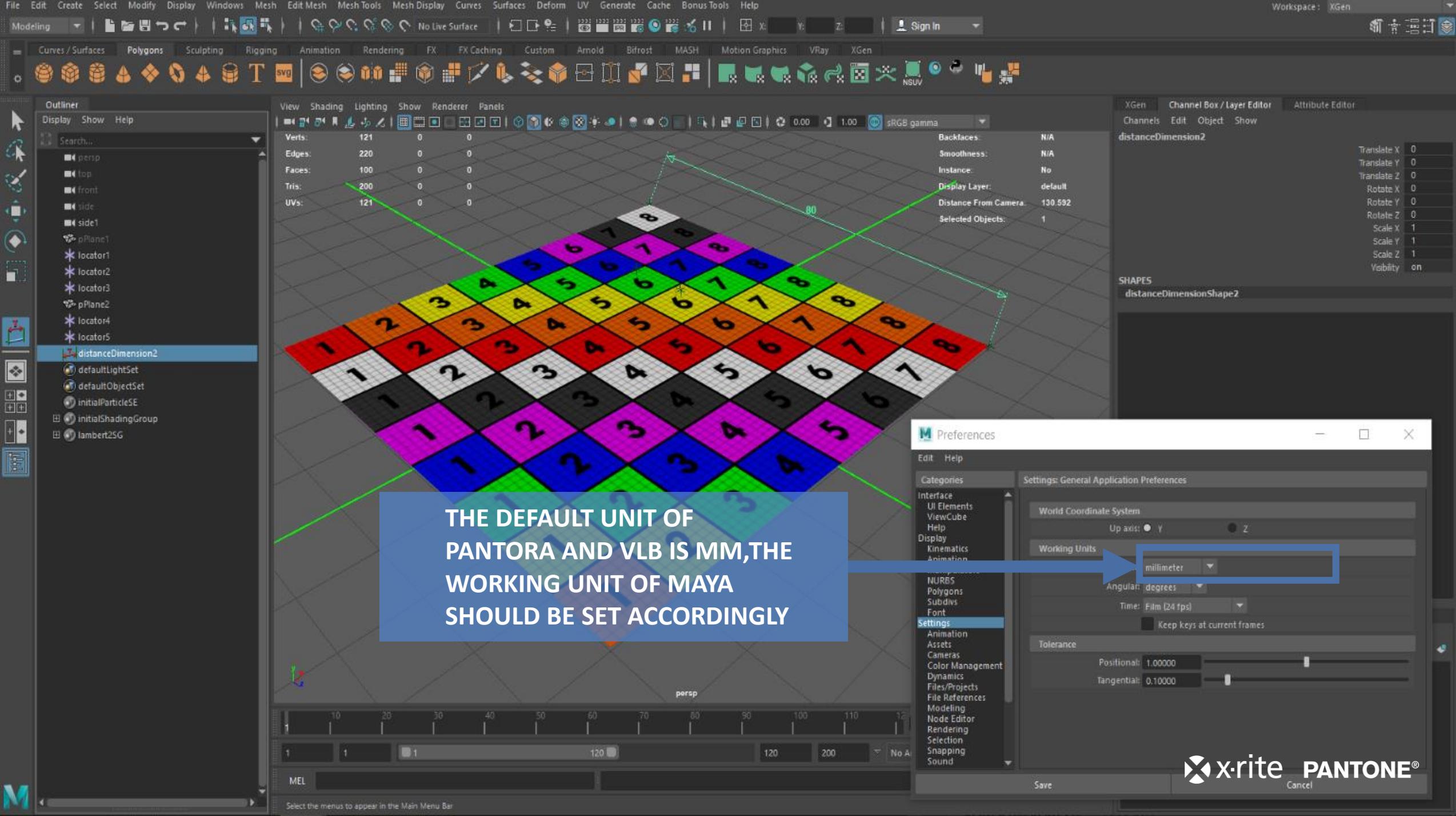


OBJECT EXPORT FOR X-RITE PANTORA

HOW TO EXPORT OBJ FILES FROM MAYA FOR PANTORA AND VLB



THE DEFAULT UNIT OF PANTORA AND VLB IS MM, THE WORKING UNIT OF MAYA SHOULD BE SET ACCORDINGLY

Preferences

Edit Help

Categories

Interface

- UI Elements
- ViewCube
- Help

Display

- Kinematics
- Animation

NURBS

- Polygons
- Subdivs
- Font

Settings

- Animation
- Assets
- Cameras
- Color Management
- Dynamics
- Files/Projects
- File References
- Modeling
- Node Editor
- Rendering
- Selection
- Snapping
- Sound

Settings: General Application Preferences

World Coordinate System

Up axis: Y Z

Working Units: millimeter

Angular: degrees

Time: Film (24 fps)

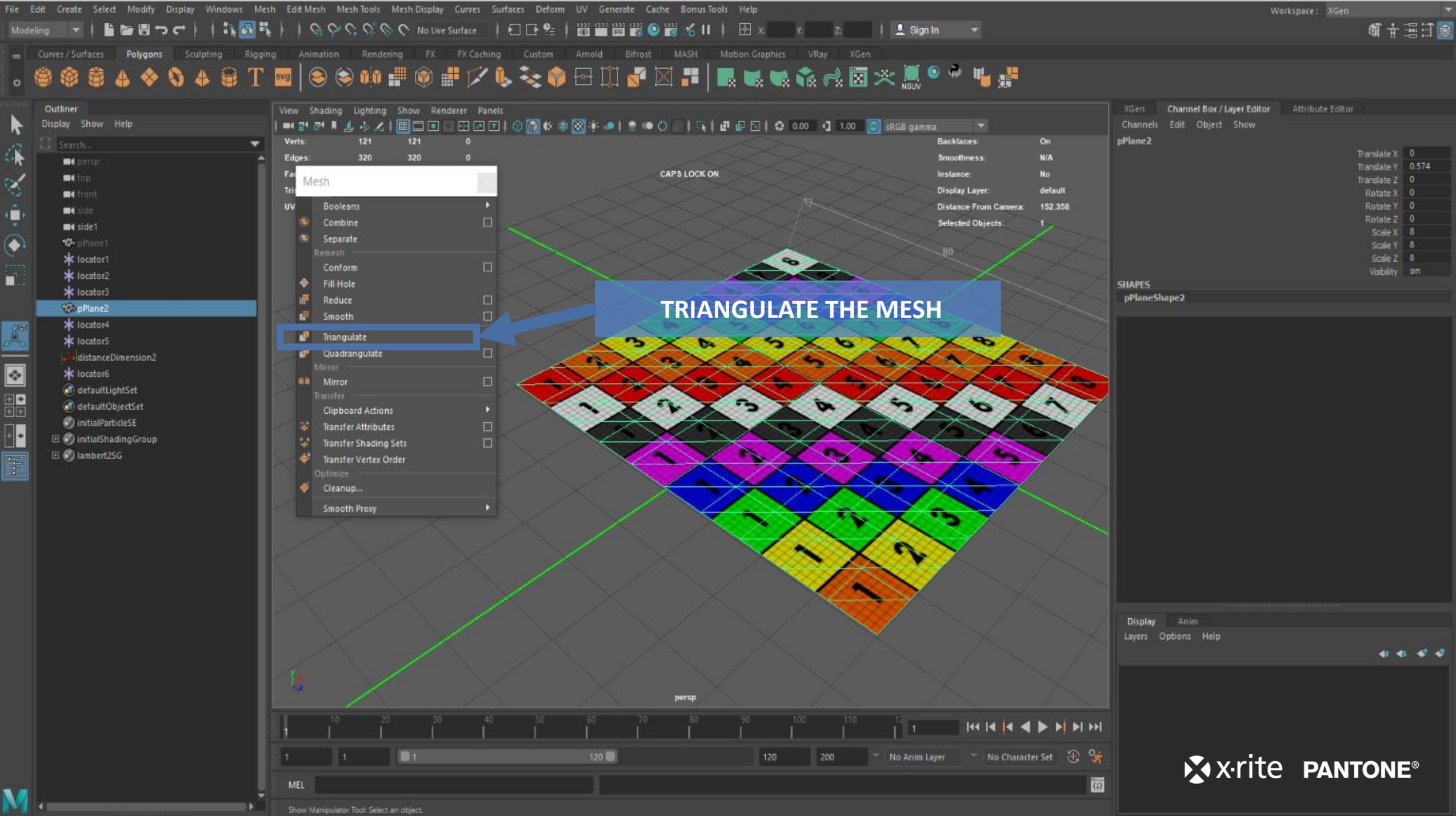
Keep keys at current frames

Tolerance

Positional: 1.00000

Tangential: 0.10000

Save Cancel



Outliner
Display Show Help

Search...

- persp
- top
- front
- side
- side1
- pPlane1
- locator1
- locator2
- locator3
- pPlane2**
- locator4
- locator5
- distanceDimension2
- locator6
- defaultLightSet
- defaultObjectSet
- initialParticleSE
- initialShadingGroup
- lambert2SG

View Shading Lighting Show Renderer Panels

0.00 1.00 sRGB gamma

Verts: 121 121 0
Edges: 320 320 0

Mesh

CAPS LOCK ON

TRIANGULATE THE MESH

Backfaces: On
Smoothness: N/A
Instance: No
Display Layer: default
Distance From Camera: 152.356
Selected Objects: 1

persp

Mesh

- Booleans
- Combine
- Separate
- Remesh
- Conform
- Fill Hole
- Reduce
- Smooth
- Triangulate**
- Quadrangulate
- Mirror
- Mirror
- Transfer
- Clipboard Actions
- Transfer Attributes
- Transfer Shading Sets
- Transfer Vertex Order
- Optimize
- Cleanup...
- Smooth Proxy

XGen Channel Box / Layer Editor Attribute Editor

Channels Edit Object Show

pPlane2

Translate X	0
Translate Y	0.574
Translate Z	0
Rotate X	0
Rotate Y	0
Rotate Z	0
Scale X	8
Scale Y	8
Scale Z	8
Visibility	on

SHAPES

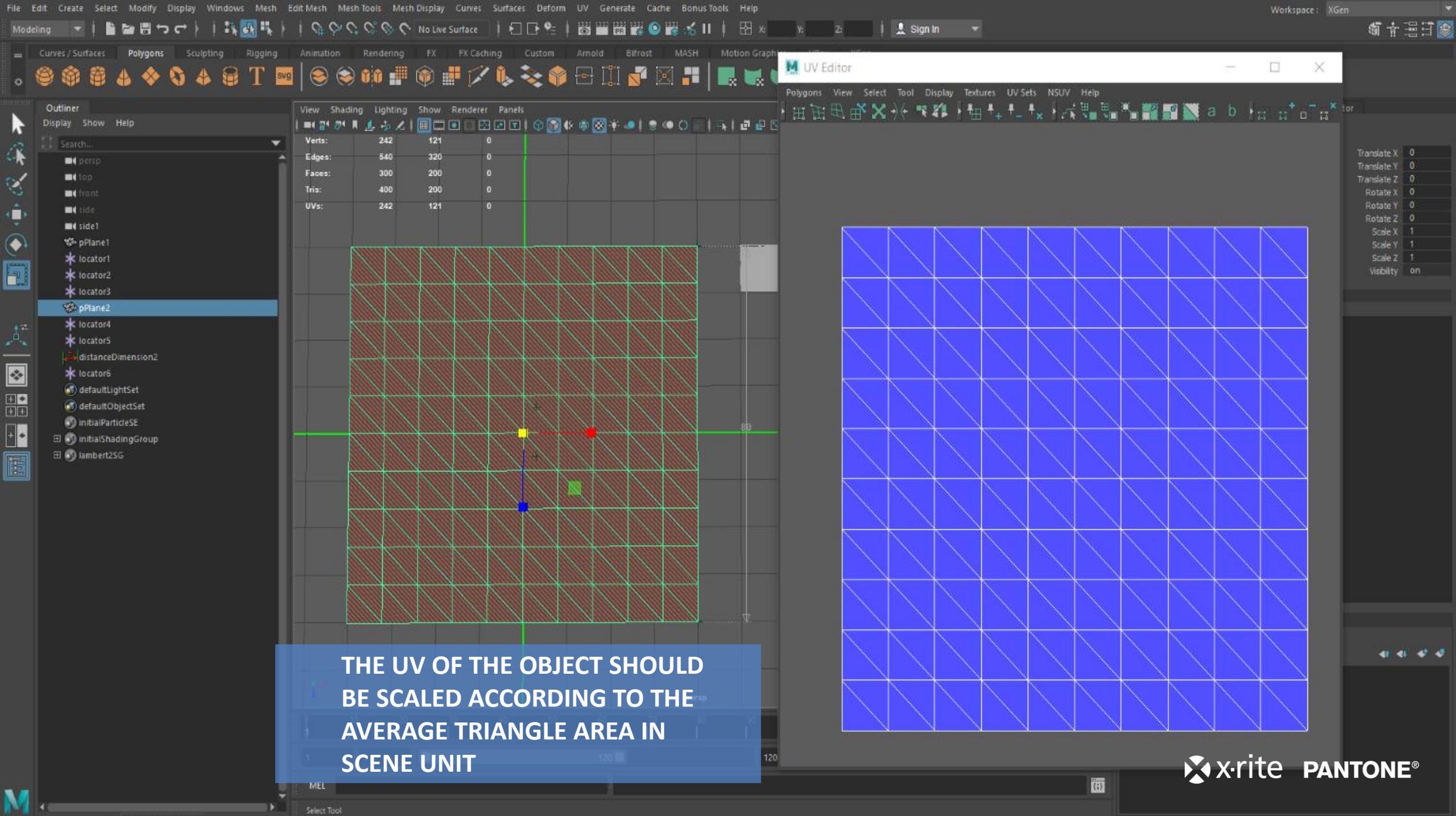
pPlaneShape2

1 10 20 30 40 50 60 70 80 90 100 110 120

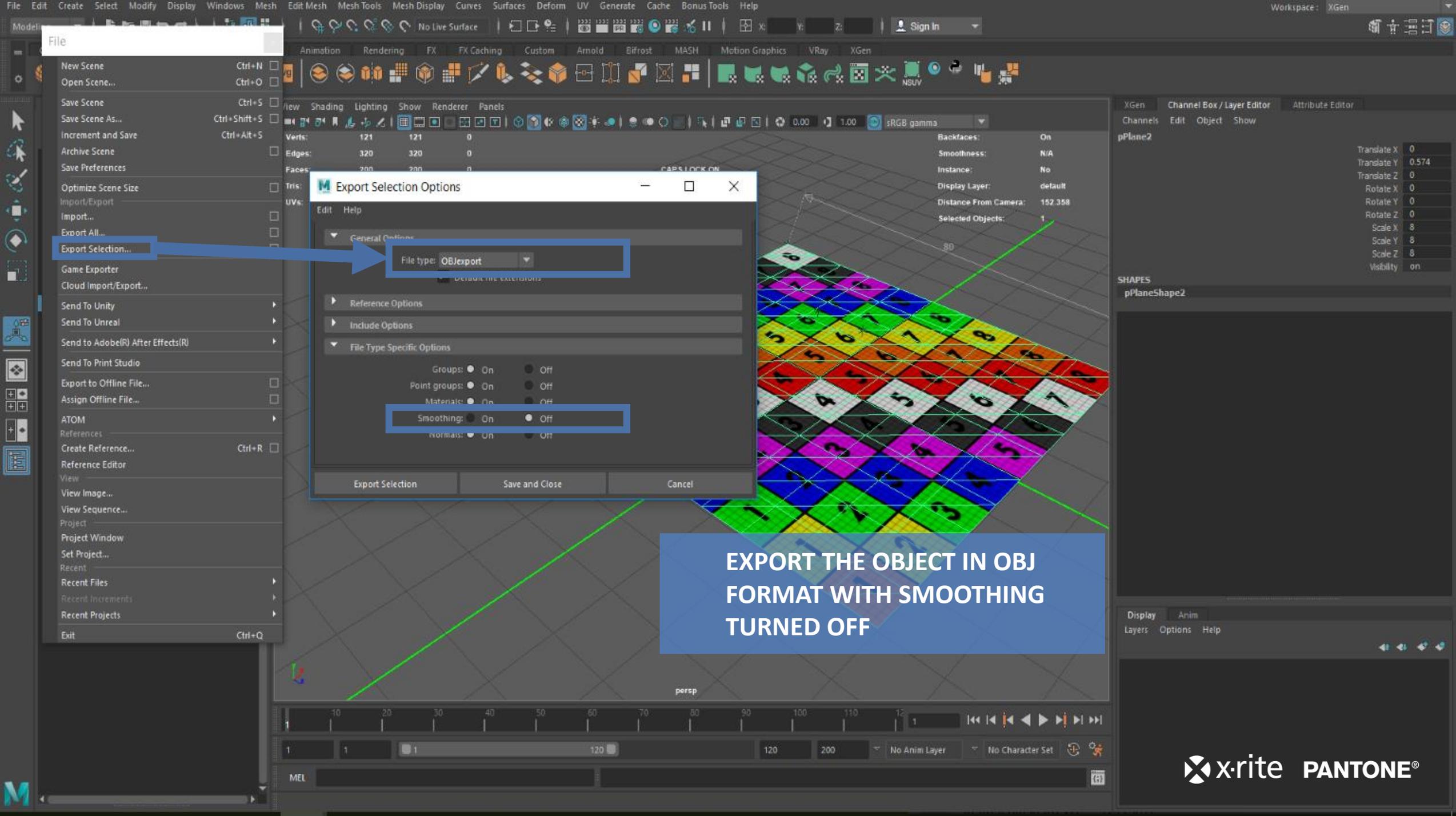
1 1 1 120 120 200 No Anim Layer No Character Set

MEL

Show Manipulator Tool. Select an object.



THE UV OF THE OBJECT SHOULD BE SCALED ACCORDING TO THE AVERAGE TRIANGLE AREA IN SCENE UNIT



- File
- New Scene Ctrl+N
- Open Scene... Ctrl+O
- Save Scene Ctrl+S
- Save Scene As... Ctrl+Shift+S
- Increment and Save Ctrl+Alt+S
- Archive Scene
- Save Preferences
- Optimize Scene Size
- Import/Export
 - Import...
 - Export All...
 - Export Selection...**
 - Game Exporter
 - Cloud Import/Export...
- Send To Unity
- Send To Unreal
- Send to Adobe(R) After Effects(R)
- Send To Print Studio
- Export to Offline File...
- Assign Offline File...
- ATOM
- References
 - Create Reference... Ctrl+R
 - Reference Editor
- View
 - View Image...
 - View Sequence...
- Project
 - Project Window
 - Set Project...
- Recent
 - Recent Files
 - Recent Increments
 - Recent Projects
- Exit Ctrl+Q

Export Selection Options

Edit Help

General Options

File type: **OBJexport**

Reference Options

Include Options

File Type Specific Options

Groups: On Off

Point groups: On Off

Materials: On Off

Smoothing: On Off

Normals: On Off

Export Selection Save and Close Cancel

**EXPORT THE OBJECT IN OBJ
FORMAT WITH SMOOTHING
TURNED OFF**

Objects

1 object

plane_8cm

Name: _____

Position:

Rotation:

Texture Scale:

Options: Flip Texture Coordinates Double Sided No Texture Scaling

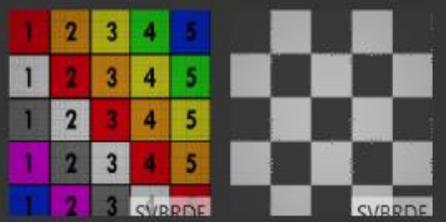
New Scene

Exposure:

Material Tray

Scene Materials

13 items



THE EXPORTED OBJECT CAN THEN BE LOADED IN PANTORA OR VLB WITH CORRECT UV COORDINATE

Exposure: