

Autodesk® FBX®



Autodesk
FBX Converter Help

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Autodesk FBX Converter Help



Autodesk FBX is a platform-independent 3D authoring and interchange format that provides access to 3D content from all major 3D vendors and platforms. FBX is a file format that supports all major 3D data elements, as well as 2D, audio, and video media elements.

For more information on the FBX format, visit the FBX SDK and Plug-ins page at the Autodesk web site: www.autodesk.com/fbx.

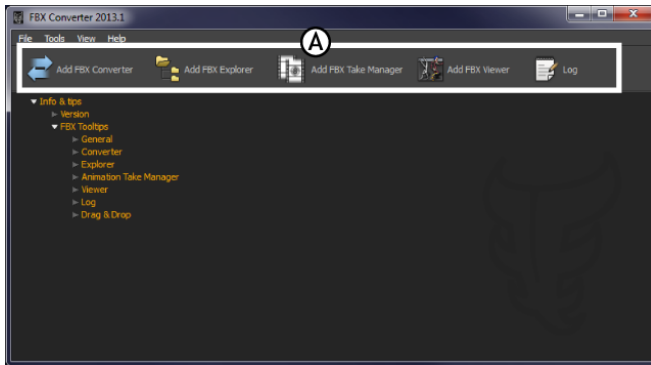
Converter basics

2

The FBX Converter application is a multi-purpose file management tool. It combines four tools, an FBX Converter, an FBX Viewer, an FBX Explorer and an FBX Take Manager.

The FBX Converter is the default tool when you launch the application for the first time. You can find the other tools on the menu bar (A):

Tool	Use
FBX Converter	The FBX Converter lets you convert files into different file formats and FBX versions. With the FBX Converter, you can convert 3DS, DXF, OBJ, & COLLADA files to FBX or FBX files to DXF, OBJ, DAE, or other versions of FBX. See FBX Converter (page 11).
FBX Explorer	The FBX Explorer lets you search and compare data and structure in FBX files. See FBX Explorer (page 29).
FBX Take Manager	The FBX Take Manager lets you save individual animation takes from FBX files with multiple takes. See FBX Take manager (page 35).
FBX Viewer	The FBX Viewer lets you play back and interact with FBX files and 3D files from any major 3D application that have been converted into FBX format. See FBX Viewer (page 41).



FBX Converter A. Menu bar tools

The FBX Converter main application background is a "backdrop" for these other tools. Having the Converter as a backdrop with the other applications lets you benefit from drag and drop functionality. The FBX Converter main application background is where you can find tips and instructions for using the other Converter tools as you work.

All file conversion operations are performed in the background by the FBX Converter application using command lines. All commands are recorded and can be viewed by opening the Log tool. This lets you copy and use these operations as a script with the FBXConverter.exe in a batch file.

NOTE The FBX Converter lets you drag and drop files from any FBX Converter tool (e.g. FBX Viewer, FBX Explorer, and so on,) to any other converter tool.

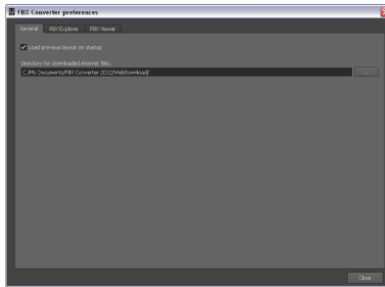
Other hints:

- Right-click the toolbar to show/hide the toolbar.
- Double-click the application background to expand/collapse all info items
- Use FBX files found in the Samples directory.

FBX Converter preferences

You can configure the FBX Converter with the **Preferences** window. Select File > Preferences to open the Preferences window.

FBX Converter preferences



The FBX Converter preferences window lets you set general options. The Preferences window has three tabs:

- General
- FBX Explorer
- FBX Viewer

General preferences

Use the FBX Converter preferences to specify general settings for the FBX Converter application, such as whether the current layout is saved and used at next launch and the preferred file path for downloaded FBX files.

FBX Explorer preferences

Use the FBX Explorer preferences to specify things such as data display maximums, files to exclude, and file types for comparison. See [Changing explorer preferences](#) (page 31) for more.

FBX Viewer preferences

Use the FBX Viewer preferences to specify whether files start playing immediately on load or whether instances of the FBX Viewer should close on exit.

See [Changing viewer preferences](#) (page 49) for more.

Installation

3

This chapter describes how to install the Autodesk FBX Converter on Microsoft® Windows®, and Apple® Macintosh® OS X systems.

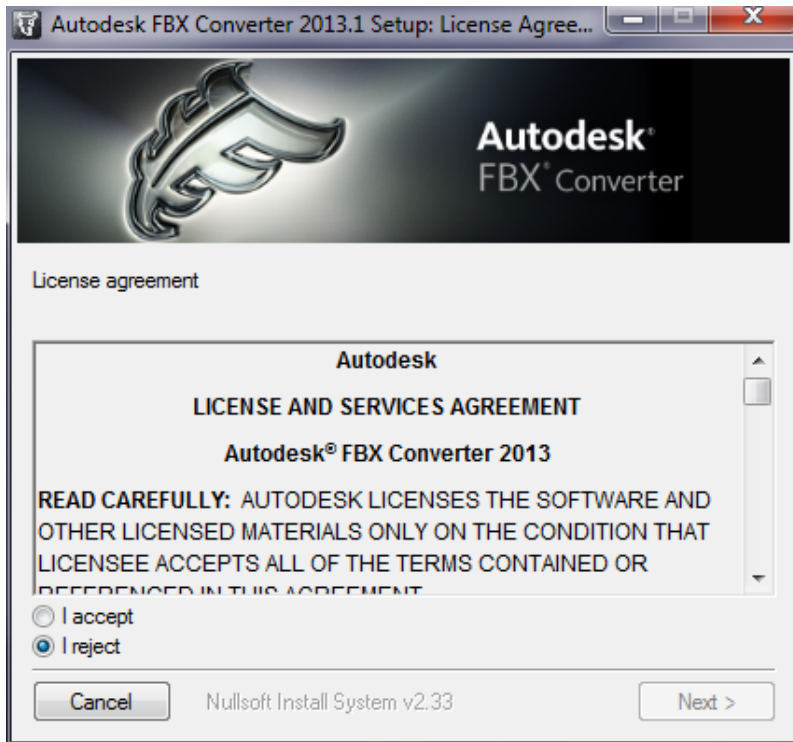
Windows installation

The FBX Converter is compatible with the following versions of Microsoft Windows:

- Windows 7 (32/64-bit)
- Windows Vista (32/64-bit)
- Windows XP (32/64-bit)

To install the FBX Converter:

- 1 Download the install file from the Autodesk web site (www.autodesk.com/fbx).
- 2 Select **x64** for the 64-bit version.
- 3 Double-click the install file to launch the FBX Converter installer.
- 4 Click I accept to accept the terms of the license agreement, and then click Next.



License agreement window

- 5 The next window shows the recommended installation location for the FBX Converter. If you want to specify another location, click Browse to launch the file browser. Click Next.
- 6 The next window asks if you want to "Add the Explorer shell extension for ADSK FBX Converter 2013?". Click Yes if you want to create right-click options for FBX files in Windows Explorer.

These contextual options let you launch the FBX Converter for the selected file. Clicking Yes also adds a new "FBX Information" tab in the File Properties dialog box that displays statistics for the FBX file.
- 7 The installation completed window appears. Click Close to exit the installer.

NOTE

To start the application, click Start > All Programs > Autodesk > Autodesk FBX Converter > FBXConverterUI. You can also double-click the FBX icon on the desktop.

Macintosh installation

The FBX Converter is compatible with the following Macintosh OS:

- Mac OS X 10.6
- Mac OS X 10.5

- 1 Download the .tgz file from the Autodesk web site to your desktop www.autodesk.com/fbx.
- 2 Double-click the .tgz file to extract the Installation disk image.
- 3 Double-click the package icon to start the installation. The Welcome pane appears.
- 4 Click Continue to start the installation process. The Software License Agreement pane appears.
- 5 Read the License Agreement and click Continue. A dialog box appears asking if you accept the terms and continue with the installation.
- 6 Click Agree to accept. The Select a Destination pane appears. Select the destination disk where you want to install the FBX Converter and click Continue.
- 7 A dialog box appears asking you to enter your name and login password to continue the installation.

NOTE

You must obtain administrator privileges to continue installation.

- 8 The installation begins. A progress bar indicates the time remaining of the installation. When the progress reaches 100%, the Finish Up pane appears.
- 9 Click Close to exit the installation program.

NOTE

The FBX Converter installs to the following directory: <Macintosh Drive>/Applications/Autodesk/FbxConverter.