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Blender - Maya Converter Bmc v1.0

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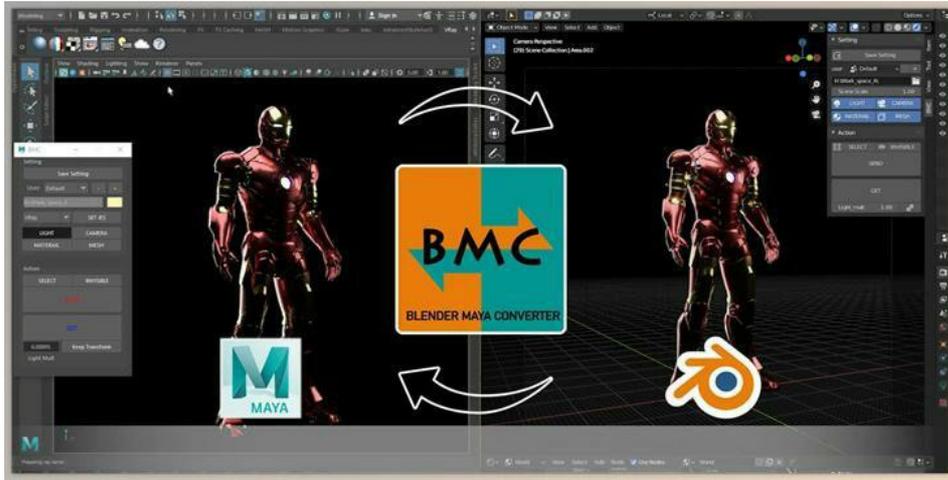
Blender - Maya Converter Bmc v1.0: Introducing Blender Maya Converter, a versatile tool designed to seamlessly transfer Mesh, Light (Vray), Camera, and Material (Vray) between Maya and Blender. Whether you're rendering, modelling, or using other tools in both software, this tool bridges the two, ensuring smooth compatibility and workflow efficiency.
For instance, if you've completed modelling in Maya and wish to render with Blender's Eevee or Cycles, you can quickly transfer your scenes to

Blender automatically converts shaders and lights to Blender's system. Conversely, if you've modeled, shaded, and lit your scene in Blender but need to render with Vray in Maya, you can effortlessly send your scene to Maya and convert shaders and lights to Maya's Vray render system, adjusting the quality as needed.

Compatibility:

- Blender 2.80 or above
  Maya 2017, Vray v4.0 (Vray Next) or above

- Save Setting: Save your preferences and settings for seamless communication with other users, mainly when collaborating with artists using different software.
- Folder Path: Set the folder path for transferring files between users.
- Add/Remove User: Easily manage different user settings for efficient asset transfer.
- SEND/GET: Send and retrieve objects between Blender and Maya.
- Options for sending/getting Mesh, Light, Camera, and Material related to Mesh.
- Additional options for fine-tuning the transfer process include adjusting light intensity and retaining object transformations.
- Set IES: Configure IES files for gray IES lights in Maya.
- Support for various Material Nodes, including BSDF_PRINCIPLED, VRayMtl, TEX_IMAGE, TEX_NOISE, INVERT, MIX_SHADER, NORMAL_MAP, and BUMP.

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