
Subject: What export type to use in Maya 2013?
Posted by [jrb1](#) on Sun, 23 Sep 2012 02:49:25 GMT
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So I have my model in Maya 2013 which has an export file type option called STL_DCE which says it's a STL exporter. Is this the right thing to use from Maya 2013?

Another possibility seems to be .obj which has the following export check boxes;
Groups
Point Groups
Materials
Smoothing
Normals

If .obj is the way to go should those be checked/unchecked?

Cheers,
- James
