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Scripts > SpeedTree SWA Importer for Maya

This Maya plug-in loads world-building data in SWA format. Its primary purpose is to reconstruct SpeedTree-generated forests in Maya.

Maya SpeedTree SWA Importer Plug-In Location

The Maya SpeedTree SWA Importer plug-in is located in a subdirectory of the SpeedTree Modeler installation folder: “[*SpeedTree Modeler Install Dir*]/Scripts/Maya/SpeedTreeSWAImporter.py”

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