

Dear fellow modelers,

I like to look at what you are working on and what you have submitted. I'm just a curious person I guess. Anyway, your uploads are unable to be read by my version of Maya. I hypothesize that this is due to the fact that you own later versions of Maya.

But not all hope is lost!

I recommend saving your work as a Maya ASCII file instead of the Maya Binary file. The extension should therefore change from ".mb " to ".ma ". This is what I do when I need to read from Maya2014 to Maya2013 and it works great.

Thanks alot,

Dagathor
Modeler of Giants
Cougher of much phlegm.
Lvl. 18 Blob