

## Exporting OBJ Sequences

### Cinema 4D:

- Riptide Pro obj exporter: <http://skinprops.com/riptidepro.php>
  - Install at c4d plugins folder and you can export objs and obj sequences with polygon normals and a few other great options.
- Plexus obj exporter: <http://aescrpts.com/plexus-obj-sequence-exporter-for-c4d/>
  - Install to c4d plugins folder and you can then select file export “Plexus obj Sequence”
  - Downside to this, is it is a bit more limited with export options and doesn't export normals, so models will show up as gray in Element unless auto normals is checked, which could slow down your project a bit. Its better to have normals fixed from the start.
- As a recommendation I would say go with the Riptide Pro as it has many more export options for exporting single objs and sequences, and theres a free trial!
- Additional Resource: Cinema 4D OBJ sequence tutorial:  
<http://www.youtube.com/watch?v=tZa8hHH9-Mc>

### 3DS Max:

- Download obj export script at:  
<http://www.scriptspot.com/3ds-max/scripts/obj-sequence-export>
- Copy script into 3ds max root directory/ scripts folder
- In 3ds Max got to Maxscript Menu, Run Script, select “exportobjseq.ms”
- With animated objects selected, specify start and end frames in OBJ Sequence Export Window
- Select “Open” Specify an output path
- Export
- Alternate Resource: 3D Studio Max OBJ Sequence tutorial:  
<http://www.youtube.com/watch?v=8u5Pq-dueHg>

### Lightwave:

- Check out this script from their forums:  
<http://forums.newtek.com/showthread.php?122155-Exporting-OBJ-sequences-for-use-with-Trapcode-Form-2&p=1294080&viewfull=1#post1294080>
- May need to dig through that full post to get the full idea. (only tested on Windows according to poster)

### Maya:

- Download the script [here](#).
- Drag and drop the .mel script into the script editor. This script exports all desired objects in your Maya Scene into an OBJ-Sequence of files, so that you can load

them with textures and shaders into your compositing tool.

- It exports Polygon, Nurbs and Subdivision Surfaces.
- Select the objects you want to export.
- run the “global proc objExp()”.
- type your desired path, where the OBJ-sequence will be saved.
- press “ExportIt!”.
- wait until the playblast is gone.
- import the sequences into your compositing tool.
- Tutorial for exporting obj sequence from Maya:  
<http://polygonspixelsandpaint.tumblr.com/post/42356345099>

#### **Modo:**

- Have not come across any solution for exporting obj sequences directly from modo. Spent a lot of time looking for scripts and plugins and the closes thing to it is this:
- <http://www.matt-cox.co.uk/scripts.php?d=mo06>

#### **Trapcode Form 2:**

- Output folder is now a folder requester instead of a text field.
- Path gets modified in the script to add the last slash. No longer need to add it manually as was the case with the text field.
- If obj is checked the script sets alert level to Low so error message is minimized to message bar. When script is done alert level is returned to what the user originally had it at.