

## Autodesk Mudbox Subscription Advantage Pack 2012 – Screenshot Captions

mudbox\_2012\_sap\_combine\_bump\_and\_normal\_map\_detail\_1920\_1159.png



### Combine Bump And Normal Map Detail

Combine painted bump map detail with extracted normal map detail to produce a single normal map—even in tangent space. Artists can now create relief detail both by sculpting and painting, and combine the results into a single map suitable for use in games engines.

mudbox\_2012\_sap\_duplicate\_and\_flip\_models\_1920\_1159.png



### Duplicate and Flip Models

Easily duplicate objects, and optionally flip them to create mirrored versions, helping save time when objects are repeated on a model, such as columns on a temple, or a pair of boots on a character. Artists can also flip objects back and forth to get a fresh perspective while working, potentially revealing weaknesses in the design or inspiring new ideas.

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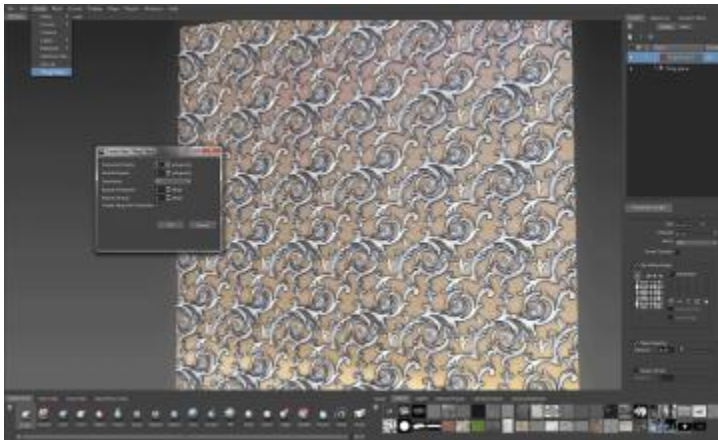
mudbox\_2012\_sap\_extreme\_detail\_with\_new\_gigatexel\_engine\_1920\_1159.png



### Extreme Detail with the New GigaTexel Engine

Create massive amounts of detail—in the range of billions of texels—to help produce the extremely high-quality, hyperrealistic assets required by today's high-resolution formats and increasingly demanding consumers. The amount of detail possible is limited only by the artist's hardware configuration. The GigaTexel engine works automatically and transparently, and with the quality and performance benefits of painting in true 3D, making it as straightforward for an artist to work with massive texture datasets as with small ones.

mudbox\_2012\_sap\_sculpt\_and\_paint\_tiling\_detail\_1920\_1159.png



### Sculpt and Paint Tiling Detail

Easily paint and sculpt tiled detail to create seamlessly repeating textures and maps that can be used to more efficiently cover large surface areas. Even 'off normal' detail featuring undercuts and overhangs can be tiled and extracted as vector displacement maps (VDMs). Mudbox enables artists to work on-target by providing a live view of the artwork repeating across the surface, helping artists make better creative decisions while they paint and sculpt.

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