

Top Reasons to Buy Autodesk Mudbox

Autodesk® Mudbox™ digital sculpting and texture painting software gives artists the freedom to create 3D digital artwork without worrying about the technical details. Designed by professional artists in the film, game, and design industries, Mudbox combines a highly intuitive interface with a powerful toolset composed of stencils and brushes for creating ultra-realistic 3D characters, environments and props.

For more information about Mudbox, go to www.autodesk.com/mudbox.

To locate the reseller nearest you, visit www.autodesk.com/reseller.

- 1 Sculpt and Paint Models with Ease**

Autodesk® Mudbox™ software gives production professionals the tools to create sophisticated 3D models quickly and precisely. Select from an intelligently designed range of default brushes or easily tailor brushes for custom behavior. Use editable stencils to quickly add detail, and curves to precisely control brush movement. Easily switch between sculpting and painting to develop shape and texture in tandem. Results are fast, smooth and accurate.
- 2 Benefit from Instant Productivity**

Become productive in minutes with an innovative digital sculpting and painting application that combines a well-organized and clean interface with a powerful creative toolset. Built with high-end film and games production in mind, Mudbox features intuitive user workflows that dramatically decrease learning time and provide artists with greater creative freedom. To further accelerate productivity, Mudbox ships with a variety of material and lighting presets, base meshes, stamps, stencils and tutorials.
- 3 Achieve Superior Performance**

Create incredible detail working directly with extremely high-resolution meshes and large texture datasets. Mudbox employs a powerful 3D engine together with a texture and tile management system to help you create the high-quality hero assets required by today's demanding productions. The 3D engine is capable of loading and pushing millions of polygons interactively, giving you more than enough mesh resolution for sculpting and detailing the finest 3D models. You can display and paint hero assets with hundreds of texture maps consisting of billions of texels.
- 4 Paint Directly onto 3D Models**

Quickly create production-ready texture maps using a comprehensive set of painting tools that enables you to paint directly onto high-resolution 3D models with or without UVs and see the results immediately. You can also selectively edit and manipulate existing paint and photo-based layers using image adjustments brushes, and use paintable layer masks and blend modes to combine and edit paint in powerful nondestructive ways.
- 5 Strike the Pose You Need**

Quickly and easily deform and pose models to change their design, access occluded regions, present them for approval, or prepare them for map extraction. The full skeletal system enables you to create, manage, and weight multiple joints directly in Mudbox, or import joints from Autodesk® Maya®, Autodesk® 3ds Max®, or Autodesk® Softimage® software.

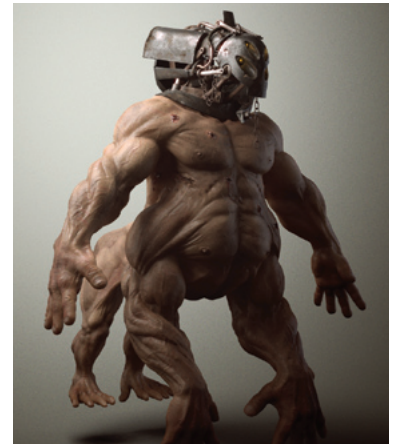


Image courtesy of Snowball Studios.



Alan Wake. Image courtesy of Remedy Entertainment Ltd.



Image courtesy of Ciamar Studio.
Marcia K Moore.

6 Make Better Creative Decisions in Less Time

The Mudbox 3D environment features a high-quality interactive display with accurate 3D shadows, ambient occlusion, and a choice of light types, including HDR image-based lighting. This enables you to immediately see how your model will look with render-quality results directly in the viewport. In addition, the Mudbox display can be customized with shaders and viewport filters, so that “what you see is what you get”. By developing work under viewing conditions that closely mimic the final output, problems are identified early and presentations have maximum impact.

7 Bake out High-quality Maps

Today’s productions demand sophisticated 3D models that come from intensive artistic effort or scanning. Mudbox lets you create accurate Normal, Displacement, Ambient Occlusion, and Vector Displacement maps from highly detailed models. These maps can then be combined with lower resolution meshes to retain the high-quality details, without the technical overhead.

8 Experience UV-less Painting

Enjoy the freedom of not having to create UVs before you paint. 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.

9 Enjoy Seamless Pipeline Integration

Mudbox was designed to complement the industry’s favorite 3D animation packages. Using Autodesk® FBX® asset exchange technology, you can take advantage of single-step interoperability with Maya, 3ds Max, and Softimage. Key information such as mesh component IDs, UV texture coordinates, selection sets, cameras, image planes and blend shapes are retained. Mudbox also offers interoperability with Adobe® Photoshop®, enabling you to send your multi-layer Mudbox texture maps to Photoshop, work on them, and then bring them back into Mudbox.



Image courtesy of Johan Vikström.



Image courtesy of Stanislav Klábik.



Image courtesy of Iker Cortazar.