



Autodesk[®]
FBX[®] for Maya

Interoperability Chart

Version 2010.2

LEGEND	V	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	√	√	√	√
		Portable .tif Conversion	C	C	C	√
		Export Selected	√	√	√	√
	Names	Object Names	√	√	√	√
		Prefix	√	√	√	√
		NameSpace	√	√	√	√
	Time Configuration	Frames Per Second (FPS) Rate	X	X	√	X
		Start / End Times	√	√	√	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	B	B	B	B
	Miscellaneous	Locators	√	√	√	X
		Groups	√	C	√	X
		Sets	C	C	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	Bones	Joints	√	√	√	X
	Tangent Types	Spline	C	C	C	X
		Linear	C	C	√	X
		Clamped	C	C	C	X
		Stepped	C	√	√	X
		Stepped Next	C	X	√	X
		Flat	C	C	C	X
		Fixed	√	C	C	X
		Plateau	C	C	C	X

		Weighted Tangents	√	√	√	X
		Broken Tangents	√	√	√	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	Smooth Bind	Polygon	√	√	√
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	C	X
		SubD	X	X	X	X
	Float	√	√	√	X	
	Double	√	√	√	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	√	√	X	√

	Textures	2d Placement	√	√	√	√
		3d Placement	X	X	X	X
		Layered Texture	C	C	X	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