

# Model tooling

The tool we use for importing models into our game is MayaOgreExporter, this plugin for Maya can be used to split your materials and models from the .mb/.ma files and transform the model file format to .mesh which can be used by the Ogre framework.

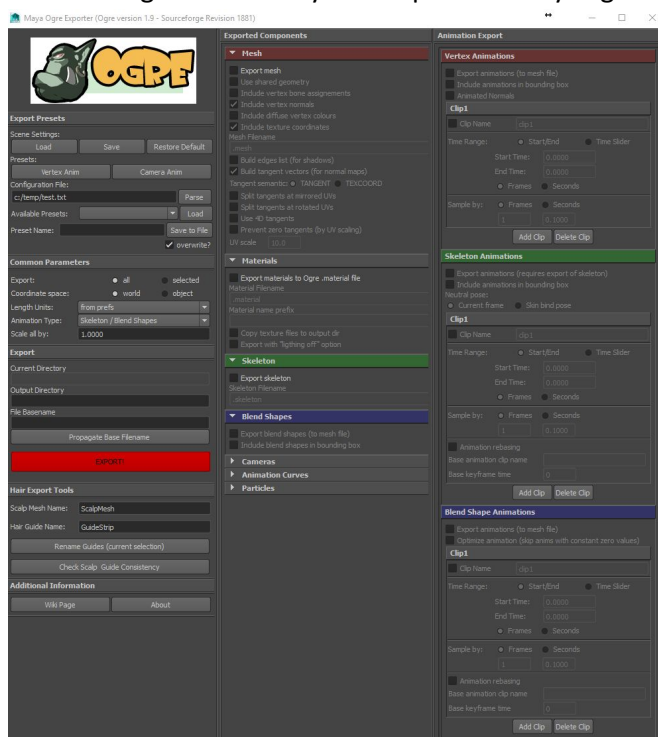
The following steps should be taken to export the .mesh file from a .mb/.ma file.

First download the plug-in from this link and install it:

<http://www.ogre3d.org/tikiwiki/tiki-index.php?page=OgreMax+Scene+Exporter>

->Open your finished Model In Maya 2015 or below (Maya 2016 is not supported yet).

->Go to Plug-in tab in Maya and open the MayaOgreExporter



The plugin menu

->In the exporter fill in the destination folder under “Output Directory” where the exported file should be saved.

->Change the settings based on your preferences or needs and click the red “EXPORT!” button to export the .mesh file.

If the .mesh files are saved in your resources map for the Ogre3D project they're available to use in the game.