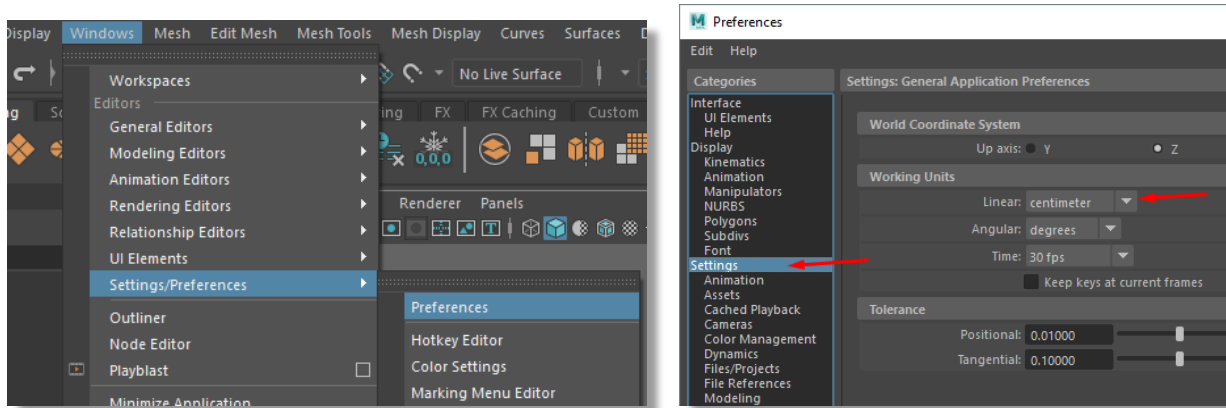


Maya Settings

Environment

Units:

Scale and dimensions in Maya are tied to working units. Unreal uses centimeters as its unit of scale so it is very important to change the Linear Working Units in Maya to match.



Also note the World Coordinate System setting. This is personal preference but for individuals that will be working extensively in both Maya and Unreal, changing this setting to Z may help with workflow as Unreal uses a Z up representation.

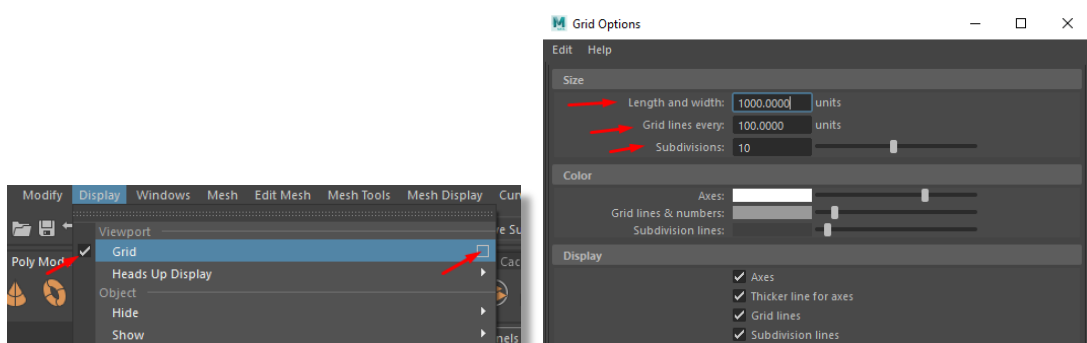
Grid:

These settings are personal preference but are incredibly useful especially when creating modular assets. This section will cover how to set up the grid to display meters.

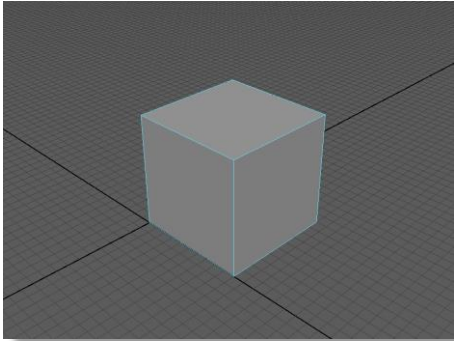
Setting Length and width to 1000 units will create a 20x20 meter grid. If you are modeling something larger then changing this parameter could be helpful.

Grid lines every 100 units will mark every meter.

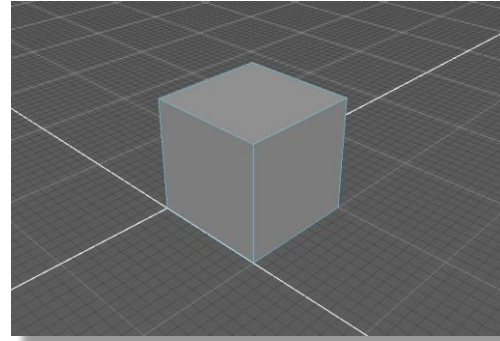
Subdivisions set to 10 will mark every 10cm within a meter which will help with a sense of scale and is the convention used Unreal.



Change the color of the Axes, Grid lines, and Subdivisions or they will be indistinguishable.



Without Color Change

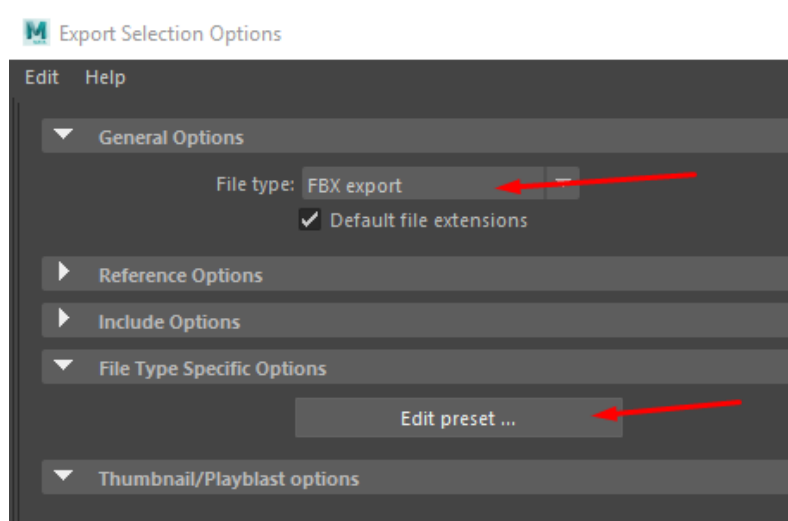
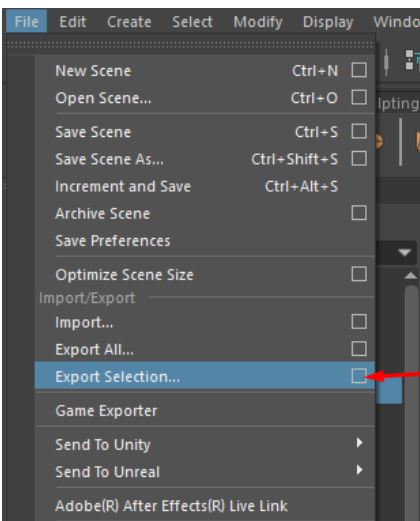


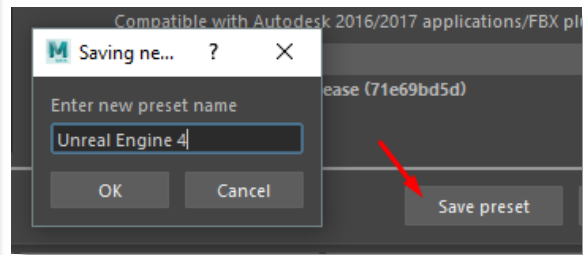
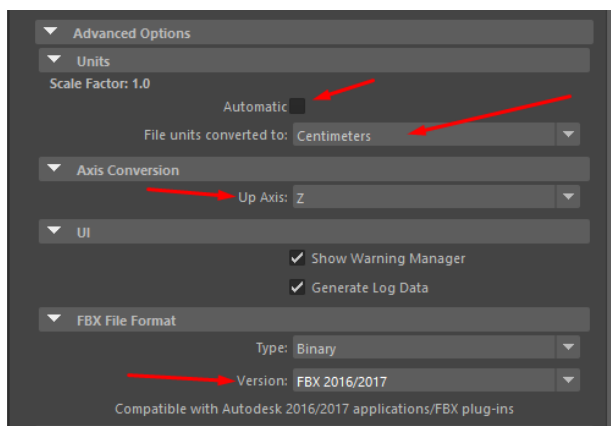
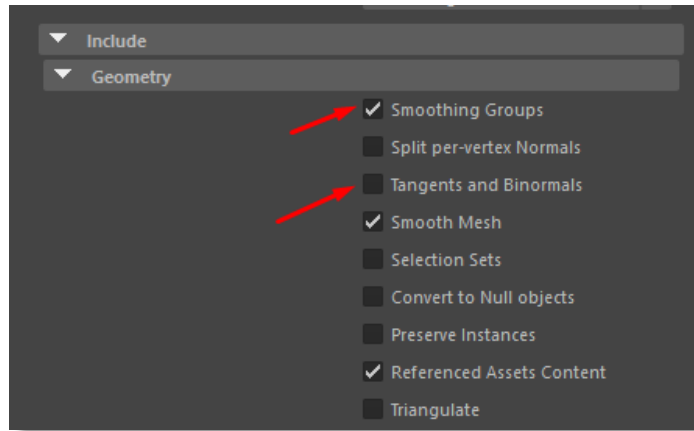
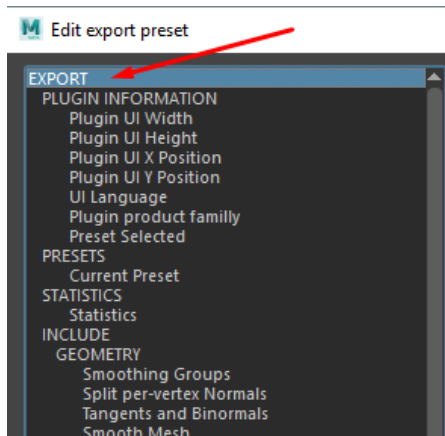
With Color Change

Exporting to Unreal

Settings:

There are several important export settings to ensure that models are properly exported.

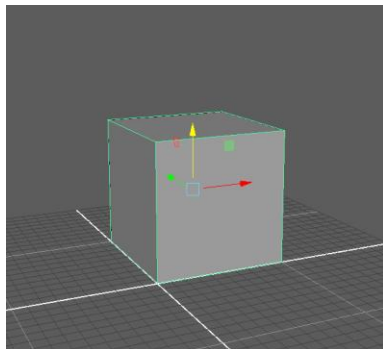




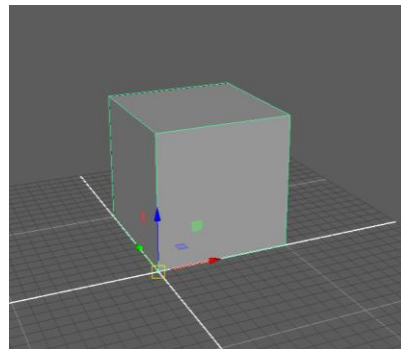
Save these settings as a preset for future exports and all necessary settings have been set up!

Pivot:

When exporting a model from Maya to Unreal the pivot will always be placed at the origin, regardless of where it is on the object. An easy way to manage this is to place the pivot in Maya and then move your object to the origin.



Even though the pivot is in the center of my object in Maya



It will be at the origin when imported into Unreal.