



Autodesk®
FBX® for Softimage

Interoperability Chart

Version 2013

LEGEND	V	Perfect compatibility Data passed from a source application is recognized by the destination application, yielding identical results.
	C	Data (Converted) compatibility Two applications do not use identical algorithms to achieve certain functionality. Data passed between the applications is converted or interpolated to yield results that are functionally equivalent. The converted data, to some extent, can still be manipulated and edited.
	B	Emulated (Bake) compatibility Two applications have completely different capabilities, so transferring data between them requires that data be baked on export to an FBX file using the bake animation feature of the FBX plug-in. Baked data transfers visual fidelity. The ability to manipulate and edit baked data is limited.
	X	Not Supported Data is not recognized and therefore ignored on export.

			Softimage					
			.FBX	MotionBuilder	3DsMax	Maya	Mudbox	
GENERAL	Export Options	Audio Embedding	x	x	x	x	x	
		Texture Embedding	√	√	√	√	√	
		Portable .TIF Conversion	x	x	x	x	x	
		Export Selected	√	√	√	√	√	
	Names	Named Selection Sets*(group)	x	x	x	x	x	
		Object Names	√	√	√	√	√	
	Time Configuration	Frames Per Second (FPS) Rate	x	x	x	x	x	
		Fill Timeline	x	x	x	x	x	
	Miscellaneous	Groups	x	x	x	x	x	
		Display layers	x	x	x	x	x	
		Animation Layers	x	x	x	x	x	
		Reference model	C	x	x	x	x	
		Render Settings	x	x	x	x	x	
	Environment and effects	Ambient Lighting	√	√	x	x	x	
	OBJECTS	Transforms	Position/Rotation/scale	√	√	√	√	x
			Neutral pose	√	√	x	√	x
Camera		Perspective	√	C	C	C	x	
		Telephoto	√	√	C	C	x	
		Wide Angle	√	√	C	C	x	
		Orthographic	√	√	C	C	x	
		Stereo	√	C	x	√	x	
Geometry		Polygon Mesh	√	√	√	√	√	
		lattice	x	x	x	x	x	
		curve(nurbs)	√	√	C	C	x	
		Surface(NURBS)	x	x	C	C	x	
		Instances / References	x	x	x	x	x	
Helpers		Null	√	√	C	√	x	
		Standin/scene root	√	√	x	x	x	
		Implicit (Dummy objects)	C	C	C	C	x	
		Control Object	C	C	C	C	x	
		Skeleton(Chain Bone)	C	C	C	C	x	
Lights		Infinite(Directional)	√	√	√	√	x	
	Light Box(spot)	√	√	C	C	x		
	Neon	√	√	C	C	x		
DEFORMERS	Point Cache	√	√	√	√	x		
	Skin	Polygon	√	√	√	√	√	
		Lattice	x	x	x	x	x	
		NURBS(surface)	C	C	C	C	x	
MATERIALS	Types	Standard Materials	√	√	C	C	C	

		Textures	√	√	√	√	C
		Realtime Shaders	X	X	X	X	X
	Shader	Surface	X	X	X	X	X
		Volume	X	X	X	X	X
		Environment	X	X	X	X	X
		Contour	X	X	X	X	X
		displacement	X	X	X	X	X
		shadow	X	X	X	X	X
		Photon	X	X	X	X	X
		Photon Volume	X	X	X	X	X
		Bump Map	X	X	X	X	X
		Light Map	X	X	X	X	X
		Material(Shader)	X	X	X	X	X
	UVs	Single UVs set	√	C	√	√	C
		Multiple UVs sets	X	X	X	X	X
ANIMATION	Transform	Position	√	√	C	C	X
		Rotation	√	√	C	C	X
		Scaling	√	√	C	C	X
	Shapes	ShapeKey(ShapeTarget)	√	√	√	√	X
		Shapes Blending(anim)	√	√	√	√	X
	Key Types	Manual Slope	√	√	C	C	X
		Auto Slope	√	√	C	C	X
		Spline Slope	√	C	C	C	X
		Zero Slope Orientation	√	C	C	C	X
		Plateau Slope	√	C	C	C	X
		Point at Neighboring Key Slope	√	C	C	C	X
		Mirror Slope	√	C	C	C	X
		Zero Slopelength t(Break Point)	X	X	X	X	X
	Curve Interpolation	Spline Interpolation	√	C	C	C	X
		Linear Interpolation	√	√	C	√	X
		Stepped Interpolation	√	B	B	√	X
	Curve Pre/post extrapolation	Cycle	X	X	X	X	X
		Cycle with offset	X	X	X	X	X
		linear	X	X	X	X	X
		Constant	C	X	X	X	X
	System	Biped	√	√	√	√	X
		Bones	√	√	√	√	X
		Particle system	X	X	X	X	X
	Deformer	Shape	√	√	√	√	X
		Envelope	√	√	√	√	X
		Deform	√	√	√	√	X
	Constraints	Position	X	X	B	B	X
		Orientation	X	X	B	B	X
		Pose	X	X	B	B	X
		Scaling	X	X	B	B	X
Path		X	X	B	B	X	

		Direction	x	x	B	B	x
		Distance	x	x	B	B	x
		N Points	x	x	B	B	x
		Object to Cluster	x	x	x	x	x
		Chain Up Vector	B	B	B	B	x
MISC.	Custom Attributes	Text	C	x	B	B	x
		Boolean	x	x	x	x	x
		Integer	x	x	x	x	x
		Small Integer	x	x	x	x	x
		Float	x	x	x	x	x
	Hair		x	x	x	x	x
	ICE	deformation	B	B	B	B	B
		Particle	x	x	x	x	x
	Face Robot		x	x	x	x	x
	Vertex Color		x	x	x	x	x