Import a Maya Scene in Interface

1. Export Maya scene using t\_posCSV.mel
2. Upload FBXs to server
3. In Interface, go to Tools>Script Editor to open the script editor
4. On the top left of the script editor are buttons, use second button from left to load the importScene.js script from the Interface folder of the dropbox folder
5. Copy the contents of the csv generated by Maya into the sceneData variable, make sure the model path variable is the path to the FBXs you uploaded on the server
6. Click the fourth button from the left in the script editor to run the script. Once the log says done, you can click the button again to stop running the script. The models should be imported.