
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

Subject: Re: What export type to use in Maya 2013?
Posted by [Miracular](#) on Thu, 03 Jan 2013 04:27:57 GMT
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I had the same question and found this link for how to export .obj files (which are more universally recognized by the various programs) from Maya 2013:

<http://area.autodesk.com/forum/autodesk-maya/plugins---extensions/obj-export/>

(1) Window > Settings/Preferences > Plug-In Manager > check the objExport.bundle checkboxes

(2) select object you want to export > File > Export Selection |_| (options box) > File Type (dropdown menu) > scroll down to OBJexport > Export Selection

Hope this is useful.
