



## CryExporter 1.1 for Maya 5.0 Samples directory.

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In this directory, you will find a few samples for the CryExporter plugin for Maya. The samples are in .mb Maya scene files, and in exported format: .bld, .cgf and .caf files. There is also a small collection of textures used by these samples in the Objects and Textures subdirectories. Please copy the Objects and Textures subdirectories to your C:\MasterCD folder, keeping the directory structure. In this case, the Editor will be able to find the textures referred to by the samples.

A short description of the sample file content.

**SampleHelipad21b.mb** - a complex object with a lot of materials, textures and nodes.

**SampleMerc12b.mb** - a sample animated character. See the cryTemplate extra attributes attached to some of the shader nodes. This is not a production-quality character. You can export the character geometry (to a .cgf file) and animation (to a .caf file). This is described at the end of the CryExporter 1.1 for Maya 5.0 User's Manual.