



modo 302

modo 302 was released in April, 2008 as a free, downloadable upgrade for registered modo 301 users.

The update is available for both Mac and PC.

File Formats Supported Natively in modo 302

File Open >	<ul style="list-style-type: none"> Luxology Scene .LXO Lightwave object .LWO Autodesk .DXF Adobe Illustrator .EPS Wavefront .OBJ Autodesk .FBX Adobe PhotoShop .PSD 	Animation import >	modo can read .MDD files to render animations created in other 3D applications (research Point Oven software for more information)
Save As >	<ul style="list-style-type: none"> Luxology scene .LXO Lightwave Object .LWO Web3D .X3D Autodesk .DXF Autodesk .FBX HPGL Plotter file .PLT Wavefront .OBJ Layered .PSD 	Load Image >	<ul style="list-style-type: none"> Adobe PhotoShop .PSD EULumDat .LDT .IES OpenEXR .EXR

File Formats Supported via modo Plug-ins

File Open >	<ul style="list-style-type: none"> Rhinoceros Plug-in .3DM Google Sketchup Plug-in .SKP 	Load Image >	via FreeImage
Save As >	<ul style="list-style-type: none"> Rhinoceros Plug-in .3DM 		<ul style="list-style-type: none"> .BMP .JIF .TGA .JPG .LBM .TIFF .JPEG .MNG .TIF .PNG .PCX .XBM .ICO .PBM .XPM .IFF .PGM .WBMP .JNG .PPM .HDR .RAS .GIF

For information on the Collada exporter for modo please visit SourceForge.net here:

<http://sourceforge.net/projects/colladamodo>