



MaxToMaya v2025.1

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MaxToMaya:

MaxToMaya is a powerful plugin designed to transfer 3ds Max scenes to Maya seamlessly with just two clicks.

It supports versions from 2015 to 2025 for both software. The plugin resolves common import/export issues automatically, ensuring the best results with minimal effort. It supports major rendering engines like Vray, Arnold, and Redshift, enabling the transfer of models, materials, and rigged characters while maintaining compatibility.

- **Streamlined Workflow:** Quickly transfer 3ds Max models and scenes to Maya, including those with Vray materials and settings.
- **Rendering Support:** Compatible with Vray for Maya, Arnold, and Redshift, ensuring a smooth material conversion.
- **Rigged Characters:** Maintain skin, morphs, and other rigging details for advanced animation workflows in Maya.
- **Cross-Version Support:** No need for matching versions of 3ds Max and Maya.
- **Artist-Friendly:** Ideal for 3D artists who want to expand their Maya libraries or leverage specific tools in 3DS Max for modeling.

MaxToMaya simplifies the integration of two leading 3D software programs, making it an invaluable tool for professionals seeking efficiency and flexibility in their workflows.



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