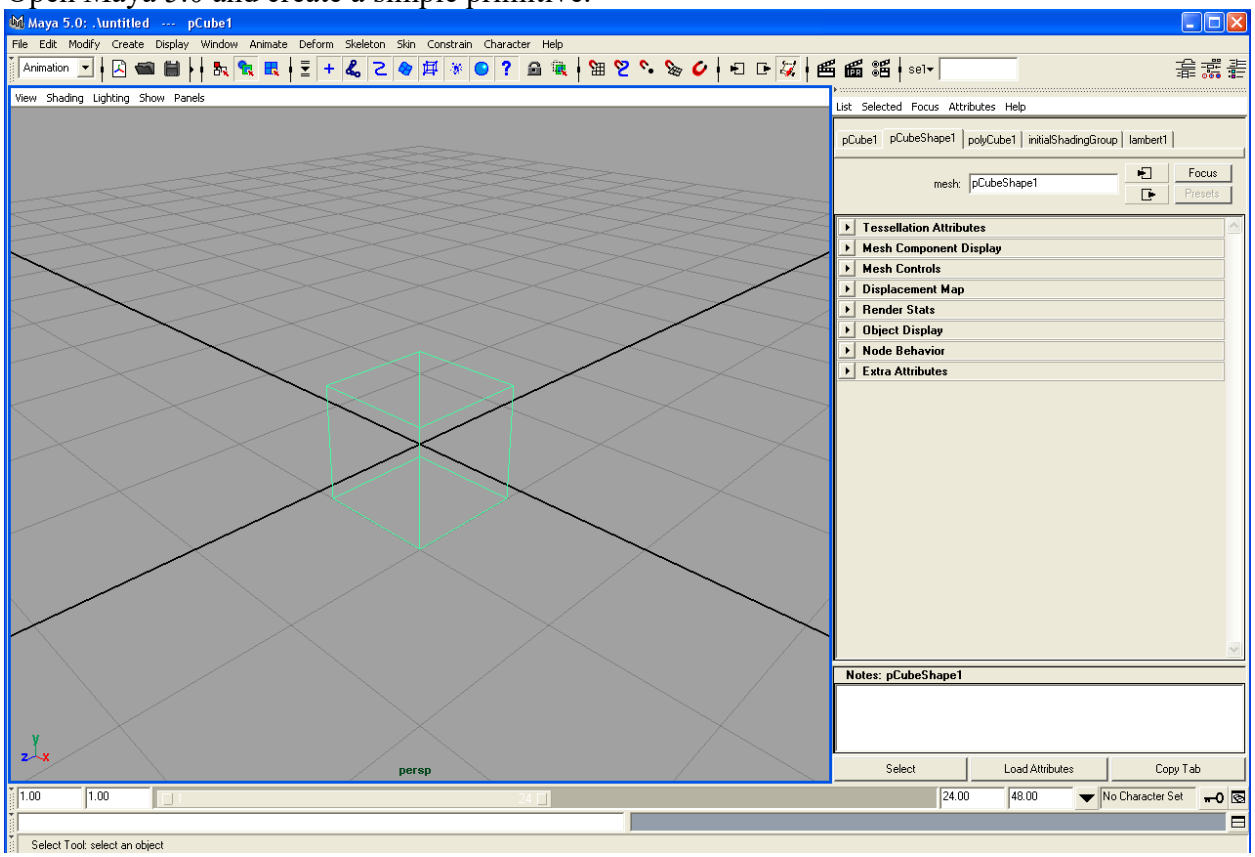
T34vsTiger Maya Exporter.

Tutorial 1.

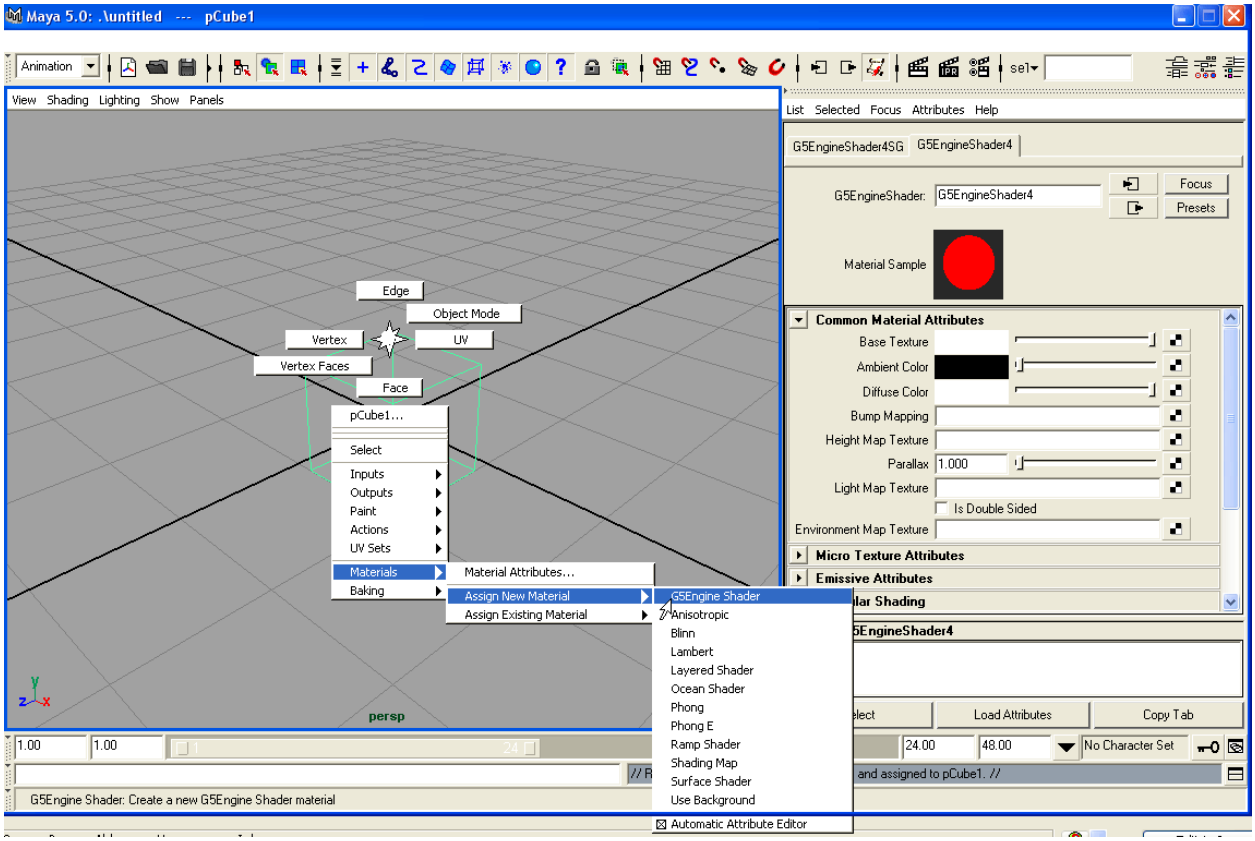
Simple export.

1. Copy Tools/MayaExp.mll from T23vsTider game folder to Maya plug-ins folder (like “C:\Program Files\AliasWavefront\Maya5.0\bin\plug-ins”).

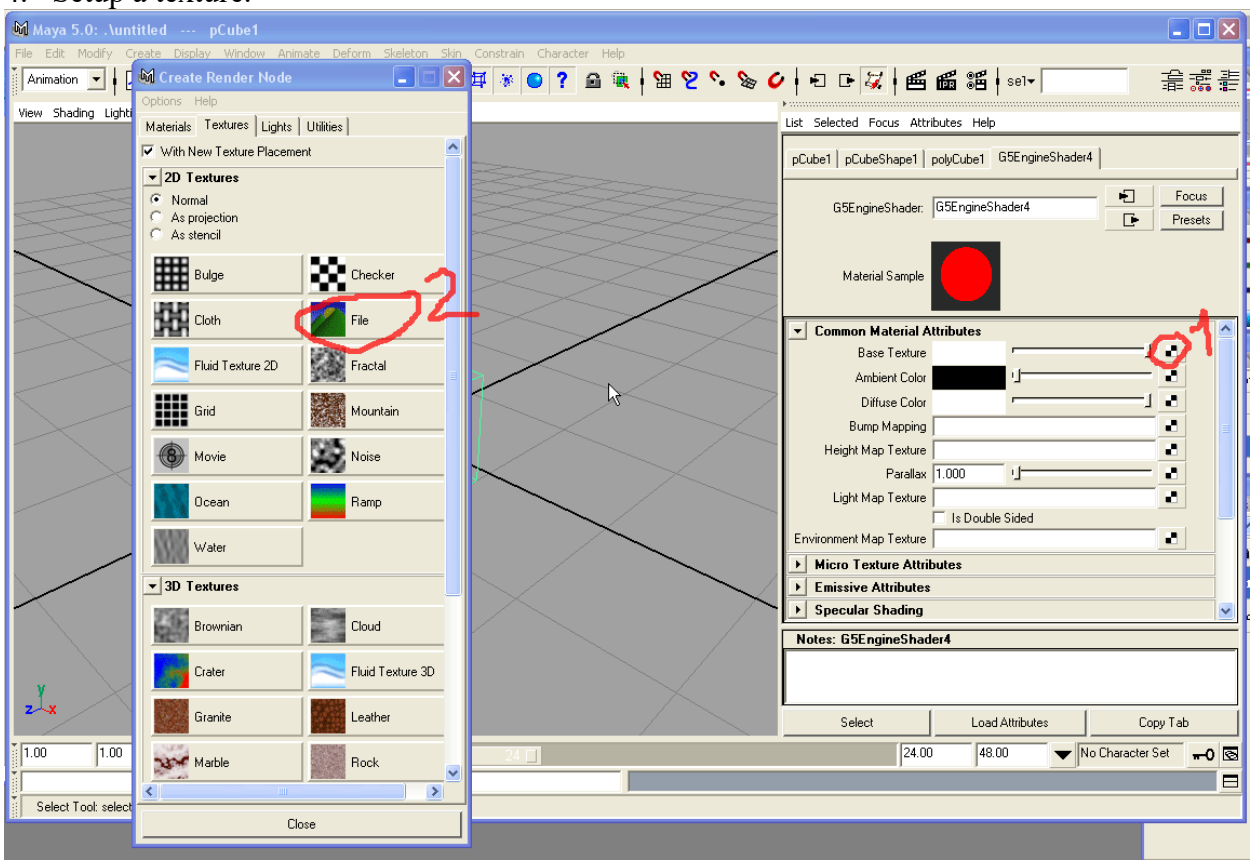
2. Open Maya 5.0 and create a simple primitive.



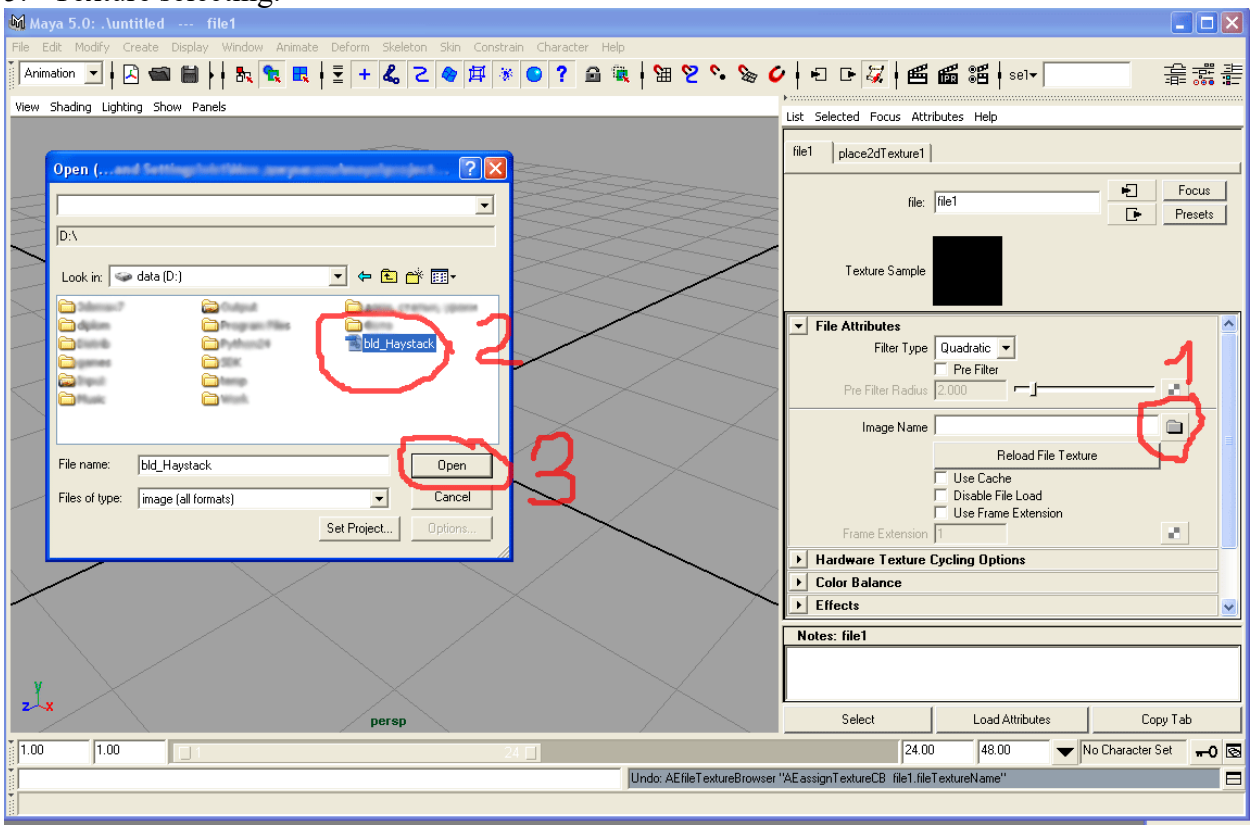
3. Create new G5 shader material.



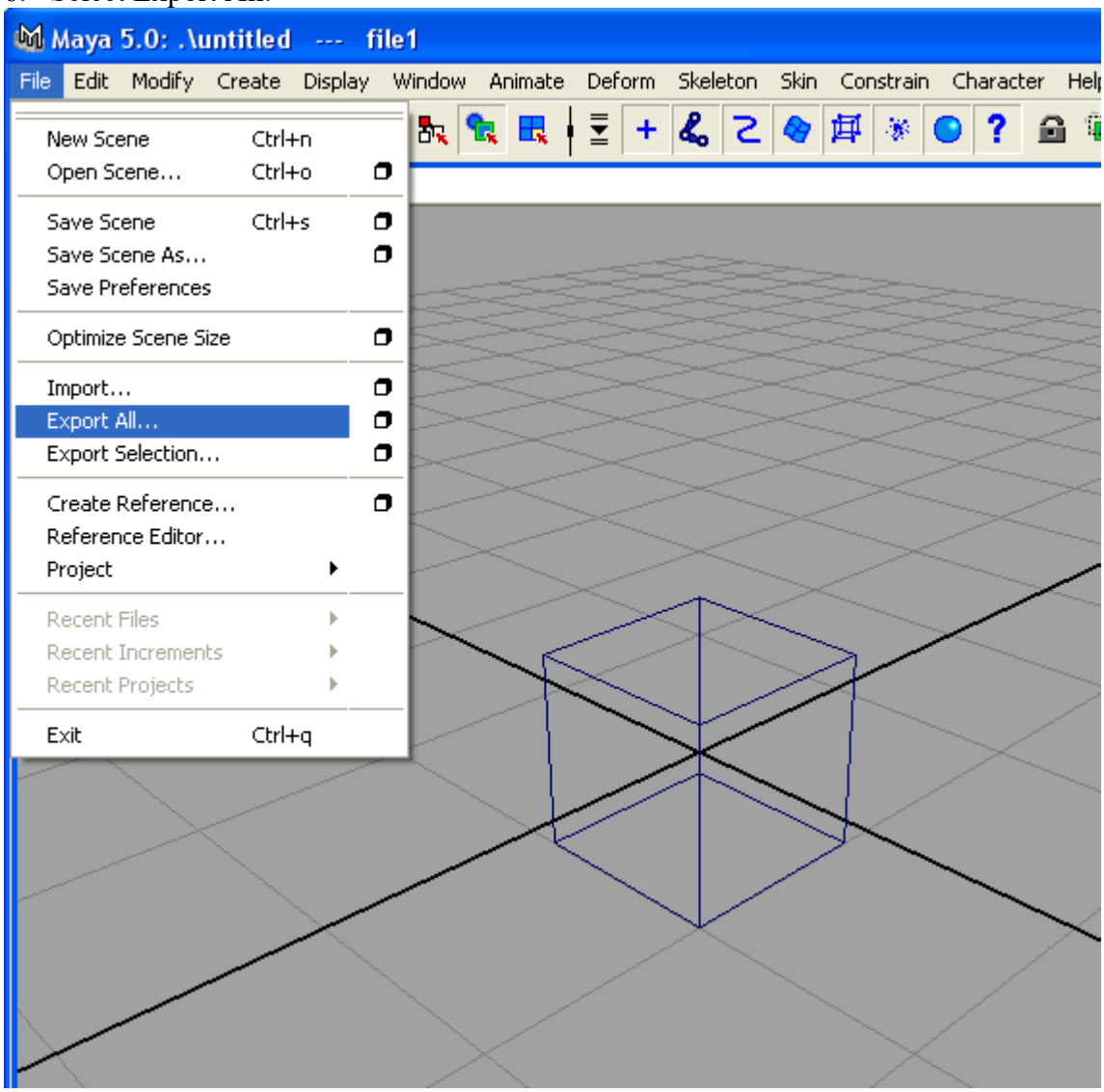
4. Setup a texture.



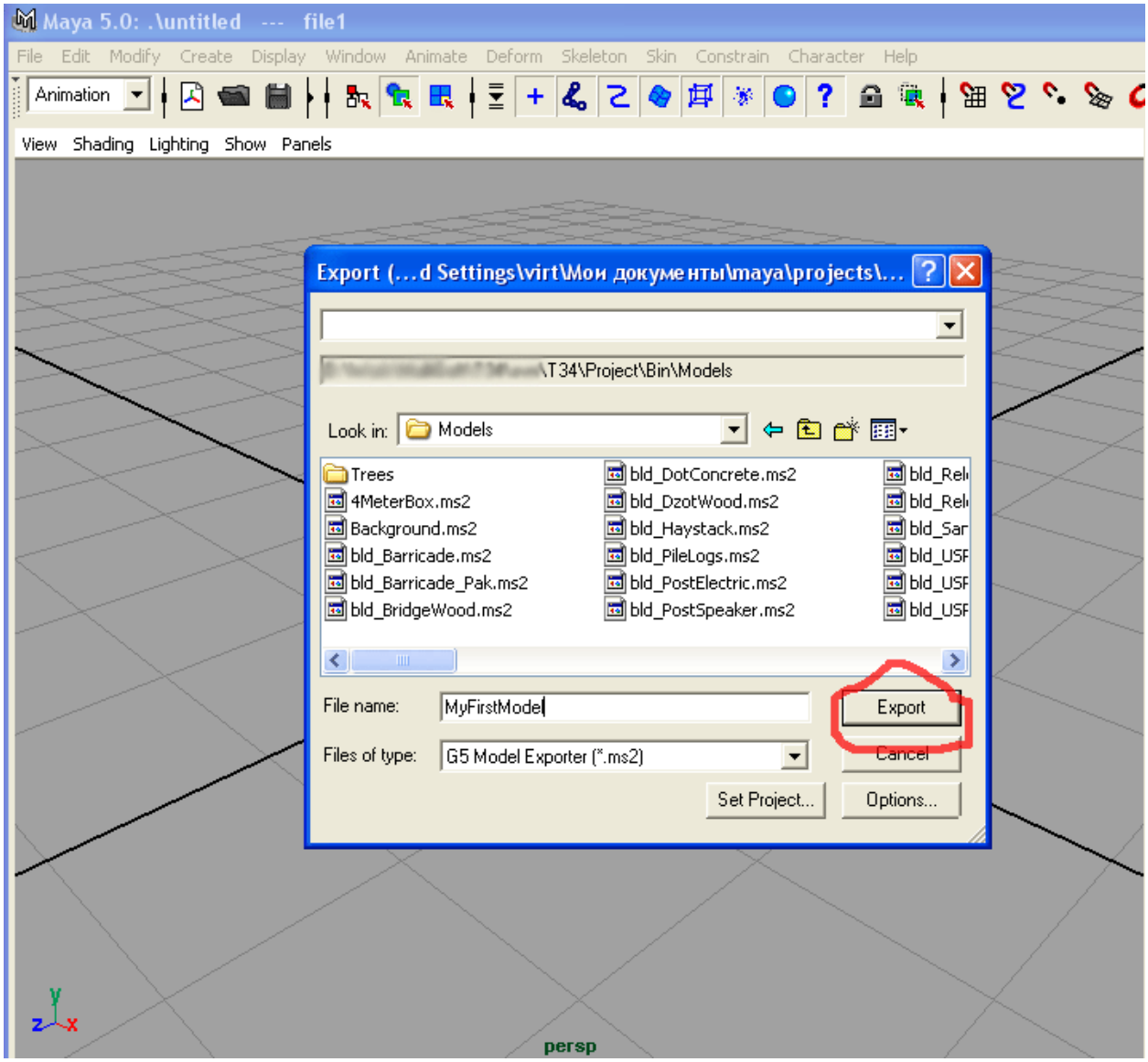
5. Texture selecting.



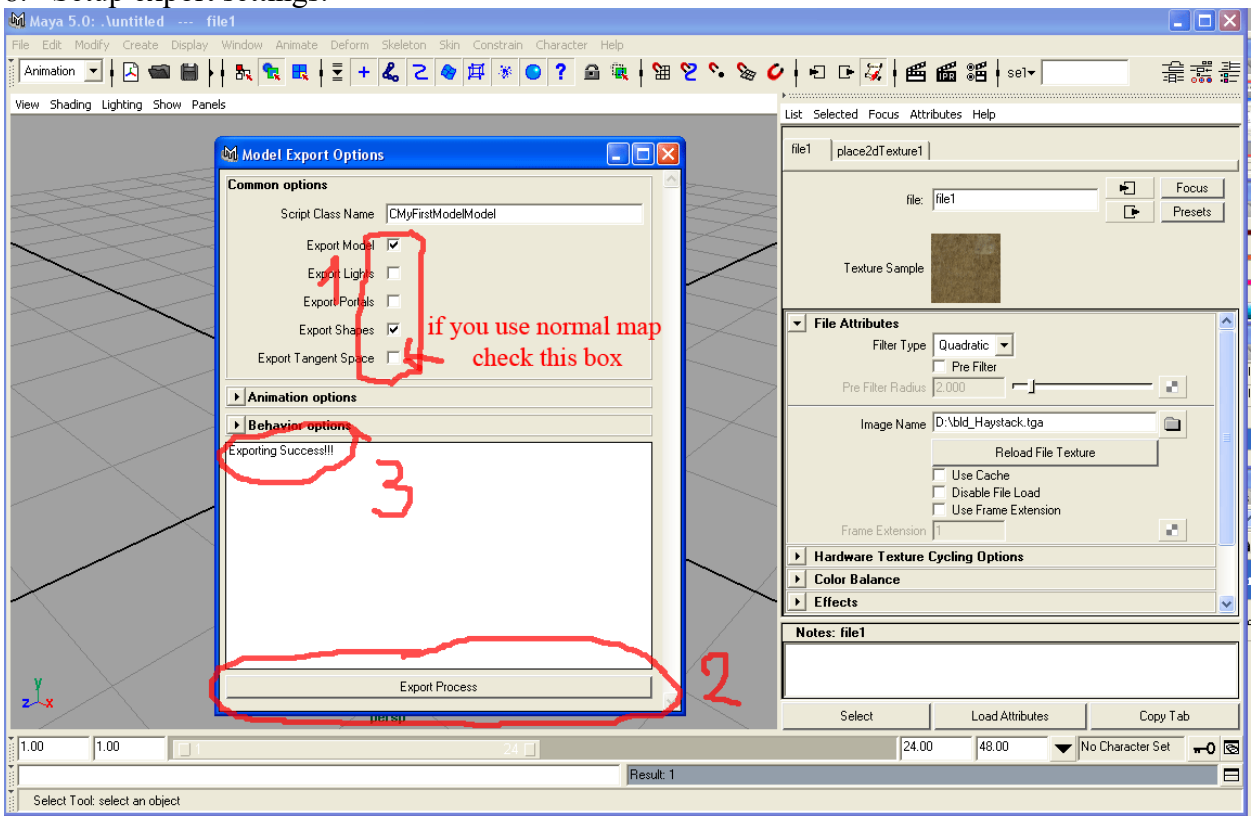
6. Select Export All.



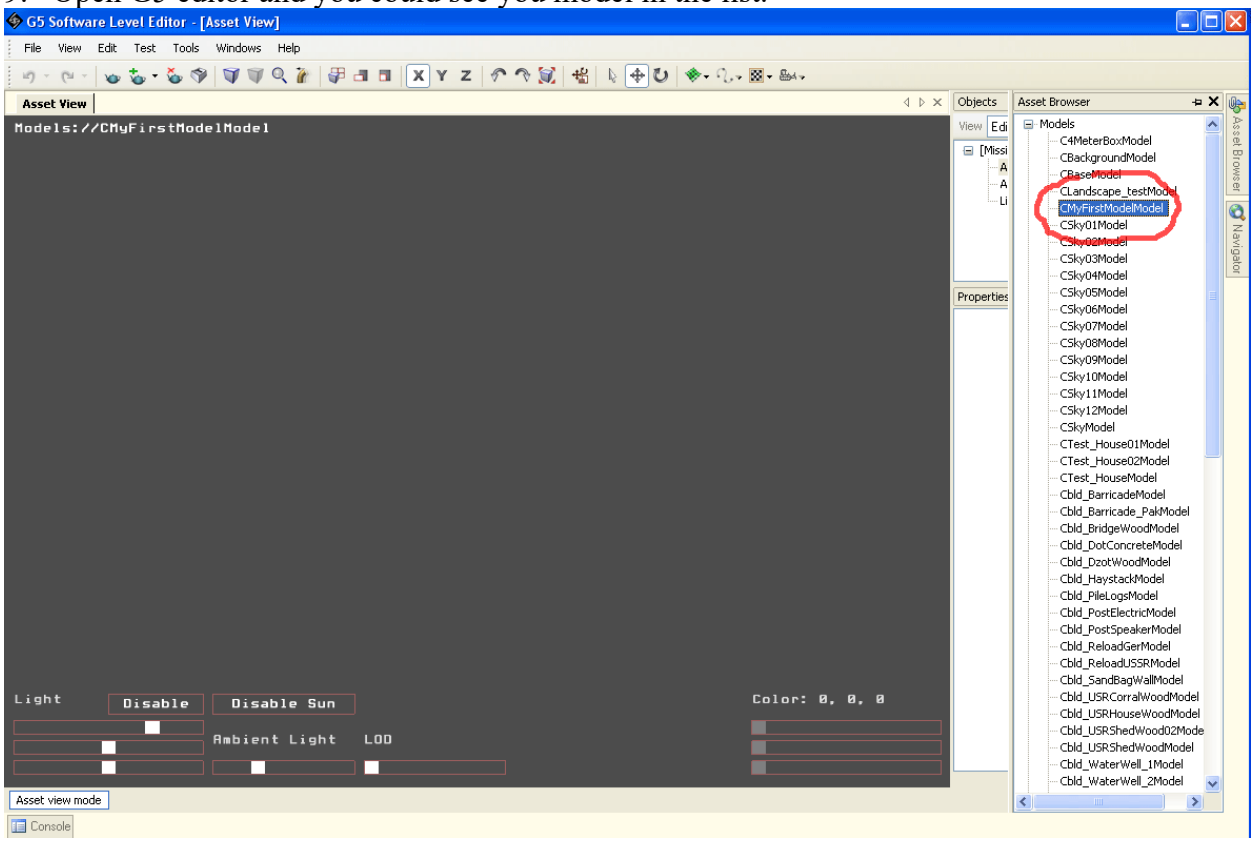
7. Save to file.



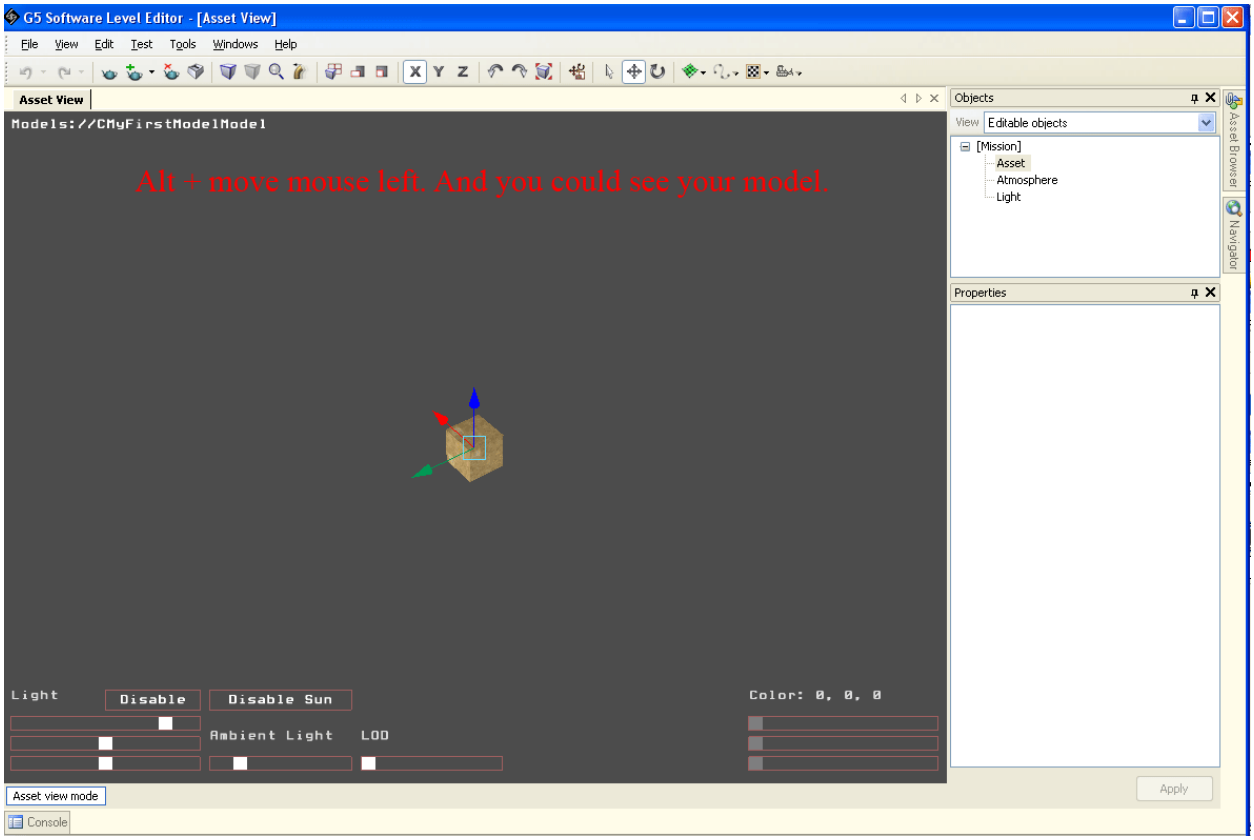
8. Setup export settings.



9. Open G5 editor and you could see you model in the list.



10. Zoom out.


G5 Software Level Editor - [Asset View]
File View Edit Test Tools Windows Help
Asset View
Models://CMyFirstModelModel
Alt + move mouse left. And you could see your model.
Objects
View Editable objects
[Mission]
Asset
Atmosphere
Light
Properties
Asset Browser
Navigator
Light
Disable
Disable Sun
Ambient Light
LOD
Color: 0, 0, 0
Apply
Asset view mode
Console