

## Ryzom - Feature # 879

<b>Status:</b>	New	<b>Priority:</b>	Low
<b>Author:</b>	Metal3d	<b>Category:</b>	Tools: Build Gamedata
<b>Created:</b>	05/11/2010	<b>Assignee:</b>	
<b>Updated:</b>	04/12/2012	<b>Due date:</b>	
<b>Subject:</b>	Add dae and or fbx art pipeline		
<b>Description</b>			
<p>To my current understanding the Ryzom project supports only .max files. While this is a good and tested art/animation pipeline, it is in a large way a limitation, especially for an opensource project. My feature request is to open up the pipeline to other less proprietary formats such as dae and fbx. I myself will be studying the code to see what can be done to achieve this and if I produce something useful I will share my findings with the community, as I believe a more open pipeline could only further this awesome project.</p>			

### History

#### #1 - 05/11/2010 10:30 am - kerval

Yes, we are planning to use COLLADA formats which will enable to export from any 3D editor to COLLADA and then convert COLLADA to NeL formats.

#### #2 - 05/15/2010 11:08 pm - RBrian

Progress so far-

i'm able to use opencollada to get the mesh data out of 3dsmax. However, material data didn't export. Next step is to modify the opencollada plugin to include NeL-specific data.

#### #3 - 05/17/2010 03:21 pm - vl

- Priority changed from Normal to Low

#### #4 - 03/02/2012 10:49 pm - kaetemi

<http://assimp.sourceforge.net/>

[http://dev.ryzom.com/projects/ryzom/wiki/Pipeline\\_3D\\_Export\\_Tool\\_Requirements](http://dev.ryzom.com/projects/ryzom/wiki/Pipeline_3D_Export_Tool_Requirements)

#### #5 - 04/12/2012 08:19 pm - kaetemi

- Category changed from Tools: Level Editor to Tools: Build Gamedata