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Subject: Ajobs converter?

Posted by [Anonymous](#) on Sun, 29 Dec 2002 04:03:00 GMT

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unless im missing a plugin, all that Maya 4.0.1 will let me save as is MayaAscii, or MayaBinary.im running for plugins:maya shaderadvanced realityand MFR NodeJust picked up a copy of still to real for Poser, havent played with it yet.and Bryce 5 will only save as Bryce files. (.bf)I did find a couple disks in my desk at work for some 3ds max plugins i was unaware that i had:Matter WavesMax MatterAfterburnBlurFireand about 30 other plugins, gimme a while to tinker i may have something there with them.But I am still lost as far as how to convert from maya or bryce to a usable format for 3ds max.

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