

SOFTIMAGE® | XSI®

XSI Model Comparison Chart

	Foundation	Essentials	Advanced	
General	●	●	●	GigaCore I
		●	●	Floating Interactive XSI License
		●	●	Native 64-bit
	●	●	●	Tool Development Environment (TDE)
	●	●	●	Complete SDK and API for C++ and C#
	●	●	●	Industry Standard Scripting VBScript, Python v2.5 and Jscript
Modeling	●	●	●	Knife/Slice/Dice
	●	●	●	Shrinkwrap
	●	●	●	Pure Subdivision Surfaces
		●	●	Polygon Reduction
	●	●	●	Advanced Bevel
	●	●	●	Tweak Component Tool
	●	●	●	Construction Modes
	●	●	●	Rotoscope Image Planes
	●	●	●	Bezier Curves
	●	●	●	Smooth/Relax
Texturing	●	●	●	UV Unwrapping
	●	●	●	Texture Swimming
	●	●	●	Material Panel
	●	●	●	Material Library
	●	●	●	Texture Layer Editor
	●	●	●	Parameter Connection Editor
Characters	●	●	●	Tails and Control Splines
	●	●	●	Character Key Sets
	●	●	●	Shape Manager
		●	●	GATOR (Generalized Attribute Transfer Operator)
	●	●	●	All Advanced Biped and Quadruped Rigs and Guides

Foundation
Essentials
Advanced

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Animation	●	●	●	Character Development Kit (CDK)
	●	●	●	IK/FK Blending
	●	●	●	(NLA) clip-based animation editing and mixing
	●	●	●	Animation Layering
	●	●	●	Timeline Dopesheet
	●	●	●	Keying Panel
		●	●	MOTOR (Motion Transformation Operator)
	●	●	●	Animator Audio Tools
	●	●	●	Device Drivers
	●	●	●	Animation Ghosting
●	●	●	Reference Animation	
Behavioral Animation			●	Event-Based Motion Synthesis
			●	Character Rag-Doll Dynamics
			●	Direct Mental Ray Rendering
			●	Preset Crowds
Simulation	●	●	●	Particles and Explosions
		●	●	XSI Dynamic Hair and Fur
	●	●	●	Softimage Cloth
		●	●	Syflex Advanced Cloth
	●	●	●	Fluid Dynamics
		●	●	physX™ Rigid Body Dynamics
	●	●	●	Soft Body Dynamics
	●	●	Rigid Body Dynamics SDK	
Rendering	●	●	●	Integrated XSI Rendering (mental ray v.3.5.7)
	●	●	●	.mi File Generation ("ray.exe")
	●	●	●	Render Channels
	●	●	●	Multiple Render Regions
	●	●	●	Render Compare
	●	●	●	Satellite Distributed Tile Acceleration
	2	6	36	mental ray Render Power (CPUs)

Foundation

Essentials

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Rendering cntd.	●	●	●	Five Additional Batch Rendering Tokens
	●	●	●	mental ray shaders
	●	●	●	Lightmaps
	●	●	●	Unlimited Render Resolutions
	●	●	●	Batch Processing
	●	●	●	Material Manager
	●	●	●	Shaderballs
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GPU Graphics	●	●	●	Native editing and viewing of Cg (CgFX), HLSL (.FX) shaders
	●	●	●	Ultimapper
	●	●	●	Fully programmable OpenGL v.1.3 and DirectX 9 Views
	●	●	●	DirectX 10 Support (Windows Vista Only)
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Compositing	●	●	●	Illusion FX 16-bit Compositing
	●	●	●	2D Vector and Raster Paint
	●	●	●	2D Tracking and Stabilizing
	●	●	●	Full access to addressable 64bit memory
	●	●	●	Elastic Reality Warper
	●	●	●	Elastic Reality Morpher
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Pipeline Tools	●	●	●	Import and export 3ds Max and Maya assets
	●	●	●	Collada v.1.4.x import and export
	●	●	●	AAF/MXF I/O
	●	●	●	Avid Mojo (DNA) Support
	●	●	●	Dot XSI 6.0 import and export
	●	●	●	Point Oven import and export
	●	●	●	Creation and Editing of Referenced Models*
	●	●	●	Creation and Editing of Scripted Operators*
	●	●	●	Crosswalk - Bi-Directional Interoperability
	●	●	●	Export to 3ds Max and Maya
	●	●	●	Import from 3ds Max and Maya
	●	●	●	Delta Referencing
	●	●	●	Custom Loaders
	●	●	●	XML asset description files

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Customization

●	●	●	XML Relational Views
●	●	●	Custom Display Host
●	●	●	Custom Renderer-Support for 3rd Part Renderers
●	●	●	Net View & Synoptic View
●	●	●	Shelf customization

NOTE:

The academic version of XSI includes all the features of XSI Advanced.

The 30-day trial version of XSI includes all the features of XSI Foundation.

*Foundation supports Reference Models and Scripted Operators but not their creation and editing. Scenes featuring Reference Models and Scripted Operators will open and behave normally.