

Modo Wind Down Q&A

Q: Why has Foundry made this decision?

After careful consideration, we have decided to discontinue Modos to focus our resources and efforts on our current products and new product development for the media and entertainment industry.

Q: Is there a possibility of open-sourcing Modos instead?

Unfortunately the complexity and cost of open-sourcing is prohibitive so there are no plans to open-source Modos.

Q: Is Foundry planning to develop any new tools that might incorporate Modos's technology or features?

While we are focusing on our core products and new solutions, we will consider all valuable technologies and features in our future development efforts. Stay tuned for updates on new products.

Q: What support will be provided for customers?

Customers on maintenance or subscription will receive support until their current contract term expires. We will continue to investigate and provide solutions and workarounds for issues, however we do not anticipate any further product releases (either feature releases or maintenance releases).

Q: Can I cancel my maintenance or subscription early?

Your maintenance or subscription will continue until the end of your current term and cannot be canceled early. We will continue to provide support for the remainder of your term. At renewal, your service will be automatically canceled and no further charges will be made - you do not need to request a cancellation.

Q: Will I receive any refunds or credits due to the wind-down announcement?

Your maintenance or subscription will continue until the end of your current term, so we will not be issuing refunds or credits. At renewal, your service will be automatically canceled and no further charges will be made - you do not need to request a cancellation.

Q: What if I encounter a critical issue with Modos after the wind-down?

Unfortunately since we are discontinuing Modos, we are unable to provide any further product releases (either feature releases or maintenance releases). We will continue to investigate and provide answers to your questions and workarounds for issues if available, but will not be able to fix all issues. We therefore recommend that customers migrate to alternative 3D workflows as soon as possible.

Q: Will Modos still work on future operating system updates after wind-down?

Modos may continue to function on future operating systems, but since we will not be issuing patches or updates to address potential conflicts, we cannot guarantee compatibility with

future operating system updates. We therefore recommend that customers migrate to alternative 3D workflows as soon as possible.

Q: How will this affect any plugins, integrations, or custom scripts I use with Modo?

Your current plugins, integrations and custom scripts should continue to work, but since we will not be issuing patches or updates to address potential conflicts, we cannot guarantee future compatibility as other products change. We therefore recommend that customers migrate to alternative 3D workflows as soon as possible.

Q: Will Modo downloads, documentation, forums and support channels continue to operate?

Modo's product downloads, docs, learning content, and support knowledgebase will be available until October 2025, after which they will be retired. The Modo forums will be available until December 2024.

Q: Will educational licenses for Modo still be offered?

Historically Modo has been included in Foundry's Education Collective license for schools, colleges and individual students and graduates. For education licenses which have already been issued, Modo will continue to work until the end of the current term, but at renewal, Modo will no longer be included in the collective.

Q: Will my perpetual license continue to work?

Perpetual licenses will remain valid, and you can continue to use the software in future for as long as you wish. However please note that no further updates, bug fixes, or support will be provided. We therefore recommend that customers migrate to alternative 3D workflows as soon as possible.

Q: Can a Modo license be transferred to another machine?

Yes. All customers on active maintenance or subscription will have received an email explaining how to obtain an extended license which can be moved between machines as needed. Inactive customers, or those who did not receive this email can contact licenses@foundry.com to request a license transfer.

Q: Why are you removing Learn & Support content after a year, given that 10-year license extensions are being provided?

Modo's product downloads, docs, learning content, and support knowledgebase will be available until October 2025, after which they will be retired. From this date onward customers can continue to use Modo but it will not be officially supported. We recommend that you download the Offline Help Versions of the HTML User Guide, PDF User Guide and PDF Release Notes, for your Modo version. You can download them from here: <https://learn.foundry.com/modo/content/releases.html>

Q: Why are you not providing extended Power Translators and Power SubD-NURBS licenses?

Power Translators and Power SubD-NURBS licenses were issued as perpetual licenses which are permanent and do not expire. You will always be able to run the version of Power Translators and Power SubD-NURBS you purchased. These plug-ins were developed and supported by a third-party developer. Since we will not be issuing patches or updates to

Modo in future, we cannot guarantee future compatibility as other products change. As such, we are discontinuing the sale of the Power Translators and Power SubD-NURBS plug-ins from our foundry.com store, and we recommend that customers migrate to alternative 3D workflows as soon as possible.

Q: Do we have a recommendation of what alternative 3D tools customers should migrate to?

Foundry software is part of many pipelines that involve various 3D applications. We would not be able to recommend a specific piece of software as it depends on preference and the nature of the specific work an artist may be doing. Maya, Max, Blender, Cinema 4D, 3D Coat, Zbrush, Plasticity etc. can all be good alternatives that you can choose to investigate depending on your needs.