

Mudbox Essentials

Training course outline

Mudbox is digital sculpting and texture painting software to create 3D digital artwork.

Mudbox Essentials provides a thorough grounding in the use of the application. On completion you will be able to use Mudbox to create artwork as if working with clay and paint.



Course summary

This course teaches how to:

- Work in a production environment.
- Sculpt 3D models.
- Work with materials to texture your models.
- Use lighting as a modelling aid.

Duration

Two days.

Who should attend?

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

In-class or live online

You can attend course in-person at any of our centres, or participate online from your place of work or home.

To read about our approach to online training, see armada.co.uk/live-online-training.

General information

Armada is an Autodesk authorised Training Centre (ATC), and our *Mudbox Essentials* course is accredited by Autodesk.

Mudbox courses are hosted by Autodesk Certified Trainers (ACTs) with vast experience of using Mudbox in industry.

Mudbox Essentials training is arranged *on-request*, i.e. one-to-one training or a 'closed course' for your group. This means that the training can be:

- Provided when it suits you.
- Adapted to reflect the work you're going to be doing in Mudbox, focusing on topics that are most important to you

Whilst attending training at our centres, delegates have the use of a computer running licensed Mudbox software to practice the techniques taught. Refreshments and lunch are provided.

Course fees can be paid by card or bank transfer. We accept purchase orders from UK-registered companies and public sector organisations.

If you're self-funding your training, you can pay in staged payments, interest-free, over 12 months.

Course materials and certificate

Delegates receive:

- A comprehensive Mudbox training guide.
- An e-certificate from Autodesk confirming attendance on an accredited *Mudbox Essentials* course.

Method of delivery

Training is designed for the busy professional, being short and intensive and combining lecture and demonstration. Practical exercises carried out under guidance help delegates learn the techniques taught.

Delegates have ample opportunity to discuss specific requirements with the trainer.

After course support

Following Mudbox training, you're entitled to 30 days' email support from your trainer.

Further information

For further details, see armada.co.uk/course/mudbox-training/. For a quote and details of our availability, please contact us.

Course syllabus

See over.

Course syllabus

Topics
Digital sculpting workflow
Texture painting workflow
Navigating image browser
Texture painting in layers
Creating Custom Stamps and Stencils
Understanding and using sculpt layers
Customising brush settings
On-target sculpting
On-target painting
Sculpt brushes
Steady stroke for straight lines
Constraining strokes to curves
Painting layer masks

Topics
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