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What's New in Autodesk Mudbox 2015

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This document provides a brief summary of the following new features and enhancements available in Autodesk Mudbox 2015:

- Sending Maya image planes to Mudbox (page 1)
- Sending textures between Maya and Mudbox (page 2)
- Sending Maya blendshapes to Mudbox (page 2)
- Organizing paint layers as groups (page 2)
- Organizing sculpt layers as groups (page 3)
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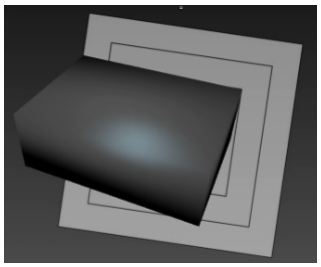
- Picking the current Eyedropper paint layer color (page 3)
- Ability to paint stroke without the texture filter (page 3)
- Caliper tool enhancements (page 3)

Sending Maya image planes to Mudbox



You can now easily send the image plane that you set up in Maya to Mudbox using the **File** > **Send to Mudbox** options.

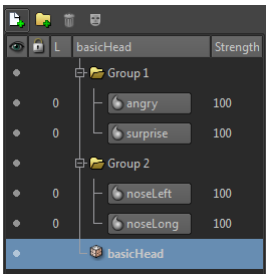
The alignment of the imported Maya image plane and the model looks accurate in Mudbox.

Sending textures between Maya and Mudbox

You can now send single or multi-tile UV and PTEX textures between Maya and Mudbox using the **File** > **Send to** options. The updated textures are referenced correctly in the Maya scene.

Irrespective of whether the UV Tiling Mode attribute in Maya is set to 1-based (Mudbox), Explicit Tiles, 0-based (ZBrush), or other options, you can paint a model outside of the 0-1 UV space using Mudbox and update the editing in Mudbox back to Maya correctly.

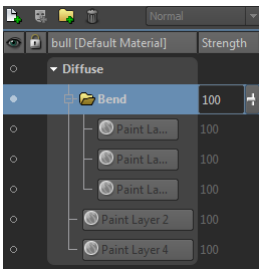
Sending Maya blendshapes to Mudbox



You can now send multiple blendshape nodes created in Maya to Mudbox using the **File** > **Send to Mudbox** options.

This interoperability helps you to perform finer sculpting on the imported blendshapes in Mudbox and then merge them back to Maya.

Organizing paint layers as groups

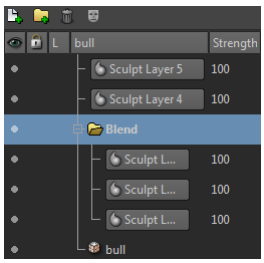


You can now organize paint layers by creating groups and moving one or more paint layers into each group.

You can also:

- toggle the visibility of paint layer groups
- merge paint layer groups
- export a paint layer group as a single image

Organizing sculpt layers as groups



You can now organize sculpt layers in different levels by creating sculpt layer groups.

You can also:

- toggle the visibility of sculpt layer groups
- merge sculpt layer groups

Setting export paths for paint layers, groups, and channels

In the **Export All Paint Layers** window, new options are now available to set individual export paths for paint layers, groups, or channels.

Mudbox remembers the export paths, so that you can repeatedly update texture files on the disk regardless of the target downstream application and whether or not the shaders are supported by Mudbox. If the target downstream application includes an automatic texture reload feature, then the textures edited in Mudbox take effect immediately.

There are also options to merge channels or groups during the export without destructing the current paint layers setup.

Picking the current Eyedropper paint layer color

The new **Sample** drop-down list in the Eyedropper brush properties includes the **Current Layer** option. By choosing this option, you can now pick color from only from the current, active paint layer.

Ability to paint stroke without the texture filter

The new **Disable Pure Color Filter** option is available in the **Advanced** section of the **Paint Brush** properties. This new option enables you to paint stroke without the texture filter.

Caliper tool enhancements

The Caliper tool properties now include the following new options:

- **Segments** — Specify a number in the text box to set divisions in the Caliper tool.
- **Always Visible** — Turn on to make the Caliper tool visible, even after switching to any other tool.

- **Stick on the Surface** — Turn on to make the ends of the Caliper tool follow the mesh modification.

What's New in Autodesk Mudbox 2014 Extension

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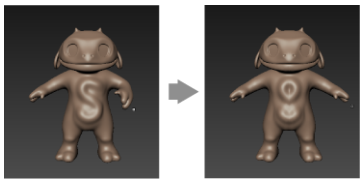
Apply symmetry to an existing mesh

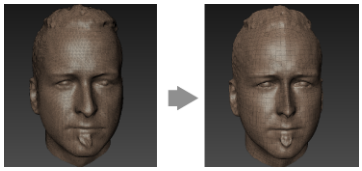
Copy one side of the mesh to the other across one or multiple axes to quickly create a symmetrical mesh. The new Make Symmetrical options (**Mesh > Make Symmetrical**) also let you define which axis to use as the model's topological center, so you can sculpt or paint using tangent symmetry right away.



Make Symmetrical can be especially useful for models scanned from real-world objects that are symmetrical in one dimension, but don't yet have a defined topological axis.

Apply symmetry during retopology

New options in the Retopologize window (**Mesh > Retopologize > New Operation**) let you enforce symmetrical results from the retopology operation, based on the source mesh topology, or a specified axis. See Retopologize a mesh for updated information.



Retopologize a mesh with multiple islands

You can now retopologize a mesh with multiple, discontinuous islands using only one retopology operation.

This enhancement saves your time from separating each mesh from multiple islands, and then retopologizing them one-by-one.

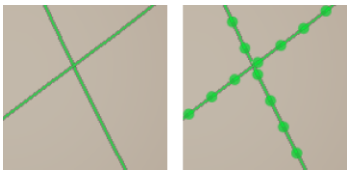
Measure the distance between points

Easily measure the distance between two points on a model or curve using the new **Caliper** tool

on the Select/Move Tools tray.

Display curve points

As you modify curves, use the new menu item **Display > Curve Points** to toggle the display of individual curve points.



Intel® HD Graphics support

Mudbox supports the third and fourth generation Intel® Core™ processors with integrated Intel® HD Graphics (2500, 4000, 4600, 5000, and so on). This support lets artists to use Mudbox on devices with Intel® HD Graphics, such as MacBook Air and Windows 8 tablet.

To make the Intel® HD Graphics available on Windows, before running Mudbox, update the graphics driver to the latest driver version 15.31.9.3165 (9.18.10.3165).