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Subject: Ajobs converter?

Posted by [Anonymous](#) on Mon, 30 Dec 2002 00:50:00 GMT

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quote:Originally posted by Khaldor:unless im missing a plugin, all that Maya 4.0.1 will let me save as is MayaAscii, or MayaBinary.im running for plugins:maya shaderadvanced realityand MFR NodeJust picked up a copy of still to real for Poser, havent played with it yet.and Bryce 5 will only save as Bryce files. (.bf)I did find a couple disks in my desk at work for some 3ds max plugins i was unaware that i had:Matter WavesMax MatterAfterburnBlurFireand about 30 other plugins, gimme a while to tinker i may have something there with them.But I am still lost as far as how to convert from maya or bryce to a usable format for 3ds max.as far as bryce goes, you have to export the individual objects as dxf, and have the dxf plugin for gmax (i think it comes with it)... and i believe there is a plugin for maya that allows you to export objects as .3ds or .dxf...

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