

Autodesk Mudbox 2012 – Images

mudbox_2012_uv_less_painting_1920_1200.png



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. The Ptex library is released as open source software and is included with Pixar Animation Studio's RenderMan software. Support for displaying Ptex files is now also included in Autodesk Maya 2012 software.

mudbox_2012_paint_masks_blend_modes_1920_1200.png

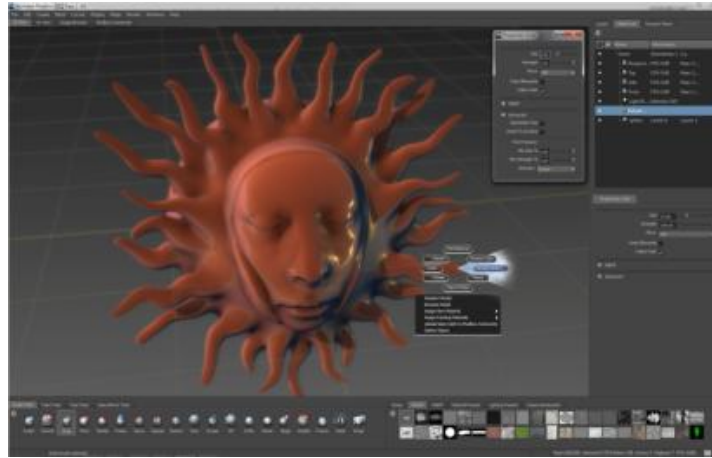


Paint Layer Masks and Blend Modes

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, the 22 new layer blend modes help extend artistic possibilities and offer significantly enhanced compatibility with Adobe Photoshop software.

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mudbox_2012_new_brushes_grab_path_1920_1200.png



New Brushes and Brush Options

Mudbox 2012 offers a more robust painting and sculpting toolset including 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/rectangle marquee modes for selection, freeze, and weights tools.

mudbox_2012_multiple_joints_1920_1200.png



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.

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mudbox_2012_pose_presets_1920_1200.png



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.

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