



**Autodesk<sup>®</sup>**  
FBX<sup>®</sup> for Softimage

## Interoperability Chart

Version 2012

LEGEND		<b>Perfect compat bility</b>  Data passed from a source applicat on is recognized by the dest nat on applicat on, yielding ident cal results.
	<b>C</b>	<b>Data (Converted) compat bility</b>  Two applicat ons do not use ident cal algorithms to achieve certain funct onality. Data passed between the applicat ons is converted or interpolated to yield results that are funct onally equivalent. The converted data, to some extent, can st ll be manipulated and edited.
	<b>B</b>	<b>Emulated (Bake) compat bility</b>  Two applicat ons have completely di erent capabilities, so transferring data between them requires that data be baked on export to an FBX file using the bake animat on feature of the FBX plug-in. Baked data transfers visual fidelity. The ability to manipulate and edit baked data is limited.
	<b>X</b>	<b>Not Supported</b>  Data is not recognized and therefore ignored on export.

		SOFTIMAGE	.FBX	MOTIONBUILDER	3DSMAX	MAYA	MUDBOX
GENERAL	Export Options	Audio Embedding	X	X	X	X	X
		Texture Embedding					
		Portable .TIF Conversion	X	X	X	X	X
		Export Selected					
	Names	Named Selection Sets*(group)	X	X	X	X	X
		Object Names					
	Time Configuration	Frames Per Second (FPS) Rate	X	X	X	X	X
		Fill Timeline	X	X	X	X	X
	Miscellaneous	Groups	X	X	X	X	X
		Display layers	X	X	X	X	X
		Animation Layers	X	X	X	X	X
		Reference model	C	C	X	X	X
		Render Settings	X	X	X	X	X
	Environment and Effects	Ambient Lighting		X	C	X	X
	OBJECTS	Transforms	Position/Rotation/Scale				
Neutral pose					X		X
Camera		Perspective		C	C	C	X
		Telephoto		C	C	C	X
		Wide Angle		C	C	C	X
		Orthographic		C	C	C	X
		Stereo		C	X	C	X
Geometry		Polygon Mesh					
		Lattice	X	X	X	X	X
		Curve(Nurbs)	C	X	C	C	X
		Surface(NURBS)		C	C	C	X
		Instances / References	X	X	X	X	X
Helpers		Null			C		X
		Standing/scene root			X	X	X
		Implicit (Dummy objects)	C	C	C	C	X
	Control Object	C	C	C	C	X	
	Skeleton(Chain Bone)	C	C	C	C	X	
Lights	Infinite(Directional)					X	
	Light Box(spot)		C	C	C	X	
	Neon	C	C	C	C	X	
DEFORMERS	Point Cache					X	
	Skin	Polygon					
		Lattice	X	X	X	X	X
NURBS(surface)			C	C	C	X	
MATERIALS	Types	Standard Materials			C	C	C

		Textures						C	
		Real time Shaders	X	X	X	X	X	X	
	Shader	Surface	X	X	X	X	X	X	
		Volume	X	X	X	X	X	X	
		Environment	X	X	X	X	X	X	
		Contour	X	X	X	X	X	X	
		displacement	X	X	X	X	X	X	
		shadow	X	X	X	X	X	X	
		Photon	X	X	X	X	X	X	
		Photon Volume	X	X	X	X	X	X	
		Bump Map	X	X	X	X	X	X	
		Light Map	X	X	X	X	X	X	
		Material( Shader)	X	X	X	X	X	X	
	UVs	Single UVs set		C				C	
		Multiple UVs sets	X	X	X	X	X	X	
ANIMATION	Transform	Position		C	C	C	C	X	
		Rotation		C	C	C	C	X	
		Scaling		C	C	C	C	X	
	Shapes	ShapeKey(ShapeTarget)							X
		Shapes Blending(anim)							X
	Tangent Types	Manual Slope		C	C	C	C	C	X
		Automatic Slope		C	C	C	C	C	X
		Spline Slope		C	C	C	C	C	X
		Zero Slope Orientation		C	C	C	C	C	X
		Plateau Slope		C	C	C	C	C	X
		Point at Neighboring Key Slope		C	C	C	C	C	X
		Mirror Slope		C	C	C	C	C	X
		Zero Slope length ( Break Point)	X	X	X	X	X	X	X
	Interpolation	Spline Interpolation		C	C	C	C	C	X
		Linear Interpolation	X	X	X	X	X	X	X
		Constant Interpolation		X			C		X
		SI 3D curve	X	X	X	X	X	X	X
	System	Biped	C		C		X		X
		Bones	C		C				X
		Part of system	X	X	X	X	X	X	X
	Deformer	Shape		C	C	C	C	C	X
		Envelope							X
		Deform							X
	Constraints	Position	C	C	C	C	C	C	X
		Orientation	C	C	C	C	C	C	X
		Pose	C	C	C	C	C	C	X
		Scaling	C	C	C	C	C	C	X
Path		C	C	C	C	C	C	X	
Direction		C	C	C	C	C	C	X	
Distance		C	C	C	C	C	C	X	
N Points		C	C	C	C	C	C	X	

		Object to Cluster	X	X	X	X	X
		Chain Up Vector	C	C	C	C	X
MISC.	Custom Attributes	Text	C	C	C	C	X
		Boolean	X	X	X	X	X
		Integer	X	X	X	X	X
		Small Integer	X	X	X	X	X
		Float	X	X	X	X	X
	Hair		X	X	X	X	X
	ICE	deformation	B	B	B	B	B
		Particle	X	X	X	X	X
	Face Robot		X	X	X	X	X
	Vertex Color		X	X	X	X	X