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# Let's Talk

The file format cheat sheet for designers who need all of the 3d tools in their toolbox to talk to each other.

FROM	TO	FILE FORMAT	NOTES
3ds Max	SketchUp	3DS , DWG	No materials if DWG is used.
3ds Max	Bonzai3d	3DS , DWG	No materials if DWG is used.
3ds Max	Artlantis	3DS , DWG	Organize your model by materials or colors. Every polygon with the same color/material will be grouped together.
AutoCAD	SketchUp	DWG	v2007 format
AutoCAD	Bonzai3d	DWG	v2010 format Arcs, circles & splines retain parametric controls.
AutoCAD	Revit	DWG	v2010 format
AutoCAD	Cinema4d	DWG	v2007
Bonzai3d	SketchUp	DAE, DWG	DWG does not keep materials.
Bonzai3d	Artlantis	ATL, DWG	Option 1: Organize your model by materials or colors. Every polygon with the same color/material will be grouped together. Export "By Material".  Option 2: Organize your model by layer. Each layer will be grouped together as a material group. Export "By Layer".  The Artlantis3 file exporter is the best option if you have ATL3. If you have ATL2, use DWG.
Bonzai3d	Cinema4d	LWO	Export "By Layer" and all objects will be given the same name as the host layer from Bonzai. Put Phong tags on all smooth or curved objects in Cinema4d.
Bonzai3d	3ds Max	3DS , DWG	If using 3DS, export "By Material". 3DS has better material handling than DWG.
Bonzai3d	Revit	DWG	Use default settings
Cinema4d	SketchUp	DAE	Triangulation edges may need to be hidden once in SketchUp.
Cinema4d	Bonzai3d	OBJ, DAE, 3DS	3DS is triangles only, OBJ is n-gons.
Cinema4d	Artlantis	3DS	Organize your model by materials or colors. Every polygon with the same color/material will be grouped together.
Revit	SketchUp	DWG	Export from 3d window, hide anything you don't want to export in the model. Click DWG Properties tab, and choose "Export as ACIS Solids" upon export for Revit objects to become SketchUp groups automatically.  v2007 works, v2010 is unreliable.
Revit	Bonzai3d	DWG, ACIS SAT	Export from 3d window, hide anything you don't want to export in the model. Click DWG Properties tab, and choose "Export as ACIS Solids" upon export for Revit objects to become Bonzai objects automatically.  v2010 DWG or SAT work very similarly, but DWG imports Revit materials.
Revit	Artlantis	DWF, DWG	Export from 3d window, hide anything you don't want to export in the model.  Do not use DWFx format.  Export from 3d window, hide anything you don't want to export in the model. Click DWG Properties tab, and choose "Export as ACIS Solids" upon export.  v2010 DWG  * Don't use the "Default Material" in Revit. Apply a unique material to each object in a material group for proper handling in Artlantis.
Revit	Cinema4d	DWG	Export from 3d window, hide anything you don't want to export in the model. Click DWG Properties tab, and choose "Export as Polymesh" upon export for Revit objects to become Cinema4d objects automatically.  v2007
Revit	3ds Max	DWG, FBX	Export from 3d window, hide anything you don't want to export in the model. Click DWG Properties tab, and choose "Export as ACIS Solids" upon export.  If using 2011, use FBX to keep the architectural materials library.  In Revit, do not use the paint-by-face method to apply materials. Setup all materials through object Type Properties.
SketchUp	Bonzai3d	SKP	v7
SketchUp	Artlantis	SKP, ATL	Organize your model by materials or colors. Every polygon with the same color/material will be grouped together.  <a href="#">Download</a> the ATL Plugin for ATL export.
SketchUp	Revit	SKP	v7
SketchUp	3ds Max	SKP, 3DS, DWG	SKP file retains instancing. Double sided materials are supported (i.e. front & back face separate materials). Layers are also supported.  If using 3DS, export "By Material". 3DS has better material handling than DWG.  DWG will retain object instancing.
SketchUp	Cinema4d	DAE	Materials are automatically transferred.

Note: If more than one file format is listed, they are in order of recommendation.

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