

Autodesk® Mudbox™ 2010



Autodesk®

Interoperability Chart

Version 2010

LEGEND	✓	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.
	X	Not Supported Data is not recognized and therefore ignored.

		MUDBOX	.FBX	3DS MAX	MAYA
GENERAL	Export Options	Texture Embedding	X	X	X
		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
	MATERIALS	Materials	Mudbox Material	√	C
Simple Blinn			X	X	X
Lit Sphere			X	X	X
CgFX Based Material			X	X	X
Paint Layers / Map Channels		Diffuse	√	√	√
		Specular	√	√	√
		Gloss	√	√	√
		Specular2	X	X	X
		Gloss2	X	X	X
		Bump Value	√	√	√
		Bump Depth	X	X	X
		Reflection Mask	√	X	√
		Reflection	√	√	√
		Reflection Strength	√	√	√