

MODO indie & MARI indie FAQ

Basics

Q: What are MARI indie and MODO indie and how are they different than the full versions of MARI and MODO?

A: The indie products are available at a fraction of the cost but contain the full toolsets of MODO and MARI with some functional adjustments meant to service individual production needs. There are no individual commercial limitations on these products and can be used for paid projects.

Please see product comparison below for a more detailed functionality comparison.

Availability

Q: Where can I purchase MODO indie or MARI indie?

A: You can only purchase MODO indie and MARI indie on the Steam store at this time. We are visiting the possibility of releasing through other channels at a later date.

Q: Will you be offering a free trial any time soon?

A: We are currently in the process of measuring the demand for a free trial.

Features and Functionality

Q: What versions are MODO indie and MARI indie built off of?

A: MODO indie: MODO 801 SP3
MARI indie: MARI 2.6v3

Q: What is the feature comparison between MARI indie and full MARI?

A:

- Project file (.mra) linked to Steam account / cannot be shared with other users
- Export texture resolution size limited to 4k and 8-bit color per channel
- Allowed export formats: .psd, .png, .tga, .jpg
- Output formats no longer available .exr, .tif, .tiff, .hdr, .dds, and .ptx
- Python scripting disabled
- Object count is limited to 3 objects
- Custom shaders not allowed

Q: What is the feature comparison between MODO SE, MODO indie and full MODO?

A:

MODO	MODO SE	MODO indie
EULA : No restrictions, commercial for-profit use allowed	Eula: Personal, recreational and non-commercial use, except only that if Licensee uses the Software to create assets and content Licensee may sell such assets and content through Valve's Steam Workshop.	EULA : Commercial for-profit use allowed for individual use, or individuals of a sole-proprietorship organization where only one license of each variant is allowed
No export or poly limits	OBJ and FBX poly export limit 7k	OBJ and FBX export limit expanded to 100k polys
Source (.lxo) files not encrypted, users can share files	Source (.blx) files not encrypted	Source (.lxf) files are encrypted and locked to an individual Steam user ID/license
No limit	No limit	Limited Bake and Render resolution to 4k
Full dynamics toolset	Dynamics disabled	Full dynamics toolset
Full animation toolset	Animation disabled	Full animation toolset
Full rendering toolset	Rendering disabled, except for bake options under Bake menu	Full rendering toolset
Command eval options available	Command eval options in the system menu disabled	Command eval options in the system menu disabled
Command History panel available	Command History panel removed	Remove Commands, Scripts and results from Command History panel removed except Undo and History
Form Editor available	Form Editor removed	Form Editor added
Layout Menu Available	Layout menu disabled	Form Layout added
Python editor and third-party script loading available	Python editor and third-party script loading disabled	Python editor and third-party script loading disabled

Plugin loading available	Third-party plugin loading disabled	Third-party plugin loading disabled
Kit management options available	Kit management options from the system menu disabled	Kit management options from the system menu disabled
All Export options available	Export is FBX and OBJ only	Export is FBX and OBJ only
All Save As formats available	Prevents saving as anything other than .blx format, although can still import all formats.	Can only save in .lxf format, although can still import all formats.
All Image Save As formats available		Image save formats limited to .png and .jpg, .tiff and .exr
Dota 2 Export functionality not available	Direct export to Dota 2 functionality	Dota 2 Export functionality removed
Available on Win, Mac, Linux	Available on Win only	Available on Mac and Win only
Full stock content ships with product	Limited stock content available for download	Full stock content is available for download
N/A	MODO Steam Plugin allows loading of .blx files into Full MODO	MODO Steam Plugin will only work with MODO SE and not MODO indie

Q: Is MODO indie replacing MODO SE?

A: Yes, we have discontinued the sale and support of MODO SE.

Q: Will I still be able to use my MODO SE?

A: Yes, you own your MODO SE license and will still be able to use it through Steam. We will no longer support the product, however.

Q: I own MODO SE, can I upgrade to MODO indie?

A: Yes, the upgrade to MODO indie is free and is already in your account. Yay!

Q: Will I be able to load my MODO SE .blx files into MODO indie?

A: Yes.

Q: Does the MODO Steam Plugin work with MODO indie?

A: No, it only works with MODO SE.

Q: Will there be a new plugin that allows MODO indie owners to load their .lxf files into full MODO?

A: No.

Q: Can MODO be used for baking and can it bake normal maps that are properly configured for the major game engines?

A: MODO can be used for baking. We are currently improving our baking features to allow for baking of normal maps that are compliant with game engines.

Purchase and Pricing

Q: How much does a new seat of MODO indie and/or MARI indie?

A: \$299.99 and \$149.99, respectively.

Q: What are the subscription term options?

A: You can purchase a 1, 3 or 6 month subscription

Q: How much is saved on a 3 month or 6 month subscription?

A: You save 20% per month for a 3 month subscription and 33% for a 6 month subscription.

Q: I own MODO SE and want to purchase MARI indie, will I be able to do so at a discounted/bundle price?

A: No, you will have to pay full price (\$149.99) for MARI indie.

Q: I own MODO SE, will I get a discounted upgrade rate if I want to purchase MODO indie subscription or a MODO indie + MARI indie subscription?

A: Unfortunately we are not able to offer an upgrade discount on subscriptions.

Q: Will I be able to upgrade from MODO indie or MARI indie to the full version of MODO or MARI?

A: Yes, you may upgrade to the full version by contacting our sales department and providing proof (screenshot including product in account and Steam ID) that they own an indie version.

Q: What is the subscription cancellation policy?

A: Customers are allowed to cancel their subscription at any time through their Steam account. Users will be allowed to access their products until the subscription period has ended and will **not** be refunded a prorated amount.

Q: Is there a free demo (trial) of the product I can try?

A: We currently are not offering a free demo of the product.

System/Hardware Requirements

Q: What platforms does MODO indie and MARI indie support?

A: MODO indie will be available on Windows and Mac. MARI indie will be available on Windows, Mac and Linux.

Q: Will a Linux version of MODO indie be available soon?

A: We are in the process of evaluating the demand for a Linux version of MODO indie.

Q: What are the specific hardware requirements for MARI indie and MODO indie?

A:

MODO indie:

Windows

- OS: Windows 7 and 8 (only 64-bit supported)
- Processor: Intel Xeon/Core 2 Duo, Quad/Core i7 or AMD Opteron/ Phenom processor(s). Must support SSE2 instruction set.

Mac

- Mac® OS X 10.7 or later (only 64-bit supported)
- Intel processor(s), Core2Duo processor or higher.

General

- Memory: 2 GB RAM
- Hard Drive: 2 GB available space
- Graphics: OpenGL 2.0 accelerated graphics, at least 1280 x 800 resolution
- Network: Broadband Internet connection
- Additional Notes: Mouse or pointing device, including pressure sensitive tablets or 3Dconnexion 3D mouse
- Internet connection required to access Steam

MARI indie:

Linux

- 64-bit operating system (Ubuntu 12.04 LTS)

Mac:

- OS X 10.8.5 or above

Windows:

- Window 7 64-bit.

General

- Quad-core x86-based processor.
- A minimum of 5GB disk space available.
- At least 4GB RAM.
- Display with 1366 x 768 pixel resolution.
- An NVIDIA or AMD graphics card with at least 1GB of RAM and OpenGL 3.2 support.
- Internet connection required to access Steam

IMPORTANT MARI indie GPU REQUIREMENTS:

MARI indie works best on non-integrated graphics cards and requires the latest available drivers in order to work correctly. MARI indie GPU requirements will likely experience problems with integrated graphics cards such as the Intel 3000-5000.

Please ensure that your GPU is capable of supporting OpenGL 3.2 or above, with at least 1GB of GPU RAM and the latest release drivers installed.