



Autodesk FBX

Current selection: 1500 objects

Preset:

<Previous Export Settings>

✓

📄

✗

General Settings

Output Path

C:\Users\Zhechev\Documents\IDP\MMK\cityengine-mmk\models

Browse...

Base Name

tum

Export Geometry

Models with Shape Fallback

Terrain Layers

Export all selected terrain layers

Simplify Terrain Meshes

☒

Granularity Settings

File Granularity

One file as long as Memory Budget is not exceeded

Memory Budget (MBytes)

0

Create Shape Groups

☒

Mesh Granularity

Reuse asset instances, merge generated meshes by material

Geometry Settings

Vertex Normals

Write vertex normals

Normals Indexing

Allow shared normals

Texture Coordinates

Write all UV layers

Local Offset

None

Global Offset

⌘ Center

Reset

X-Offset

-690985.

Y-Offset

0.000

Z-Offset

5336220.

Vertex Precision

0.001

Normal Precision

0.001

Texture Coordinate Precision

1.0E-4

Merge Vertices Within Precision

☒

Merge Normals Within Precision

☒

Merge Texture Coordinates Within Precision

☒

Triangulate Meshes

☐

Faces With Holes

Triangulate faces with holes

Material Settings

Script

Browse...