









FBX and OBJ file formats are compatible with software: Maya, 3DS Max, Mudbox, AutoCAD, Inventor, Motion Builder, Revit, Softimage, ZBrush, MODO, 3D Coat, Keyshot SketchUp, Adobe Dimension CC, Rhinoceros, Lightwave, Vue xStream, SolidWorks, Houdini, Blender, Unreal Engine etc.

What's Included:

- Packaging 3D Models in OBJ and FBX file formats
- Cinema 4D R16+ Scene File (.C4D)
- Textures with layered TIFF file and UV-Mesh (4000x4000pix 300dpi), HDRI, Materials
- UV layout
- Renders, PDF readme

Note: you should have Octane Render 3.x get installed to render Cinema 4D scene file

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