Autodesk® FBX® for Softimage

Interoperability Chart
Version 2012

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.
	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	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	√	√	√	√	x
		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
		Standin/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**	Point Cache	√	√	√	√	x
	Skin	Polygon	√	√	√	√	√
		Lattice	x	x	x	x	x
		NURBS(surface)	√	c	c	c	x
MATERIALS	**Types**	Standard Materials	√	√	c	c	c

			1	2	3	4	5
		Textures	√	√	√	√	c
		Realtime Shaders	x	x	x	x	x
	Shader	Surface	x	x	x	x	x
		Volume	x	x	x	x	x
		Environment	x	x	x	x	x
		Contour	x	x	x	x	x
		displacement	x	x	x	x	x
		shadow	x	x	x	x	x
		Photon	x	x	x	x	x
		Photon Volume	x	x	x	x	x
		Bump Map	x	x	x	x	x
		Light Map	x	x	x	x	x
		Material(Shader)	x	x	x	x	x
	UVs	Single UVs set	√	c	√	√	c
		Multiple UVs sets	x	x	x	x	x
ANIMATION	Transform	Position	√	c	c	c	x
		Rotation	√	c	c	c	x
		Scaling	√	c	c	c	x
	Shapes	ShapeKey(ShapeTarget)	√	√	√	√	x
		Shapes Blending(anim)	√	√	√	√	x
	Tangent Types	Manual Slope	√	c	c	c	x
		Automatic Slope	√	c	c	c	x
		Spline Slope	√	c	c	c	x
		Zero Slope Orientation	√	c	c	c	x
		Plateau Slope	√	c	c	c	x
		Point at Neighboring Key Slope	√	c	c	c	x
		Mirror Slope	√	c	c	c	x
		Zero Slopelengh t(Break Point)	x	x	x	x	x
	Interpolation	Spline Interpolation	√	c	c	c	x
		Linear Interpolation	x	x	x	x	x
		Constant Interpolation	√	x	√	c	x
		SI 3D curve	x	x	x	x	x
	System	Biped	c	√	c	x	x
		Bones	c	√	c	√	x
		Particle system	x	x	x	x	x
	Deformer	Shape	√	c	c	c	x
		Envelope	√	√	√	√	x
		Deform	√	√	√	√	x
	Constraints	Position	c	c	c	c	x
		Orientation	c	c	c	c	x
		Pose	c	c	c	c	x
		Scaling	c	c	c	c	x
		Path	c	c	c	c	x
		Direction	c	c	c	c	x
		Distance	c	c	c	c	x
		N Points	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