



## Houdini Extension List

Extension	Type	Read	Write	Notes
<b>Geometry</b>				
.geo	Internal	x	x	Houdini binary geometry format
.bgeo	Internal	x	x	Houdini ASCII geometry format
.rib	Internal		x	Renderman geometry format
.dxf	External	x	x	Uses gdx - polys only, no attributes
.obj	External	x	x	Uses pwavefront - polys only
.iv	Ext/Int	x	x	Uses ginventor - no bezier, metaball
.wrl	External	x	x	VRML. Uses ginventor
.sdl	External	x		Uses gsdl
.eps	External	x		Uses geps
.med	External	x		Uses gmed
.lw	External	x		Uses glightwave
.ply	External	x	x	Uses gply
.igs .iges				
.gz				
<b>Images</b>				
.pic	Internal	x	x	Houdini picture format & PRISMS Classic
.pic.gz **	Internal	x	x	gzip compressed .pic
pic.Z	Internal	x	x	Compressed .pic
.rat	Internal	x	x	Random Access Texture & Random Access Texture (TBF Format)
ip / iw / md	External		x	isplay/image window
fip	Internal		x	Flipped isplay window
vf / a60	Internal	x	x	VideoFramer/Abekas
.cin / .kdk	Internal	x	x	Kodak Cineon format
.fit	External	x	x	FIT tiled image format
.gif	External	x	x	GIF
.gif89	External	x	x	GIF89a(GIF with 1-bit alpha)
.jpg / .jpeg	Internal	x	x	JPEG(Very efficient for storage; lossy)
.qtl	External	x	x	Quantel yuv format
.rla / rlb	Internal	x	x	Wavefront format
.rla16	Internal	x	x	Wavefront .rla 16 bit format
.pix	Internal	x	x	Alias .pix format
.sgi / .rgb .rgba	Internal	x	x	SGI format (a.k.a. .rgb by non-Houdini software)
.si / .pic	Internal	x	x	Softimage format
.tif / .tiff	Internal	x	x	TIFF (Tagged Image File Format)
.tif3	Internal	x	x	TIFF RGB, no alpha
.tif16	External	x	x	TIFF 16 bit format
.tx	External	x	x	RenderMan texture images
.tga / .vst	Internal	x	x	Targa and Vista file formats
.vtg	Internal	x	x	Vertigo Files



Extension	Type	Read	Write	Notes
.yuv	Internal	x	x	Abekas yuv format
.bmp				Windows Bitmap
.hdr				Radiance
.exr				Open EXR
.png				PNG
<b>Channels/Audio</b>				
.chan	External			ASCII channel format containing raw values in rows and columns
.bchan	External			Houdini binary channel format, equivalent to .chan
.clip	Internal			Houdini ASCII native CHOP format
.bclip	Internal			Binary version of a clip
.bclip	Internal			Houdini ASCII format for a group of channels expressed as keyframed segments
.bchn	External			Houdini binary format, equivalent to .chn
.aiff	Internal			Common lossless audio format, descended from IFF
.aifc	Internal			Compressed version of AIFF
.au	Internal			Old Sun/NeXT audio format
.sf	Internal			NeXTAudio format
.snd	Internal			Audio format
.wav	Internal			Windows lossless audio format
.chn				
.bchn				
<b>Compositing</b>				
.lut				
.blut				
.itx				



## APPENDIX B – Supported File Formats

Extension	Type	Read	Write	Notes
<b>Geometry</b>				
.geo	Internal	x	x	Houdini binary geometry format
.bgeo	Internal	x	x	Houdini ASCII geometry format
.rib	External		x	Renderman geometry format
.dxf	External	x	x	Uses dxf - polys only, no attributes
.obj	External	x	x	Uses gwavefront - polys only
.iv	External	x	x	Uses ginventor - no bezier, metaball
.wrl	External	x	x	VRML. Uses ginventor
.sdl	External	x		Uses gsdl
.eps	External	x		Uses geps
.med	External	x		Uses gmed
.lw / .lwo	External	x		Uses glightwave
.ply	External	x	x	Uses gply
.igs / .iges	External	x	x	Uses giges
.gz	External	x	x	Uses gunzip
.bpoly	Internal	x	x	Binary poly
.poly	Internal	x	x	ASCII poly
.d	Internal	x	x	ASCII draw
.i3d	Internal	x	x	Uses i3dconvert, i3ddsmgen
.tbf	Internal	x	x	Tiled Block Format
<b>Images</b>				
.pic	Internal	x	x	Houdini picture format & PRISMS Classic
.pic.gz **	Internal	x	x	gzip compressed .pic
pic.Z	Internal	x	x	Compressed .pic
.rat	Internal	x	x	Random Access Texture & Random Access Texture (TBF Format)
ip / iw / md	Internal		x	ipplay/image window
fip	Internal		x	Flipped ipplay window
vf / a60	External	x	x	VideoFramer/Abekas
.cin / .kdk	External	x	x	Kodak Cineon format
.fit	External	x	x	FIT tiled image format
.gif	External	x	x	GIF
.gif89	External	x	x	GIF89a(GIF with 1-bit alpha)
.jpg / .jpeg	External	x	x	JPEG(Very efficient for storage; lossy)
.qtl	External	x	x	Quantel yuv format
.rla / .rlb	External	x	x	Wavefront format
.rla16 / .rlb16	External	x	x	Wavefront 16 bit format
.pix	External	x	x	Alias .pix format
.sgi / .rgb .r	External	x	x	SGI format (a.k.a. .rgb by non-Houdini software)
.si / .pic	External	x	x	Softimage format



<b>Extension</b>	<b>Type</b>	<b>Read</b>	<b>Write</b>	<b>Notes</b>
<b>.tif / .tiff</b>	External	x	x	TIFF (Tagged Image File Format)
<b>.tif3</b>	External	x	x	TIFF RGB, no alpha
<b>.tif16</b>	External	x	x	TIFF 16 bit format
<b>.tx / .tex / .env</b>	External	x	x	RenderMan texture images
<b>.tga / .vst</b>	External	x	x	Targa and Vista file formats
<b>.vtg</b>	Internal	x	x	Vertigo Files
<b>.yuv</b>	External	x	x	Abekas yuv format
<b>.bmp</b>	External	x	x	Windows Bitmap
<b>.hdr</b>	External	x	x	Radiance
<b>.exr</b>	External	x	x	Open EXR
<b>.png</b>	External	x	x	PNG
<b>.acc / .accom</b>	External	x	x	
<b>.itx</b>	External	x	x	Uses ilutiridas
<b>Channels/Audio</b>				
<b>.chan</b>	Internal	x	x	ASCII channel format containing raw values in rows and columns
<b>.bchan</b>	Internal	x	x	Houdini binary channel format, equivalent to .chan
<b>.clip</b>	Internal	x	x	Houdini ASCII native CHOP format
<b>.bclip</b>	Internal	x	x	Binary version of a clip
<b>.bclip</b>	Internal	x	x	Houdini ASCII format for a group of channels expressed as keyframed segments
<b>.bchn</b>	Internal	x	x	Houdini binary format, equivalent to .chn
<b>.aiff</b>	External	x	x	Common lossless audio format, descended from IFF
<b>.aifc</b>	External	x	x	Compressed version of AIFF
<b>.au</b>	External	x	x	Old Sun/NeXT audio format
<b>.sf</b>	External	x	x	NeXTAudio format
<b>.snd</b>	External	x	x	Audio format
<b>.wav</b>	External	x	x	Windows lossless audio format
<b>.chn</b>	Internal	x	x	Uses clchn, claudio
<b>.bchn</b>	Internal	x	x	Uses clchn, claudio
<b>Compositing</b>				
<b>.lut</b>	Internal	x	x	Houdini ASCII LUT format
<b>.blut</b>	Internal	x	x	Houdini binary LUT format
<b>.itx</b>	External	x	x	3D LUT format
<b>Other</b>				
<b>.simdata</b>	Internal	x	x	DOP simulation data.
<b>.ifd</b>	Internal	x	x	File format expected by Mantra
<b>.hip</b>	Internal	x	x	
<b>.otl</b>	Internal	x	x	Houdini operator type library
<b>.take</b>	Internal	x	x	Houdini take file