



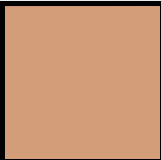
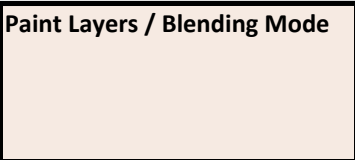
Autodesk®  
FBX® for Mudbox

## 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.
	B	<b>Emulated compatibility</b>  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	<b>Not Supported</b>  Data is not recognized and therefore ignored.

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

	<b>Paint Layers / Blending Mode</b> 	Multiply	√	√	√	×
		Add	√	√	√	√
		Screen	B	B	B	B
		Overlay	B	B	B	B