



Autodesk<sup>®</sup>  
FBX<sup>™</sup> for MotionBuilder

## Interoperability Chart

Version 2012

LEGEND	V	<b>Perfect compatibility</b>  Data passed from a source application is recognized by the destination application, yielding identical results.
	C	<b>Data (Converted) compatibility</b>  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.
	P	<b>Emulated (Baking, Plotting) compatibility</b>  Two applications have completely different capabilities, so transferring data between them requires that data be plotted in MotionBuilder before saving to an FBX file . Plotted data maintains visual fidelity. The ability to manipulate and edit plotted data is limited.
	X	<b>Not Supported</b>  Data is not recognized and therefore ignored.

		MOTIONBUILDER	.FBX (FILE SAVE)	3DS MAX (FBX IMPORT)	MAYA (FBX IMPORT)	SOFTIMAGE (FBX IMPORT)
GENERAL	Export Options	Audio Embedding	√	X	X	X
		Texture Embedding	√	√	√	√
		File/Export	C	C	C	C
	Names	Object Names	√	√	C	√
		Namespace	√	√	√	X
	Transport Controls	Frames per Second (FPS Rate)	√	X	X	√
		Start / End Time	√	C	C	X
OBJECTS	Cameras	Camera	√	√	√	√
		Camera Switcher	√	X	X	X
		Foreground Plate	√	X	√	X
		Background Plate	√	X	√	X
		Stereo Camera	√	X	√	X
		Pixel Ratio	√	√	√	√
	Geometry	Polygon	√	√	√	√
		Nurbs	√	√	√	√
		Curves	√	X	X	X
	Miscellaneous	Nulls	√	C	C	√
		Handles	√	X	X	X
		Markers	√	C	C	C
		Notes	√	X	X	X
		Opticals	√	C	C	C
		Gobos	√	X	X	X
	Lights	Point	√	√	√	√
		Infinite	√	√	√	√
		Spot	√	√	√	√
	MATERIALS/ SHADERS	Shading Elements	Basic Material	√	√	√
Texture			√	√	√	√
Layered Texture			√	C	C	X
Shaders		Bump Map	√	C	C	X
		CgFx	√	X	X	X
		Dynamic Lighting	√	X	X	X
		Edge Cartoon	√	X	X	X
		Faceted	√	X	X	X
		Flat	√	X	X	X
		Lighted	√	X	X	X
		Live Shadow	√	X	X	X
		Matte	√	X	X	X
		Multilevel Cartoon	√	X	X	X

		Particle	√	X	X	X
		Reflection	√	X	X	X
		Selective Lighting	√	X	X	X
		Shadow Map	√	C	C	C
		Wire Frame	√	X	X	X
<b>ANIMATION</b>	<b>Animation Layers</b>	Animation Layers	√	P	√	X
	<b>Character Solvers</b>	MotionBuilder Character Solver	√	X	C	X
		HIK 4.5	√	X	√	X
	<b>Skeleton</b>	Skeleton Node	√	C	√	C
		Skeleton Root	√	C	C	C
	<b>Tangent Types</b>	Auto Tangent	√	√	√	√
		Linear Tangent	√	√	√	√
		Step Tangent	√	√	√	√
	<b>Tangent Types (classic)</b>	Bezier-Clamp	√	P	C	C
		Bezier Auto	√	P	C	C
		Bezier User	√	C	C	C
		TCB	√	C	C	C
		Constant Normal	√	C	C	C
		Constant Next	√	P	C	C
		Linear	√	√	√	√
		Quaternion	√	C	P	P
	<b>Extrapolation (Infinite)</b>	Pre-Extrapolate. Constant	√	√	√	√
		Pre-Extrapolate. Repetition	√	√	√	X
		Pre-Extrapolate. Mirror Repetition	√	√	√	X
		Pre-Extrapolate. Keep Slope	√	√	√	X
		Post-Extrapolate. Constant	√	√	√	√
		Post-Extrapolate. Repetition	√	√	√	X
		Post-Extrapolate. Mirror Repetition	√	√	√	X
		Post-Extrapolate. Keep Slope	√	√	√	X
	<b>Constraints</b>	3 Points	√	P	P	P
		Aim	√	P	√	P
		Chain IK	√	P	√	X
		Expression	√	P	P	P
		Mapping	√	P	P	P
Multi Referential		√	P	P	P	
Parent/Child		√	P	√	P	
Path		√	P	P	P	
Position		√	P	√	P	
Range		√	P	P	P	
Relation		√	P	P	P	
Rigid Body		√	P	P	P	
Rotation		√	P	√	P	
Scale		√	P	√	P	