

FbxToSBConverter

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Overview

FbxToSBConverter is a tool that converts an .fbx file to either an .sk or .skm file format so that it can be processed by [SmartBody](#).

Users

Drag and Dropping (.skm only)

To convert an .fbx file to an .skm, simply drag and drop the .fbx file to the FbxToSBConverter.exe and an .skm with the same name as the .fbx will be output in the same folder as the .fbx.

Command Line

FbxToSBConverter can also be used on the command line. See below for the command line parameters.

Parameters

Mandatory

Argument	Value	Default	Example	Definition
inputFileName.fbx	none	none	inputFileName.fbx	The file that you want to convert

Optional

Argument	Value	Default	Example	Definition
output	.sk, .skm	.skm	output .sk	Sets the output file type
scale	float	1	scale 0.01	Scales all skeleton positions by the given number
forceChannels	none	false	forceChannels	Outputs sbm channels on all joints, regardless of whether or not they are set in Maya
useRotationAsPreRotation	none	false	useRotationAsPreRotation	Instead of outputting the pre-rotation value, the joint's rotation is used instead

Examples

- `FbxToSBConverter.exe test.fbx // creates a .skm`
- `FbxToSBConverter.exe test.fbx output .sk scale 1 // creates a .sk with a scale factor of 1`
- `FbxToSBConverter.exe test.fbx output .sk forceChannels // creates a .sk and forces all channels to be converted, even if they aren't specified in the metadata`

Maya Nodes and Properties

The FbxToSbmConverter uses the node prefixed with "**AnmDef_**" to read the sync point data. On this node, the property "**SmartbodySynchPoints**" is searched for.

If it exists, then a comma separated string of sync named is parsed and output wit their associated sync point data. If that property is not there, then the following

old-style sync points are output: ready time, strokeStart time, emphasis time, stroke time, relax time

Developers

Known Issues

FAQ

[FAQ](#)