# The Shape of Things to Come.

Autodesk Mudbox 2012 software delivers enhancements to the painting toolset; innovative new UV and topology-independent workflows; practical posing tools; and improved performance and large dataset handling.

> Mudbox is simply a great tool for helping achieve more realistic and organic-looking characters. You wouldn't want to model detailed human characters like ours using traditional polygon modeling tools. It's excellent to have such powerful, specialized tools for painting 3D models and textures.
>
> — Kai Auvinen
>   Team Manager
>   Remedy Entertainment



**Image courtesy of Johan Vikström.**

Create production-ready 3D digital artwork with Autodesk® Mudbox™ digital sculpting and texture painting software. Designed by professional artists in the game, film, television, and design industries, Mudbox combines a highly intuitive user interface with a powerful creative toolset of stencils and brushes to help you create ultra-realistic 3D characters, engaging environments, and stylized props. With familiar workflows and terminology and a streamlined, intuitive workspace, you can become productive on your first day with Mudbox.

**Key Features**
**High-Quality 3D Paint**
Paint multiple layers for multiple texture channels on multiple high-resolution objects:

- Apply paint directly onto high-resolution 3D models with or without UVs and see the results immediately.
- Take advantage of a mature Adobe® Photoshop® software-compatible paint layer system while painting billions of texels worth of detail.
- Paint Diffuse, Specular, Gloss, Incandescence, Opacity, Bump, Normal, and Reflection maps directly on your model.

**Powerful Sculpting Toolset**
Sculpt, design, and detail any organic or hard-surface model and achieve smooth, accurate, and refined results:

- Select from an extensive range of intelligently designed default brushes that replicate real-world sculpting paradigms.
- Accelerate design, sculpting, and approval phases with powerful tools for deforming and posing models.
- Sculpt complex forms immediately using vector displacement maps as stamps and stencils. Use 3D layers to experiment with different design concepts and easily make revisions.

**Production-Ready Texture Baking**
Create high-quality, accurate Normal, Displacement, Vector Displacement, and Ambient Occlusion maps:

- Extract maps using a Vector Displacement method to represent displacements that do not simply follow the normal.
- Bake normal maps that are compatible with Autodesk® Maya® 2012 and Autodesk® 3ds Max® 2012 software.
- Transfer data from highly-detailed sculpted surfaces or laser scans into the form required by film and game pipelines.

For more information about Autodesk Mudbox, visit **www.autodesk.com/mudbox**

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## On-Target Working Environment

Work in a high-fidelity display environment that closely resembles the final rendered output to help you identify problems early and create presentations with maximum impact:

- Paint directly onto sculpted detail.
- Immediately see how your model will look with render-quality results directly in the viewport.
- Use true 3D cameras to view your model as it will be seen by the audience.

## Performance That Scales

Create incredible detail working directly with extremely high-resolution meshes and textures:

- Mudbox employs a powerful 3D engine together with a new texture and tile management system to help you create the high-quality hero assets required by today's demanding productions.

## New in Mudbox 2012

Autodesk® Mudbox™ 2012 software delivers significant enhancements to the painting toolset. It also offers innovative new UV and topology-independent workflows, practical posing tools; and improved performance and large dataset handling. Now also available for the Linux® operating system, Mudbox 2012 offers single-step interoperability with products in the Autodesk® Entertainment Creation Suites 2012.

## UV-Less Painting

Enjoy the freedom of not having to create UVs before you paint! Texture artists can now eliminate or reduce the time-consuming and often difficult task of creating UVs; even complex assets comprised of multiple meshes can simply be loaded, and painted right away. The resulting high-quality textures can be exported as Ptex files for an entirely UV-less process, or, for a pipeline requiring UVs, baked into UV space once UVs have been created, and exported as image files.

## Large Texture Datasets

Now it's possible to paint and manage large texture datasets, in order to create the very detailed, high-quality assets required by today's demanding productions. Thanks to a new texture and tile management system, artists can display and paint hero assets with hundreds of texture maps consisting of billions of texels.

## Paint Layer Masks and Blend Modes

Combine and edit paint in powerful nondestructive ways, with new paintable layer masks for paint layers that enable artists to selectively reveal or hide portions of layers. Furthermore, 22 new layer blend modes help extend artistic possibilities and offer significantly enhanced compatibility with Adobe® Photoshop® software.

## Editable Stencils

Easily make use of available images to rub or project detail onto models, with the new ability to deform stencils to help align their texture data to underlying model features. In addition, artists can take advantage of the full painting toolset to modify existing stencil images or paint new stencils, while a new option enables tileable stencils to be painted with ease.

## Single-Step Suites Interoperability

Work more efficiently with other products in the Autodesk® Entertainment Creation Suites 2012, with the new ability to round-trip data with Maya 2012, Autodesk® 3ds Max® 2012, and Autodesk® Softimage® 2012 software.

## Performance Improvements

A number of performance improvements in Mudbox 2012 help artists to paint and sculpt at higher resolutions more smoothly; save scenes with texture data in less time; create, select, and duplicate paint layers more interactively; and load dense OBJ meshes more quickly.

## New Brushes and Brush Options

Mudbox 2012 offers a more robust painting and sculpting toolset: the new ability to apply a single brushstroke across multiple objects; new grab tool options that offer enhanced control over shaping a model's silhouette; and lasso and rectangle marquee modes for selection, freeze, and weights tools.

## Multiple Joints

Create, manage, and weight multiple joints to quickly and easily deform and pose full-figure models. Artists can now create symmetrical pairs of joints, while joint hierarchies can be created automatically based on influenced vertices.

## Pose Presets

Work with multiple poses nondestructively, with the new ability to store joint transforms as presets. Artists can sculpt at different poses and have these sculptural changes carry across from one pose to the next, deforming correctly in the space of each pose—great for accessing difficult areas for painting or sculpting, or for testing designs in different positions.

## Get Mudbox as part of the Autodesk Entertainment Creation Suites 2012

Learn more at **autodesk.com/entertainment-creation-suites**.



*Alan Wake*. **Image courtesy of Remedy Entertainment Ltd.**