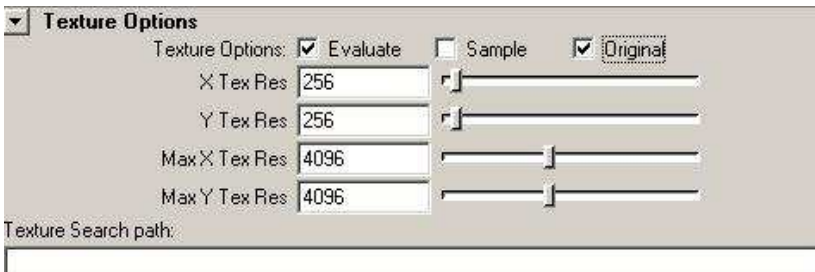
Be careful to keep "Transf" box checked to export animation on objects.



Step 4: To conserve the true hierarchy of the 3D objects, check the "Full" radio. Export geometry with "Tri" (triangles) tessellation



Step 5: To use textures imported in Maya, check "Original" box. Keep in mind that realtime engines need square maps with n exp2 size (8, 16, 32 64, 128, 256,512...)



For textures, by default, Maya use absolute path (url "D:/Mes documents/maya/projects/default/Map.jpg")
 For the moment, Webseed only reads relative path (url "./Map.jpg").
 One solution to solve the problem is to edit the path in Vrm1 file.
 If Vrm1 and Textures are at same level, the url is : url "./Map.jpg"
 If Vrm1 is at root and textures in a folder, the url is : url "./Folder/Map.jpg"
 If Vrm1 and textures are in individual folders at same level the url is : url "../Folder/Map.jpg"