



Autodesk[®]
MotionBuilder[®]

Interoperability Chart

Version 2010

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.
	P	Emulated (Plotting) compatibility 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	Not Supported Data is not recognized and therefore ignored.

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

ANIMATION		Reflection	√	X	X
		Selective Lighting	√	X	X
		Shadow Map	√	X	X
		Wire Frame	√	X	X
		Skeleton			
		Skeleton Node	√	C	C
		Skeleton Root	√	C	C
		Tangent Types			
		Bezier-Clamp	√	P	C
		Bezier Auto	√	P	C
		Bezier User	√	C	C
		TCB	√	C	P
		Constant Normal	√	C	C
		Constant Next	√	P	C
		Linear	√	√	√
		Quaternion	√	C	P
		Extrapolation (Infinite)			
		Pre-Extrapol. Constant	√	√	√
		Pre-Extrapol. Repetition	√	√	√
		Pre-Extrapol. Mirror Repetition	√	√	√
	Pre-Extrapol. Keep Slope	√	√	√	
	Post-Extrapol. Constant	√	√	√	
	Post-Extrapol. Repetition	√	√	√	
	Post-Extrapol. Mirror Repetition	√	√	√	
	Post-Extrapol. Keep Slope	√	√	√	
	Constraints				
	3 Points	√	P	P	
	Aim	√	P	√	
	Chain IK	√	P	√	
	Expression	√	P	P	
	Mapping	√	P	P	
	Multi Referential	√	P	P	
	Parent/Child	√	P	√	
	Path	√	P	P	
	Position	√	P	√	
	Range	√	P	P	
	Relation	√	P	P	
	Rigid Body	√	P	P	
	Rotation	√	P	√	
	Scale	√	P	√	