Autodesk Mudbox 2012 Service Pack 3 Release Notes

This document describes known limitations, issues, and fixes included in Autodesk Mudbox 2012 **Service Pack 3**. It is strongly recommended that you read this document before you install this release.

Contents

What's Fixed?

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

Bug Number	Description
386812	Re-import from PSD produces artifacts at shell borders. Best practices when exporting to PSD and reimporting: • Turn off wireframe and the 3D grid. • Turn off viewport filters • Isolate the current paint layer (have it be the only visible one) • Subdivide to about 100,000 to 200,000 visible polygons (If using 2x screen resolution you can double this figure, and 4x screen resolution, you can quadruple. If you have too many polygons, you can get 1 pixel "dropouts" on re-import.) • Paint on portions of the surface that are mostly normal (90 degrees) to the camera position. Somewhat oblique surfaces will have the pixels "smeared" across them by the re-projection, and will not be as crisp as you might want them to be. Once the angle of the surface relative to the camera is greater than 65 degrees off normal, the projection will falloff sharply.

Limitations and Notes

This section lists known limitations and workarounds for Mudbox 2012 **Service Pack 3**.
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

Bug Number	Description
	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).
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 may 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.
- 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.

SDK Examples:

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.

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.