**MAYA EXPORTING NOTES**

Alembic

* Alembic cache is a way to export an object with baked animation/simulation. It attaches an “alembic” node and it can be exported into most 3d applications. An alembic cache is exported as .abc.
* It’s very lightweight and the playback speed only depends on the polycount.
* The speed and type of loop can be changed in the node settings.
* An alembic object doesn’t keep texture information, but it will remember UVs.