



Autodesk®
FBX® for Softimage

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 (Bake) compatibility Two applications have completely different capabilities, so transferring data between them requires that data be baked on export to an FBX file using the bake animation feature of the FBX plug-in. Baked data transfers visual fidelity. The ability to manipulate and edit baked data is limited.
	X	Not Supported Data is not recognized and therefore ignored on export.

		Softimage	.FBX	
GENERAL	Export Options	Audio Embedding	x	
		Texture Embedding	x	
		Portable .TIF Conversion	x	
		Export Selected	√	
	Names	Named Selection Sets	x	
		Object Names	√	
	Time Configuration	Frames Per Second (FPS) Rate	x	
		Start / End Times	x	
	Miscellaneous	Groups / Assemblies	x	
		Display / Animation Layers	x	
		Render Settings	x	
	OBJECTS	Camera	Target	√
			Free	√
Geometry		Polygon	√	
		Surface(NURBS)	√	
		Instances / References	C	
Helpers		Null	C	
		Control Object	C	
		Skeleton(Chain Bone)	C	
Lights		Target Spot	√	
		Free Spot	√	
		Infinite(Directional)	√	
		Point	√	
Other		NURBS Curves	x	
TRANSFORM MATRIX		Standard(Local)	Position	√
	Rotation		√	
	Scaling		√	
DEFORMERS	Skin	Polygon	√	
		NURBS	x	
MATERIALS	Types	Standard Materials	√	
		Reatime Shaders	x	
		Node based shaders	x	
	UVs	Single UVs set	√	
		Multiple UVs sets	√	
ANIMATION	Transform	Position	√	
		Rotation	√	
		Scaling	√	
	Shapes	ShapeKey(ShapeTarget)	√	
		Shapes Blending	x	

	Constraints	Position	B
		Orientation	B
		Pose	B
		Scaling	B
		Path	B
		Direction	B
		Distance	B
		N Points	B
		Object to Cluster	B
		IK Solvers	B
		MISC.	Custom Attributes
Boolean	√		
Integer	√		
Small Integer	√		
Float	√		