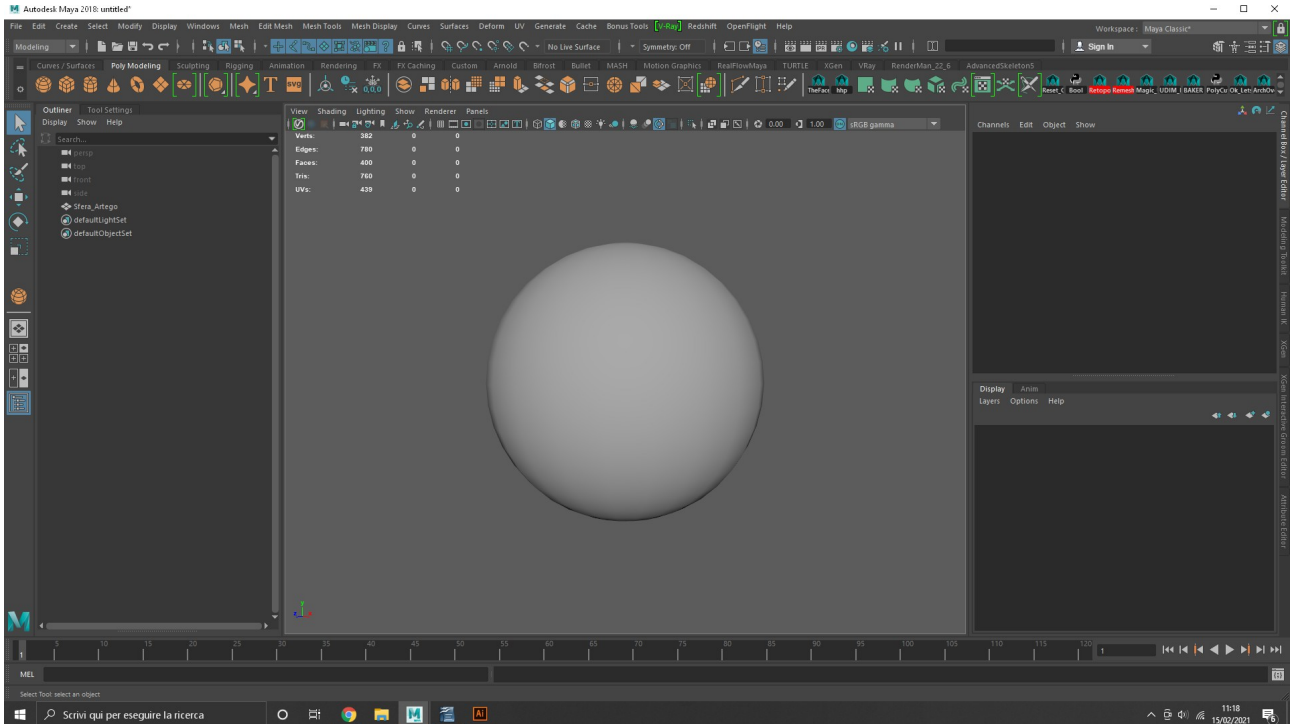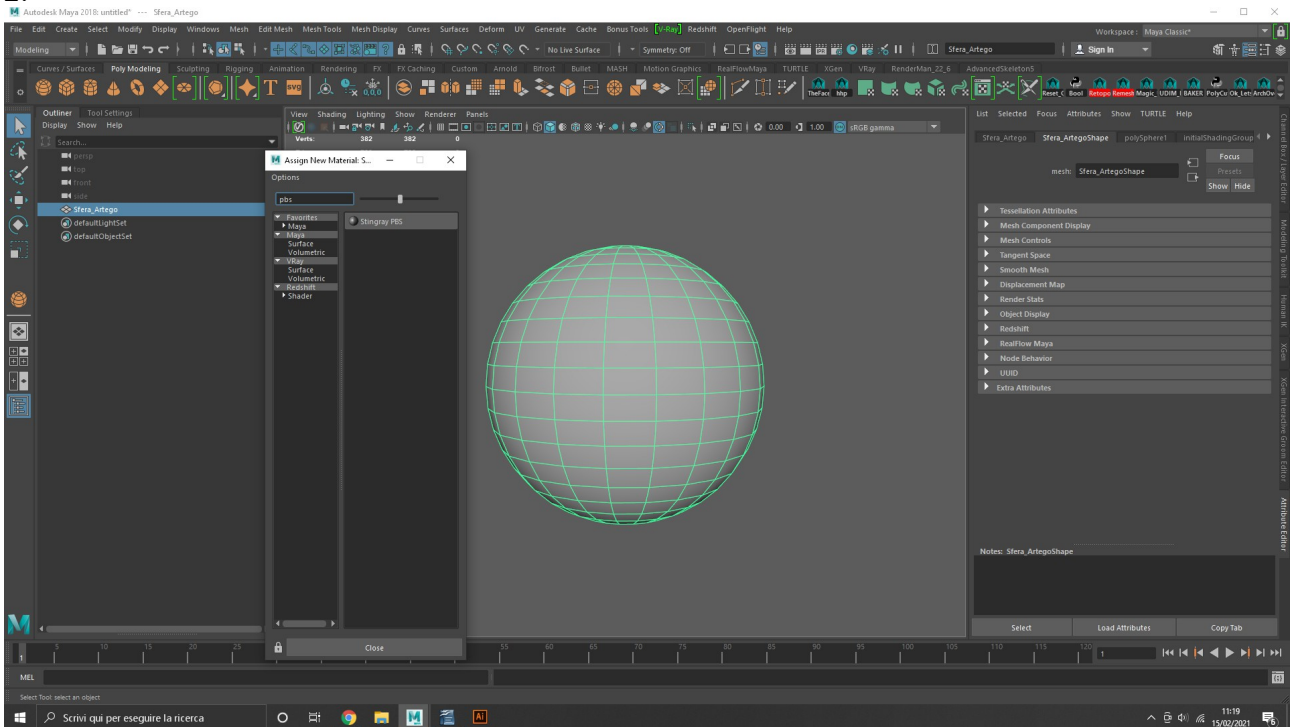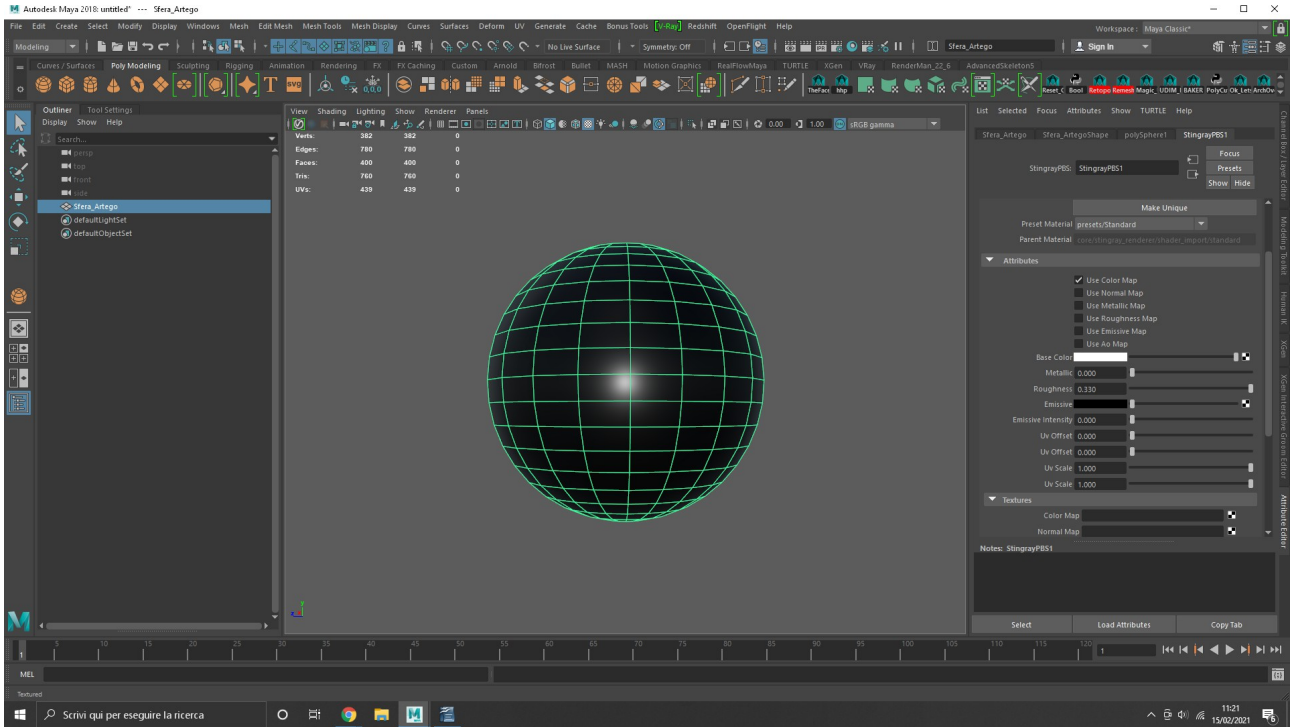1.

Open the object you want to bring in Artego.
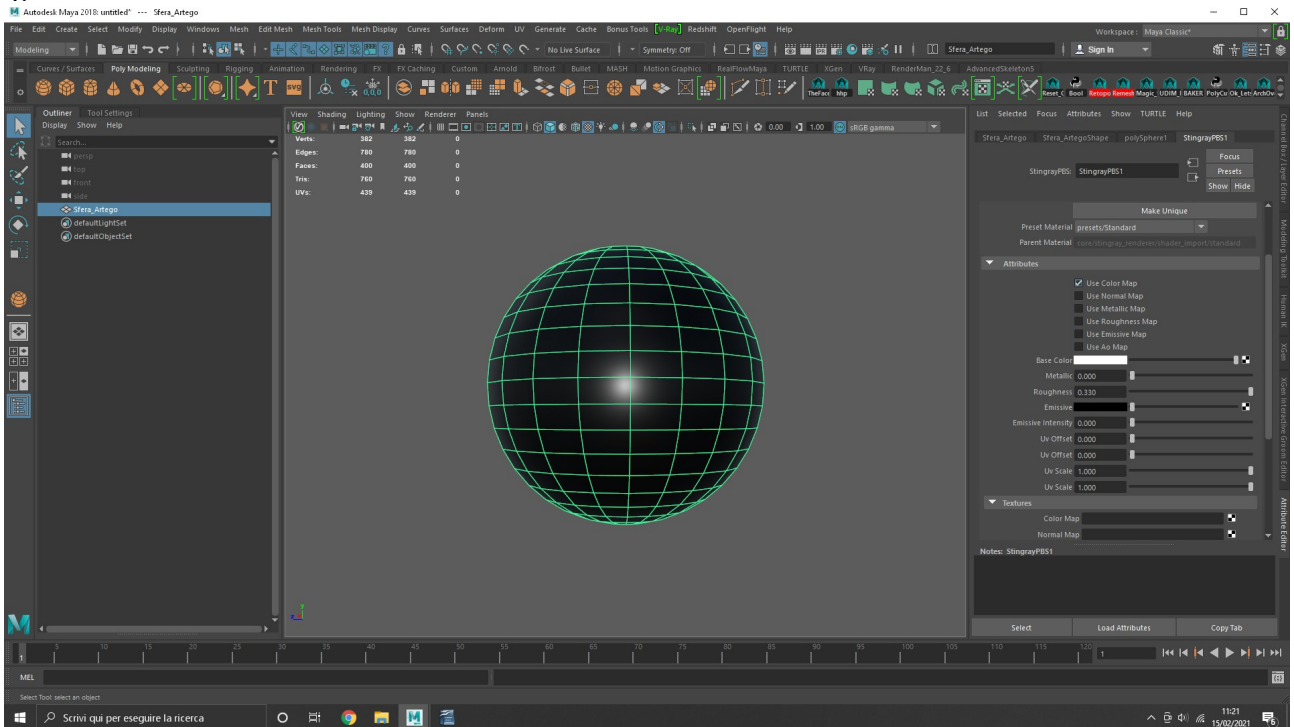
2.

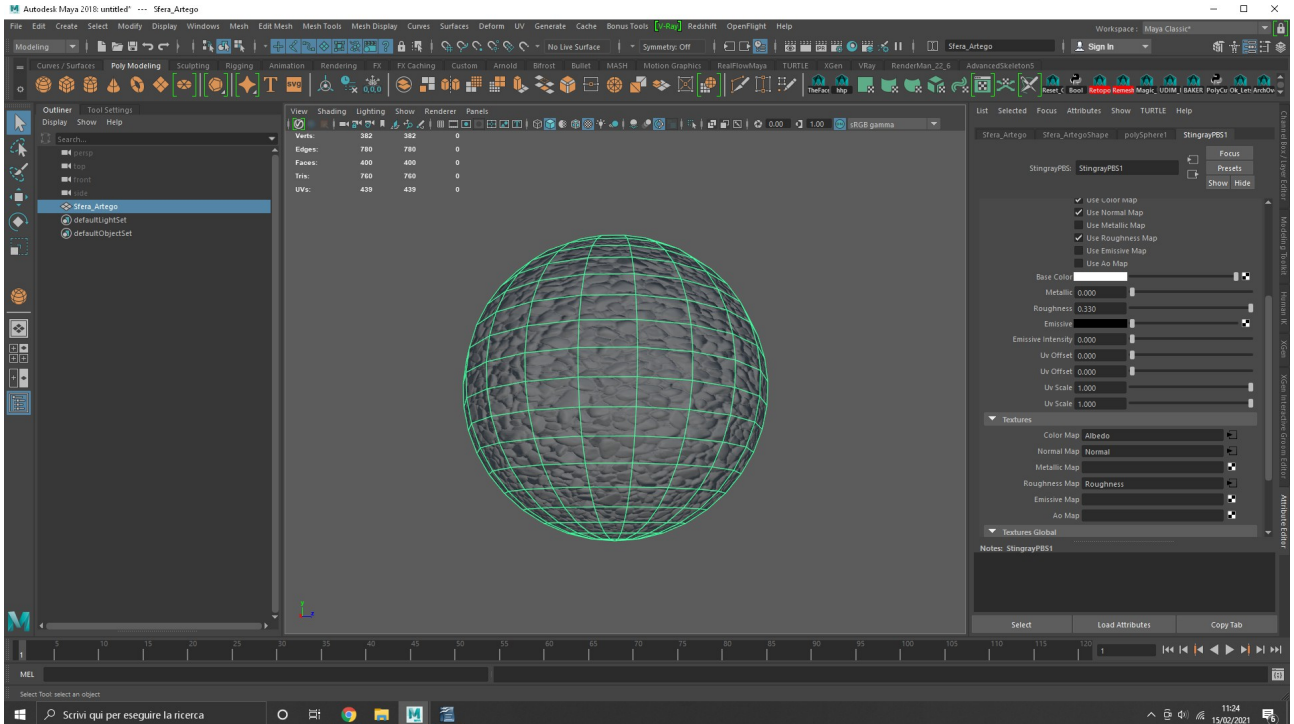Create a new PBS Stingray Material.

3.

Set Maya viewport to "Textured" pressing 6 or the relative button.
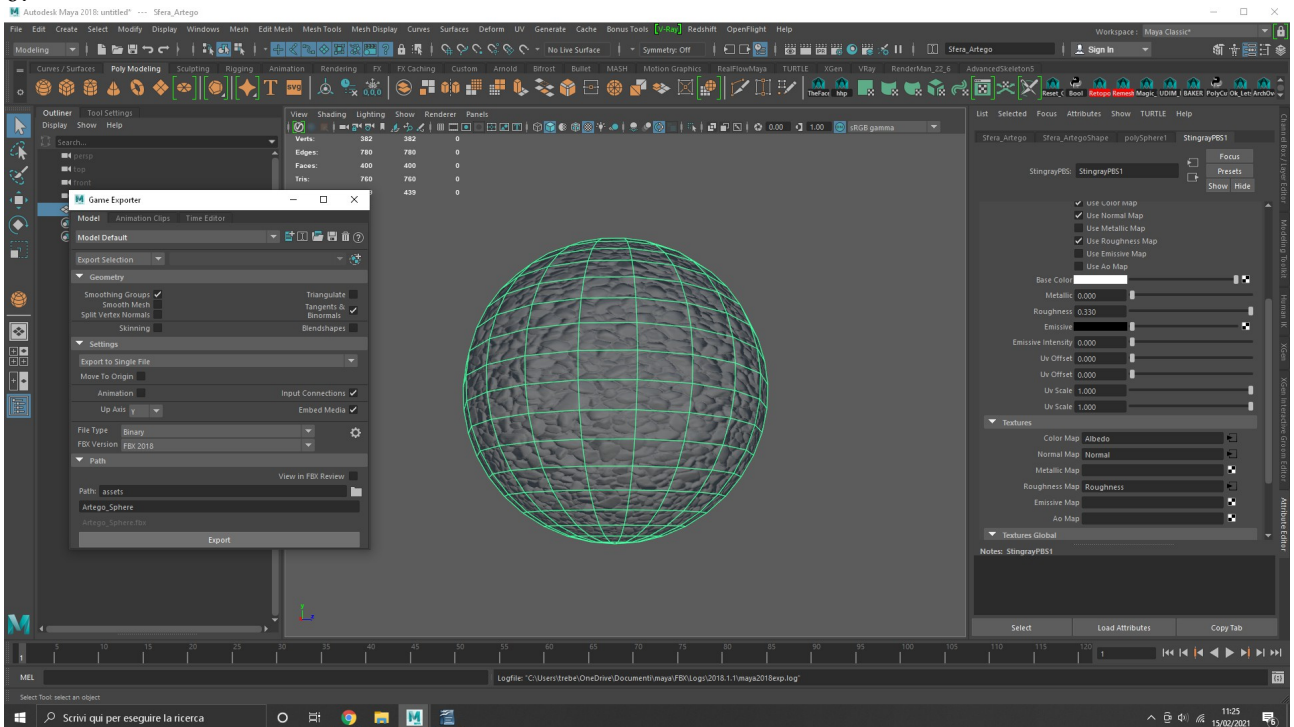
4.

Select which channel you want to texture.

5.

Select the textures you want to use.

6.

Export an FBX file with Smoothing Groups, Tangents and binormals, input connections and embed media checked.

The result will work in Artego Viewer as you textured in Maya. This method supports PBR workflow and if you want, you can create also metals using the metallic channel with textures or parameters.

This Material can also work in 3dsMax (2015 or above) as is written in this link: https://knowledge.autodesk.com/support/3ds-max/learn-explore/caas/CloudHelp/cloudhelp/2016/ENU/3DSMax/files/GUID-7EEAC650-7D26-40AE-AC14-577F7A2EF2B3-htm.html