



glTF Exporter

INSTALLATION GUIDE | MAYA 2026

Clean glTF 2.0 and GLB export by Reimagine Fx

REQUIRES Autodesk Maya 2026 | Windows 10/11 | Python tab in Script Editor

INSTALL IN FOUR STEPS

1

Copy the plugin folder

Place the complete RFX_GLTF_Exporter folder inside Documents/maya/2026/scripts.

2

Open Maya Script Editor

In Maya, open Windows > General Editors > Script Editor and select a Python tab.

3

Run the installer command

Paste the code below, replace <you> with your Windows username, then press Execute All.

```
import sys
sys.path.insert(0, r"C:/Users/<you>/Documents/maya/2026/scripts")
from RFX_GLTF_Exporter import install
install.install()
```

4

Launch the exporter

Click the RFXglTF shelf icon, or use Reimagine Fx Tools > glTF Exporter from Maya's main menu.

FIRST EXPORT

For iPhone, web viewers, or easy sharing:

Choose GLB, enable Embed Textures, select your meshes, and click Export. A successful export changes the action to Export Again and shows Done.

Recommended: GLB + Embed Textures

Need to launch manually? `import RFX_GLTF_Exporter; RFX_GLTF_Exporter.launch()`