

Deep Creator Supported File Formats (current as at October 2007 for release 2.3)

These lists are organized alphabetically by file format.

Formats supported by Deep Creator

2D File Formats

File Format	Type	Extension	Import	Export	Version/Notes
Adobe Illustrator Vector Graphic	Image	AI	Yes		
16 bit Portable Graymap Graphics File	Image	PGM	Yes		
CompuServe Graphics Interchange Format	Image	GIF	Yes		
DirectX DirectDraw Surface	Image	DDS	Yes	Yes	Alpha channel.
Extended (Enhanced) Windows Metafile Format	Image	EMF	Yes		
Joint Photographic Experts Group Image	Image	JPEG, JPG	Yes	Yes	
Macintosh Quickdraw/PICT Drawing	Image	PCT	Yes		
Portable Network Graphics	Image	PNG	Yes		Alpha channel.
PPM Image	Image	PPM	Yes		
Scalable Vector Graphic	Image	SVG	Yes	Yes*	*Export via Vector Illustration
Tagged Image File Format	Image	TIF, TIFF	Yes		
Targa Image	Image	TGA	Yes	Yes	Alpha channel.
Windows Bitmap	Image	BMP	Yes	Yes	Alpha channel.
Windows Device Independent Bitmap	Image	DIB	Yes		Alpha channel.
ZSoft Publisher's Paintbrush	Image	PCX	Yes		
Windows Metafile	Image	WMF	Yes		

3D File Formats

File Format	Type	Extension	Import	Export	Version/Notes
AOFF File Format	Scene	GEO	Yes	Yes	
AutoCAD Drawing	Scene	DWG	Yes		Versions 12, 13, 14, 2000-2004.
AutoCAD Drawing Interchange Object	Scene	DXF	Yes	Yes	
AutoCAD Sheet Set File	Scene	DST	Yes		Versions 7 and earlier.
Autodesk 3D Studio	Scene	3DS	Yes	Yes*	Only 8 character texture paths supported. *Export: Animation support.
Autodesk 3D Studio ASCII	Scene	ASC	Yes	Yes	
Autodesk 3D Studio Max ASCII	Scene	ASE	Yes		Animation support.
Autodesk 3D Studio Project	Scene	PRJ	Yes		
Caligari trueSpace Object	Scene	COB	Yes	Yes	Binary and ASCII with animation support.
Caligari trueSpace Scene File	Scene	SCN	Yes		Binary and ASCII with animation support.
CINEMA 4D	Scene	C4D	Yes*		*Import: Version 5.0.
Computer Graphics Metafile	Scene	CGM	Yes	Yes*	
Deep Creator 3D scene file	Scene	RSN	Yes	Yes	Note: Created with the Scene Maker.
DirectX Model	Scene	X	Yes	Yes	Binary and ASCII with animation support.

Formats supported by Deep Creator
3D File Formats (continued)

File Format	Type	Extension	Import	Export	Version/Notes
Hewlett-Packard Graphics Library	Scene	PLT	Yes		HPGL1 and HPGL2
Imagine Geometry	Scene	IOB	Yes		
ISO G Code	Scene	ISO, NC	Yes		
LightWave 3D Object	Scene	LWO	Yes*	Yes**	*Import: LightWave 5.6, 6.0, 7.0, 7.5, and UView files supported. **Export: LightWave 5.6 + .uv files and LightWave 6.0 objects only.
LightWave Binary	Scene	LW	Yes*	Yes**	*Import: UView files supported. **Export: LightWave 5.6 + .uv files and LightWave 6.0 objects only.
LightWave Scene	Scene	LWS	Yes*	Yes	*Import: Animation support.
Max File	Scene	MAX	Yes	Yes	All versions from 4.0 to 8.0. Requires 3ds max and the DCOM plugin to be installed.
Maya ASCII Scene	Scene	MA	Yes*	Yes	All versions 3.0 to 7.0. Requires Maya to be installed, *Import: NURBs and SubD support.
Maya Binary Scene	Scene	MB	Yes*	Yes	All versions 3.0 to 7.0. Requires Maya to be installed, *Import: NURBs and SubD support.
Nendo	Scene	NDO	Yes		Versions 1.0 and 1.1.
Object File Format Vector Graphics	Scene	OFF	Yes	Yes	
OpenFlight Scene Description Database	Scene	FLT	Yes*	Yes	Version 13.0, *Import: Multigen API DLLs not required.
Open Inventor File	Scene	IV	Yes*	Yes	*ASCII only, partially supported.
OpenGL CPP Code	Scene	CPP		Yes	
Points File	Scene	PTS	Yes		
Polygon Model Format	Scene	PLY	Yes		
Portable Graymap Graphics File	Scene	PGM	Yes		16-bit
POV-Ray RAW Triangle Format	Scene	RAW	Yes	Yes	
Power Render Object	Scene	PRO	Yes		Version 2.5.
Protein Data Bank	Scene	PDB	Yes		Version 2.5.
Quake Character Models I, II and III	Scene	MDL, MD2, MD3	Yes*		*Version 6 supported for MDL files. Animation support for MD2 files.
Quake Map	Scene	MAP	Yes*		
Quicktime 3D Metafile	Scene	3DM, 3DMF	Yes		No Chem3D 3DM support.
RAX Extended RAW Triangles	Scene	RAX	Yes		
Right Hemisphere Binary	Scene	RH	Yes	Yes	RH Version 4
Shockwave 3D File	Scene	W3D		Yes	
Shockwave Web Page	Scene	HTML		Yes	Requires Shockwave Player to be installed.
SOFTIMAGE XSI	Scene	XSI	Yes*	Yes**	*Import: Versions 1.0, 3.0, 3.5. **Export: Versions 3.0 and 3.5.
Stereolithography File	Scene	STL	Yes	Yes	
Universal 3D	Scene	U3D	Yes	Yes	
Virtual Reality Modeling Language (VRML) Worlds & Webpage	Scene	WRL, VRML	Yes*	Yes**	*Import: Versions 1.0 and 2.0 ASCII only. **Export: Version 2.0
Wavefront Object	Scene	OBJ	Yes	Yes	
BioVision Hierarchical Data	Scene	BVH	Yes	Yes	
Character Studio	Scene	CSM	YES	YES	
Coordinate 3D	Scene	C3D	Yes		
Hierarchical Translations and Rotations	Scene	HTR	Yes		

Formats supported by Deep Creator

Audio File Formats

File Format	Type	Extension	Import	Export	Version/Notes
Musical Instrument Digital Interface	Audio	MID, MIDI	Yes		
Ogg Vorbis Codec Compressed WAV File	Audio	OGG	Yes		
Windows RIFF Wave	Audio	WAV	Yes		

Video File Formats

File Format	Type	Extension	Import	Export	Version/Notes
Audio Video Interleave Animation	Video	AVI	Yes		

Motion Capture File Formats

File Format	Type	Extension	Import	Export	Version/Notes
Tracked Row Binary	Marker	TRB	Yes		
Tracked Row Character	Marker	TRC	Yes	Yes	

Miscellaneous File Formats

File Format	Type	Extension	Import	Export	Version/Notes
Deep Creator backup file	Scene	BAK		Yes	Created when a file is overwritten.
Deep Creator buffer file	Scene	RWI		Yes	Uncompressed file created when a user file is played from a RHI file.
Deep Creator color gradient file	Scene	CGD		Yes	Created with the Color Gradient dialog.
Deep Creator configuration file	Scene	CFG		Yes	For Deep Creator or a user file.
Deep Creator custom colors file	Scene	CCL		Yes	Created with the color selector.
Deep Creator image file	Scene	IBF		Yes	Used to load into scenes and menus. Created with the Image Maker.
Deep Creator material file	Material	MTL	Yes	Yes	
Deep Creator scene asset file	Scene	RHI		Yes	Comprises all compressed scene asset files.
Deep Creator scene state file	Scene	RWS	Yes	Yes	
Deep Creator textures library file	Scene	TDF		Yes	Created with the Image Maker.
Deep Creator thumbnail preview file	Scene	THM		Yes	Created with the Thumbnail Browser.
Deep Creator user camera file	Scene	CAM		Yes	For multi-screen setups.
Dynamic-Link Library	Plugin	DLL	Yes		
Lisp File Format	Plugin	LSP	Yes		
Zip Archive	Archive	ZIP		Yes	Created with the Publish User File dialog.