

Autodesk Mudbox 2012 Release Notes

Autodesk® Mudbox™ digital sculpting and texture painting software gives modelers and texture artists the freedom to create production-ready 3D digital artwork without worrying about the technical details. Designed by professional artists from the game, film, television, and design industries, Mudbox combines an intuitive user interface with a powerful creative toolset of stencils and brushes for ultra-realistic 3D character modeling, engaging environments, and stylized props.

This document describes known limitations, issues and fixes in Autodesk Mudbox 2012. It is strongly recommended that you read this document before you install this release.

Contents

What's New.....	1
What's Fixed?.....	2
Feature Limitations and Notes.....	3
Additional Resources	5

What's New

This list provides a summary of new features in this release of Mudbox. Find complete new feature information in the "What's New" section of the Mudbox Help at: <http://www.autodesk.com/mudbox-help-2012-enu-whatsnew>

- UV-less painting
- Large texture datasets
- Paint layer masks and blend modes
- Editable stencils
- Single step suites interoperability
- Performance improvements
- New brushes and brush options
- Multiple joints
- Pose presets

What's Fixed?

The following table contains bug numbers and corresponding descriptions for issues fixed in this release.

Bug Number	Description
301892	Import As Layer should create layer with the name of the imported mesh.
305342	Texture extraction when using limit surface sometimes wrong, because of valence.
309936	Deselecting mesh in Object List does not deselect it in 3D View.
312581	Subdividing a mesh where multiple polys share single edge crashes Mudbox.
314428	Slider interaction slow when 2k 32-bit stamp image loaded.
320264	Lock on layers is lost when file is saved and reopened.
324439	When painting, wireframe disappears until the 3D View is refreshed (by rotating, for example).
336327	Can't set topological axis with FBX file. Workaround by subdividing once.
343947	Blur and Clone tools don't work properly with blend modes.
344786	Falloffs don't update in Paint Tools.
346565	Crash selecting selection set in Object List after extracting normal map.
351055	Vector Displacement Map should be added in Map extraction results dialog box.
354109	Joints stop displaying but are still there when Create Joint is unsuccessful.
359643	Transfer Details crashes Mudbox when the Subdivide target is Highest source level.
363155	Deselecting objects in the Object List sometimes doesn't work.
363203	Painting is not correct when using the Projection brush with stencils derived from a 16bit tiff, 32bit tiff, 16bit exr and 32bit exr.
363273	"Opacity" column in the Layers window has been renamed to "Strength". This is meant to prevent confusion with opacity paint layers.
363294	Fix UV View drawing performance and quality.
364064	Black spots in extracted displacement map, with large distance of 24.
364660	Placement and orientation of stamps is not along brush direction on dense meshes with more than 2.5k base level.
364665	Linux: If you use the "Send to Mudbox..." option in Maya when Mudbox is closed, the Mudbox splash screen appears briefly, then Mudbox crashes and an FBX file is created in the /usr/tmp folder. On Linux, you must have Mudbox already open for the "Send to Mudbox..." option in Maya to work.
364858	Extracted map is empty when the target mesh is n-sided, source is an upper subdivision level, and subdivision method is selected.
364901	Set the Max Texture Size preference to be greater than the resolution being imported if the image is greater than 4096x4096. This must be done before importing the image otherwise painting will be slow and areas of the texture will be missing.
366522	Duplicate paint layer does not keep blend mode, opacity, visibility, lock status.
366522	Duplicate paint layer should remember blend mode, opacity, visibility, lock.

366733	Blurring transparent areas of a bump map (or even a fully transparent bump map) will produce dark grey semi-opaque pixels on the map.
366949	The Color Chooser and Eyedropper select only 8 bit values which is not accurate. (Now selects 16 bit values.)
368386	Incorrect display when undo posing joints with mirror joints.
369079	Enable Direction property for Contrast, Fill, Scrape, and Wax.
371393	Paint is lost on inactive Materials.
301204	Stencil is offset from brush stroke after stencil is scaled.
336123	FBX: Negatively scaled objects are ignored on import.
358608	Freeze brush and undo not working for multiple objects.
362454	Rebuild Subdivision Levels does not unsubdivide back to original mesh with n-sided faces.
362806	Rebuilding subdivision levels fails on certain objects that have been subdivided in other programs and imported into Mudbox.
364254	Create New Paint Layer doesn't remember Size property.
364280	Rebuild Subdivision Levels changes the Vertex IDs of the high-level mesh.
366513	Create Paint Layers with UV tiles gets wrong result, causes black layer.
367856	Wrong extraction of Transfer Paint Layer when there are two targets.
	Hidden geometry becomes visible when stepping down a subdivision level.
	Paint undo is currently limited to 19 actions. (Changed to 50.)
	Brush Size/Strength doesn't update in Properties if hotkey is used.

Feature Limitations and Notes

This section lists known limitations and workarounds for Mudbox 2012.

Please report any additional issues using the online bug reporting form at:

www.autodesk.com/mudbox-bugreport or from the Help > Report a Problem menu item in Mudbox.

Bug Number	Description
355804	Creating a joint may be difficult if the mesh has a lot of detail. Workaround: Create the joint at a lower subdivision level.
355918	Installation: Error that says the product key may be invalid and to re-enter it. Workaround: Click OK on this dialog, click Next button again, and if product key is valid the installation continues.
357041	Mudbox on Linux does not get pressure events from Wacom tablets with Fedora 12/Redhat 6, QT 4.5. You can find more details in the bug report here: https://bugzilla.redhat.com/show_bug.cgi?id=569132 There is a patch for Qt here: http://koji.fedoraproject.org/koji/buildinfo?buildID=160252
358312	Files that include 16 bit TIF maps will show errors with "Send to Maya..." operation.
360224	Mudbox crashes if the extraction map output file name contains %S in string (for example: AO_(%S).bmp).
361565	Tumbling in the 3D View while importing a paint layer may cause Mudbox to

Bug Number	Description
	exit unexpectedly. Workaround: Wait until the load is complete.
362133	Creating a joint with Topology Weights doesn't work properly with non-4-sided meshes. Workaround: Use alternative Weights method.
362857	If the level of the source model is not the current level when extracting a map, the detail of lower sculpt layers will be missing. Workaround: Ensure you display the required subdivision level before extracting the map, or select the current level in the Extract Texture Maps window to get the correct result.
363366	Transfer paint layer works incorrectly if target and source have overlapping UVs.
366007	The Transfer Details function works best on objects that are the same size, or larger, than the default Mudbox meshes. If the transfer produces artifacts on the target mesh, try scaling up the source and target meshes to the same size as the default head mesh.
374126	When using a non US-English standard keyboard, some of the hotkeys may not work. Workaround: Set your IME to "English - United States" while using Mudbox. For more information see your operating system documentation.
376624	Installation (Windows). Mudbox does not start from Japanese/multi-byte path. If you install Mudbox to a custom location containing Japanese/multi-byte characters and then attempt to open Mudbox, Windows returns an error. Workaround: Do not install Mudbox to a custom location containing Japanese/multi-byte characters.
377770	Send to 3ds Max: Changing units between Max and Mudbox causes unpredictable results.
381451	Due to recent changes made to the common shader, scenes that contain models using the older default material from 2010 are no longer supported in 2012. Possible side effects: shadows may not display correctly and posing will not work. Workaround: Assign the 2012 materials.
381496	When painting or sculpting with symmetry ON, sometimes the result will not appear on the opposite side. Verify that you have the "Falloff based on Facing Angle" checkbox turned off. This is a known limitation with a combination of symmetry with the "Falloff based on Facing Angle" option.

- To run Mudbox 2012 you must have a processor which is SSE3 compliant. Mudbox uses SSE3-specific code, which does not allow Mudbox to run on hardware which is SSE2 or previous.
- Sculpting with the Stamp Spacing property turned on will cause the brush stamp to be offset to the cursor location when using a Wacom Cintiq or a Wacom tablet when the pen setting is set to Mouse mode. To correct this, add the environment variable "MUDBOX_USE_LOWRES_TABLET_DATA".
- With ATi graphics cards, if you are seeing texture painting corruption such as painting black and artifacts, adding the environment variable "MUDBOX_PAINT_CONTEXT_FLUSH" may fix the problem.
- Some users may be seeing incorrect GPU RAM reporting causing many warnings to pop up every time they create, merge, or change the visibility of layers. The environment variable "MUDBOX_FORCE_GPU_RAM" (on Windows only) lets you override the amount of GPU memory in megabytes that Mudbox sees. If you have an Nvidia Quadro 5600 and it reports 1 MB of GPU RAM (the hardware has 1.5GB), set the variable to 1536 (which is 1.5 * 1024) for that card. Values which

are not numbers will be ignored, and values will be clamped to the range 256 to 4096.

Note: For more information on these environment variables, see the Environment Variables topic in the Mudbox Help.

- On Mac OS X, release configurations may not build correctly. User must set the Active Architecture to x86_64 in Xcode.

To do this:

1. Open example project using Xcode.
2. In menu bar, select Project > Edit Project Settings.
3. Select the Build tab.
4. Under Architectures in the Setting window, make sure the Architectures value is set to 64-bit Intel.
5. Close window and build using the Release configuration.

PtexImporter example requires PtexExtractor example to be built and copied into PtexImporter's build directory for linking.

To build Turntable example, install Qt and run moc on the example header files. See readme in example.

- If you experience any difficulty launching the Mudbox Help using Internet Explorer, use an alternative browser such as Firefox, or download and install the Help locally from <http://www.autodesk.com/mudbox-helpdownload-enu>
- If you previously installed any beta version (including Release Candidate versions) of Autodesk Mudbox 2012, you must uninstall and delete all system folders pertaining to the pre-release versions before you can install the commercial version.

Additional Resources

For complete **installation and licensing instructions** refer to the *Installation Overview and FAQ* and the *Licensing Guide*. Access these guides from the Installation Help link of the Mudbox installer or find them here:

<http://www.autodesk.com/mudbox-faq-2012-enu>

<http://www.autodesk.com/me-licensing-2012-enu>

Find **new feature information** in the "What's New" section of the Mudbox Help at:

<http://www.autodesk.com/mudbox-help-2012-enu-whatsnew>

Find **learning resources** for Mudbox at:

<http://www.autodesk.com/mudbox-learningpath>

Watch **videos** to learn how to use Mudbox at:

<http://www.autodesk.com/mudbox-trainingvideos>

Find **support** resources at:

<http://www.autodesk.com/mudbox-support>

For the latest list of **certified hardware** to run Mudbox 2012, including graphics cards, refer to the Mudbox 2012 certification chart located at:

www.autodesk.com/mudbox-hardware

Find the Mudbox 2012 minimum **system requirements** at:

<http://www.autodesk.com/mudbox-systemreq-2012-enu>

Find documentation and examples for the Mudbox **SDK** with your installed version of Mudbox here:
\Mudbox2012 \SDK\doc or online here:

<http://www.autodesk.com/mudbox-sdkdoc-2012-enu>

Customer Involvement Program (CIP)

The first time you start Mudbox, the Customer Involvement Program dialog box appears. If you choose to participate in the Customer Involvement Program, Mudbox will automatically send Autodesk information about system configuration, what features you use most, any problems that you encounter, and other information helpful to the future direction of the product. For further information, see <http://www.autodesk.com/cip>.

Customer Error Reports (CERs)

We are able to improve the stability of Mudbox largely because of the Customer Error Reports (CERs) that users of our products submit. We thank you for taking the time to fill out these reports and ask that you include as much information as possible about what actions you were performing at the time the error occurred. These details raise the value of the report immensely and are very much appreciated by the Autodesk Mudbox Engineering team.

For further information about CERs refer to <http://www.autodesk.com/cer>.

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