

Tutorial: Intro to Mudbox, Basemesh

Intro to the key concepts of sculpting and preparing a basemesh in Maya for sculpting later.

MudBox like zBrush

Key tutorial concepts:

- Project: sculpting a rock (or other simple object)
- New project
- 5m across — set up grid (250 , 50, 5)

Wavelength Boulder

xray mode

resize cube

Smooth command (can use shift and right click to access menu)

add some edge loops

move vertices

bevel top seam / or ADD EDGE LOOPS with symmetry (can use Ctrl + Shift to bring up menu)

edit edge flow

smooth again

08

add seams for UV. (round the bottom

- Basic base mesh blockout in maya
- rename

delete history

- Check UVs
- Scale
- Send to mudbox (livelink)

Tutorial: Mudbox setup

We continue looking at Digital sculpting and dive into the tools in Autodesk Mudbox.

TALK ABOUT WHAT MUDBOX DOES! sculpt on higher polygon, then transfer detail via normal maps!

Key tutorial concepts:

- Basic sculpting tools
- Update base mesh
- Subdividing
- Stamps
- Recreate level UVs

B for brush size

M for strength (or to the right)

W for wireframe

Shift D to subdivide (but be careful! this becomes demanding on computer!)

Page Up and Down for levels

Ctrl for invert

Grab brush (screen space)

Shift (Smooth)

Pinch

L for shifting light

Recreate Levels UVs
Stamp distance
steady stroke

Tutorial: Normal Map extraction

Take a high-resolution sculpt and use the tools in mudbox to transfer the detail to lower density models through baked maps.

Key tutorial concepts:

- Send new/updated basemesh back to Maya

“Send to Maya: update”

- Mudbox Baking tools, bake
- “Baking”
- Extract Texture Maps → new operation
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- Setting up Arnold shader for Normal Map
- Make sure Arnold is selected (cog)
- Convert bump node to tangent,
and set colour space correctly for “RAW”
- **Discuss other baking tools — show photogrammetry... but you will need to do a similar process anyway**

End of lesson:

Remind students to upload work-in-progress updates on their final assignment to moodle gallery as informal assessment and feedback.

Tutors should access course Moodle and watch week 8 Videos to familiarise themselves with tutorial topics to be covered.