



Importing Maya Models into Crysis

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This tutorial will explain how to export static textured models (meaning no animation yet) from Maya into Crysis. I'll update this tutorial as I learn more about the process and more tools become available.

Big thanks to *Psychojohno* and *Spiderdan* for their tutorials which taught me a lot!

What you need:

- Maya **6.0**
- The Far Cry SDK version **1.4** (you can get it from [fileShack](#))
- This script: [CryExportUserInterface_001b.mel](#). (look for an updated version at http://seithcg.com/wordpress/?page_id=51)

Important requirements:

- Your object should be in its own directory inside of “Crysis/Game/Objects/My Objects”. e.g.: “Crysis/Game/Objects/My Objects/toto/toto.ma”
- The object’s textures should be inside the object’s directory. e.g.: “Crysis/Game/Objects/My Objects/toto/toto.dds”. But you can actually use any texture from any object, as long as the files are in the Crysis/Game folder.
- For now the shader you use in Maya HAS to be either a “blinn” or a “phong” shader (NOT a “lambert”!).

Instructions:

Step 1 - First, install the Far Cry SDK (please, read the instructions that come with it). After you're done, you'll have a new shelf in Maya called “CryExport”:





Step 2 - Replace the “CryExportUserInterface.mel” file in your “My Documents\maya\6.0\scripts” directory with the one you found at the beginning of the tutorial (just remove the “_001b” at the end). Do a backup first to be safe! This tweaked version will also create the corresponding .mtl file that tells Crysis where to look for the textures.

Step 3 - Now create your polygonal object. For the purpose of this tutorial, the name of the object is “toto”. Toto is a cube.

Delete your model’s history and scale it up to about 100 (it really depends on the size you start with). This will ensure that you can actually see your model in Crysis (there is a huge discrepancy between Maya’s and Crysis’s scales).

Step 4 - Create a Blinn shader and assign it to your model. No need to name it anything fancy.

In the Color of your shader, assign a “.dds” (or a Targa) picture.

You could also add a specular map to the Specular Color of the blinn shader.

If you want to assign a normal map to the shader, do so using the Bump Mapping channel of the blinn shader. The normal maps files have to have “_ddn” at the end of their name. e.g.:

“toto_ddn.dds”. Maya will probably freak out and spit a string of warnings and even errors related to the image format. Annoying, but nothing to worry about.



Step 5 - Now call the Crytek exporter by clicking on the third icon from the left on the shelf (called Geometry Export UI”). Then click on Add Selection to add your model in the list on the left.

Finally, click on “Export CGF” to export your model. Give it a proper name (in my case “toto”) and click on Ok. That’s it for Maya!



In Sandbox2:

- Open your map (any map). Click on “Brush” and go to “My Objects”. You should see your object’s name there.
- Double-click on your object’s name (or click and drag) to place it in the map. Make sure CastShadowMaps (in the Brush Params section) is checked for your object to cast shadows!



(Toto is a cube that would very much like to be a frog)