

Autodesk Mudbox Essentials training course

Course Description

Autodesk Mudbox Essentials teaches a production-focused workflow to digital sculpting and texture painting.

Course duration: 2 days
Courseware provided: Yes.

Objectives

To teach key theory and the techniques needed to use Autodesk Mudbox effectively. After completing this course, delegates will be able to:

- Work in a production environment.
- Understand the mechanics of Mudbox.
- Sculpt 3D models using a variety of techniques.
- Work with materials to texture models.
- Use lighting as a modelling aid.
- Create output for a variety of uses.

Who Should Attend

We can tailor this course to suit either new or more experienced Mudbox users.

Course Outline

- Digital Sculpting Workflow
- Texture Painting Workflow
- Navigating Image Browser
- Texture Painting in Layers
- Creating Custom Stamps and Stencils
- Understanding & Using Sculpt Layers
- Customizing Brush Settings
- On-Target Sculpting
- On-Target Painting
- Sculpt Brushes
- Steady Stroke for Straight Lines
- Constraining Strokes to Curves
- Painting Layer Masks
- Changing Brush Falloffs
- Customising Lighting
- Depth of Field
- Ambient Occlusion
- Image-based Lighting
- Sub-dividing Meshes
- Adding and Editing Materials
- Viewing Mesh UVs
- Meshes with Multiple UV Tiles
- Importing Geometry
- Exporting Maps
- Interface and Work Area Overview

Please note: Course topics may be modified by the instructor based upon the knowledge and skill level of the course participants.

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