



Autodesk®
FBX® for Mudbox

Interoperability Chart

Version 2011

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 compatibility Two applications have completely different capabilities. Data passed between the applications requires either converting or baking the unsupported elements during or prior to the export process.
	X	Not Supported Data is not recognized and therefore ignored.

		Mudbox	.FBX	3DS MAX	MAYA
GENERAL	Export Options	Texture Embedding	C	C	C
		Reference Textures From .mud file	√	√	√
		Export Selected	√	√	√
		Export Layers as Blendshapes	C	C	C
		Flatten Paint Layers on Export	√	√	√
	Names	Object Names	√	√	C
OBJECTS	Cameras	Perspective	X	X	X
		Stencil	X	X	X
		Image	X	X	X
	Geometry	Polygon Mesh	√	√	√
		UV Coordinates	√	√	√
		Sculpt Layers	C	C	C
	Curves	Circle	X	X	X
		French Curve	X	X	X
		Square	X	X	X
		Straight Line	X	X	X
	Lights	Point	X	X	X
		Directional	X	X	X
		Image Based	X	X	X
	Misc.	Selection Sets	X	X	X
		Joints	X	X	X
Weights		X	X	X	
Pivot		X	X	X	
MATERIALS	Materials	Mudbox Material	√	C	C
		Simple Blinn	X	X	X
		Lit Sphere	X	X	X
		CgFX Based Material	X	X	X
	Paint Layers / Map Channels	Diffuse	√	√	√
		Specular	√	√	√
		Gloss	√	√	√
		Incandescence	√	√	√
		Bump Map	√	√	√
		Bump Depth	X	X	X
		Normal Map	√	√	√
		Reflection Mask	√	X	√
		Reflection	√	√	√
		Reflection Strength	√	√	√
	Paint Layers / Blending Mode	Normal	√	√	√
		Multiply	√	√	√

		Add	√	√	√
		Screen	B	B	B
		Overlay	B	B	B