



modo® 401

This document lists file formats natively supported in modo 401

modo 401 is available for both Mac and PC

File Formats

| | | | |
|--------------|---|---------------------|--|
| Load Scene > | <ul style="list-style-type: none"> Luxology scene LXO Luxology scene LXO Solidworks model sldprt, sldasm[†] LightWave object LWO2, LWOB Autodesk DXF Autodesk FBX Autodesk 3ds Videscape GEO Adobe Illustrator EPS, AI Adobe Photoshop PSD Wavefront OBJ COLLADA DAE* Rhino 3DM* | Save As Operation > | <ul style="list-style-type: none"> Luxology scene LXO LightWave Object LWO Web3D X3D Autodesk DXF Autodesk FBX Autodesk FBX 2006.11 HPGL Plotter file PLT Layered PSD Videoscape GEO Wavefront OBJ COLLADA DAE* Rhino 3DM* |
| Load Image > | <ul style="list-style-type: none"> Flexible Precision image FLX Targa TGA Windows BMP Compuserve GIF Radiance High Dynamic Range HDR Adobe Photoshop PSD EULumDat LDT Radiance High Dynamic Range HDR JPEG 2000 JPEG Portable Network Graphic PNG SGI (SGI RGB RGBA BW) Tagged image file format TIF ies IES OpenEXR EXR | Save Image > | <ul style="list-style-type: none"> Flexible Precision image FLX Targa TGA Windows BMP Compuserve GIF Radiance High Dynamic Range HDR JPEG 2000 JP2 JPEG 2000 16 bit JP2 JPEG 2000 16 bit lossless JP2 Portable Network Graphic PNG Portable Network Graphic 16-bit PNG Adobe Photoshop PSD SGI RGB Tagged image file format TIF 16-bit TIF 16-bit uncompressed TIF OpenEXR EXR |

Notes >

Save Animation to Quicktime .MOV (not available in 64-bit)

.MDD files can be read into modo (to render animations created in other 3D applications)

*Separate download required

[†]Solidworks import is for 32-bit version of modo only