
Subject: maya obj textures?

Posted by [darkczar](#) on Wed, 09 May 2012 18:17:58 GMT

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Newby question. I uploaded a maya .obj file. In the "my models" section it looks grey, which I assume implies that the texture did not go through. When I exported the .obj in Maya, a ".mtl" file was created. How do I get the colors from my model to upload correctly? Do I need to bake the color onto the faces? iirc that's not very high resolution.

In Maya I've got some Lambert shaders, and a Blinn. I joined a few poly objects, and they each retained their color, mercifully, but I don't know how to get it to upload.

Any help appreciated.

thx

Subject: Re: maya obj textures?

Posted by [JACANT](#) on Sat, 09 Jun 2012 20:08:29 GMT

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http://www.shapeways.com/tutorials/exporting_to_vrml_and_x3d_for_color_printing
