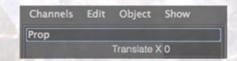


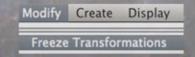
1. Name Your Object



- 2. Delete History (Edit > Delete All By Type > History)
- 3. Move Pivot to Origin (Hold "x" and "d", Drag to Origin)



- 4. Scale to Appropriate Size (1 Grid Unit = 6 Inches)
- 5. Freeze Transformations



- 6. Delete Image Planes (Edit > Delete All By Type > Image Planes)
- 7. Set to 4 View and Center All Frames ("Space", "Shift + F")
- 8. Wireframe Mode ("Num 4" On Each View)
- 9. Save as a ".ma" File! (File > Save As)

Files of type: Maya ASCII