Interoperability Chart

Version 2011

LEGEND		
	√	**Perfect compatibility** Data passed from a source application is recognized by the destination application, yielding identical results.
	C	**Data (interpolated) 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 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.

		Maya	.FBX	3DS MAX	MOTIONBUILDER	MUDBOX
GENERAL	Export Options	Audio Embedding	X	X	X	X
		Texture Embedding	√	√	√	√
		Export Selected	√	√	√	√
	Names	Object Names	√	√	√	√
		Prefix	√	√	√	√
		NameSpace	√	√	√	√
	Time Configuration	Frames Per Second (FPS) Rate	X	X	√	X
	Render Settings	Pixel/Device Aspect Ratio	√	√	√	X
		Image Size (Width/Height)	√	√	X	X
OBJECTS	Camera Types	Free	√	√	√	√
		Aim	√	√	√	C
		Aim and Up	√	C	√	C
		Stereo	√	X	X	X
	Geometry	Polygon	√	√	√	√
		Polygon Smooth Mesh Preview	√	√	B	B
		NURBS	√	√	√	X
		SubD	X	X	X	X
		Curves	√	√	X	X
		Instances	√	√	C	B
	Miscellaneous	Locators	√	√	√	X
		Groups	√	C	√	X
		Sets	√	√	X	C
		Reference Objects	B	B	B	B
		Display Layers	√	√	X	X
	Lights	Ambient	C	C	C	X
		Directional	√	√	√	X
		Point	√	C	√	X
		Spot	√	√	√	X
		Area	C	C	C	X
		Volume	C	C	C	X
ANIMATION	Tangent Types	Spline	√	C	√	X
		Linear	√	√	√	X
		Clamped	√	C	√	X
		Stepped	C	√	√	X
		Stepped Next	C	X	√	X
		Flat	C	C	√	X
		Fixed	√	C	C	X
		Plateau	C	C	C	X
		Weighted Tangents	√	√	√	X

		Broken Tangents	√	√	√	X
	Animation Layers	Animation Layers	√	X	√	X
	Quaternion	Quaternion	C	C	C	X
	Extrapolation	Pre / Post Infinity	√	√	X	X
	Dynamics	nCloth	B	B	B	X
		Particles	X	X	X	X
	Constraints	Point	√	B	√	X
		Aim	√	B	√	X
		Orient	√	B	√	X
		Scale	√	B	√	X
		Parent	√	B	√	X
		IK	√	B	√	X
DEFORMERS	**Joints**	Joints	√	√	√	X
	Smooth Bind	Polygon	√	√	√	X
		NURBS	√	√	√	X
		SubD	X	X	X	X
	Rigid Bind	Polygon	√	C	√	X
		NURBS	√	C	√	X
		SubD	X	X	X	X
	Blend Shapes	Polygon	√	√	√	C
		NURBS	√	√	√	X
		SubD	X	X	X	X
	Clusters	Polygon	C	C	C	X
		NURBS	C	C	C	X
		SubD	X	X	X	X
	Lattice	Polygon	X	X	X	X
		NURBS	X	X	X	X
		SubD	X	X	X	X
	Geometry Cache	Polygon	√	√	√	X
		NURBS	√	X	X	X
		SubD	X	X	X	X
		Float	√	√	√	X
		Double	√	C	√	X
MATERIALS	**Basic Materials**	Anisotropic	C	C	C	C
		Blinn	C	C	C	C
		Lambert	√	C	C	C
		Layered Shader	X	C	C	C
		Ocean Shader	X	X	X	X
		Phong	√	√	C	C
		Phong E	C	C	C	C
		Ramp Shader	X	X	X	X
		Shading Map	X	X	X	X
		Surface Shader	X	X	X	X
		Use Background	X	X	X	X
	Hardware Shaders	CGFX (OpenGL)	√	X	X	X
		HLSL (DirectX)	√	√	X	X

	Utilities	Bump 2d	√	√	C	√
	Textures	2d Placement	√	√	√	√
		3d Placement	X	X	X	X
		Layered Texture	C	C	C	C
	UV Sets	Multiple UV Sets	√	√	X	X
FBIK	**FBIK**	Biped	√	B	√	X
		Quadruped	√	B	√	X
MISC.	**Extra Attributes**	Vector	√	X	√	X
		Integer	√	√	√	X
		String	√	√	√	X
		Float	√	√	√	X
		Boolean	√	√	√	X
		Enum	√	√	√	X