Autodesk®
Mudbox™
2012

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Frequently Asked Questions

Autodesk® Mudbox™ 2012 digital sculpting and texture painting software gives artists the freedom to create 3D digital artwork as if they were working with clay and paint.

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1. General Product Information

1.1 Who uses Mudbox?

Mudbox is primarily targeted at 3D artists in the film, games and television industries. It can also be used by 2D designers and illustrators looking to add 3D to their workflow.

1.2 What are the key strengths of Autodesk Mudbox?

- **Easy to use & learn** - intuitive tools and workflow; clean & simple user-interface; virtually no learning curve
- **A world class sculpting toolset** – fast, smooth and more accurate results
- **Paint directly on 3D models** – see results immediately as you paint directly onto high-res models
- **Explore concepts more quickly** – layers can be turned on and off selectively so you can try different ideas and variations on different layers and easily make revisions at any point in the process
- **Paint multiple material channels** – includes a powerful toolset for painting and viewing diffuse, specular, reflection, bump and certain other textures across multiple high-resolution maps on your models
- **Superior performance** – work with millions of polygons, while viewing the entire asset with interactive shadows & lights

1.3 What will be the new features in Mudbox 2012?

The following features are expected to be the top new features in Mudbox:

UV-Less Painting

Enjoy the freedom of not having to create UVs before you paint! Texture artists will be able to eliminate or reduce the time-consuming and often difficult task of creating UVs; even complex assets comprised of multiple meshes will be able to simply be loaded, and painted right away. The resulting high-quality textures will be able to 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 will now also be included in Autodesk® Maya® 2012 software.

Large Texture Datasets

Now it's possible to paint and manage large texture datasets, in order to create the very detailed, high-quality assets required by today's demanding productions. Thanks to a new texture and tile management system, artists can display and paint hero assets with hundreds of texture maps consisting of billions of texels.

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

Editable Stencils

Easily make use of available images to rub or project detail onto models, with the new ability to deform stencils to help align their texture data to underlying model features. In addition, artists will be able to leverage the full painting toolset to help modify existing stencil images or paint new stencils, while a new option enables tileable stencils to be painted with greater ease.

Single-Step Suites Interoperability

Work more efficiently with other products in the Autodesk® Entertainment Creation Suites 2012, with the new ability to round-trip data with Maya 2012, Autodesk® 3ds Max® 2012, and Autodesk® Softimage® 2012 software. The new workflow will help support iterative round-tripping: beginning with a scene in the content creation application, data can be exported to Mudbox where paint or sculpting detail can be added, then merged back into the original scene, and then refined again in Mudbox, and so on; each transfer will only require a single step to execute.

Performance Improvements

A number of performance improvements in Mudbox 2012 are intended to help artists to paint and sculpt at higher resolutions more smoothly; save scenes with texture data in less time; create, select, and duplicate paint layers more interactively; and load dense OBJ meshes more quickly.

New Brushes and Brush Options

Mudbox 2012 will offer 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 and rectangle marquee modes for selection, freeze, and weights tools.

Multiple Joints

Create, manage, and weight multiple joints to more quickly and easily deform and pose full-figure models. Artists now will be able to create symmetrical pairs of joints, while joint hierarchies can be created automatically based on influenced vertices.

Pose Presets

Work with multiple poses nondestructively, with the new ability to store joint transforms as presets. Artists will be able to sculpt models in 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.

1.4 When will Mudbox 2012 be available?

Mudbox 2012 is scheduled to ship on or after April 8, 2011.

1.5 Will there be a trial version of Mudbox 2012 available?

Yes, you will be able to download the Mudbox 2012 30-day trial* software from **www.autodesk.com/mudbox-trial**

The 30-day trial is expected to be a fully functional version of the Mudbox software for non-commercial use.

*This product is subject to the terms and conditions of the end-user license and services agreement that accompanies this software.

1.6 Will Mudbox 2012 be available as part of the Autodesk Entertainment Creation Suite?

Yes, Mudbox 2012 is expected to be available as part of the Autodesk® Entertainment Creation Suites 2012 that offer artists and production facilities access to a powerful range of creative toolsets at exceptional value. The Suite offers a choice of either Maya 2012 software or 3ds Max 2012 software, and includes Autodesk® MotionBuilder® 2012 real-time character animation software, and Autodesk® Mudbox™ 2012 digital sculpting and 3D painting software. With the Premium option, artists additionally have access to Autodesk® Softimage® 2012 software.

1.7 How will I purchase a license of Autodesk Mudbox?

Mudbox 2012 license will be available for purchase through a local Autodesk software reseller. To locate a reseller, visit www.autodesk.com/reseller.

Autodesk Mudbox 2012 standalone licenses and upgrades will also be able to be purchased at the Autodesk online store.

2. Technology

2.1 What operating systems will Mudbox 2012 support?

The **32-bit** version of Mudbox 2012 software will be supported on any of the following operating systems:

- Microsoft® Windows® 7 Professional operating system
- Microsoft® Windows Vista® Business operating system (SP2)
- Microsoft® Windows® XP Professional operating system (SP3)

The **64-bit** version of Mudbox 2012 software will be supported on any of the following operating systems:

- Microsoft Windows 7 Professional
- Microsoft Windows Vista Business x64 Edition (SP2)
- Microsoft Windows XP Professional x64 Edition (SP2)
- Apple® Mac OS® X 10.6.5 operating system
- Red Hat® Enterprise Linux® 5.5 WS operating system
- Fedora™ 14 operating system

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2.2 Will the Mudbox package include the Windows, Mac and Linux versions?

Yes, the software DVD is expected to include the Windows, Mac and Linux versions.

When users download the software from the e-store or the Subscription Center, they will be prompted to select their platform. In this case, the version downloads will be separate.

2.3 Will Mudbox 2012 be supported on the Linux operating system?

Yes, Mudbox 2012 will be supported on Red Hat® Enterprise Linux® 5.5 WS and Fedora™ 14 operating systems.

3. Installation, Configuration, and Licensing

3.1 Will Mudbox 2012 be available as a Standalone and Network license?

Yes, both Standalone and Network licenses will be available for purchase.

3.2 Will I be able to transfer my Mudbox software license to another machine?

Yes. Online License Transfer provides a flexible and convenient web-based mechanism for customers with Standalone licenses to transfer their licenses to different machines without using a dongle. This basic functionality will be available without additional charge and there is no limit on the number of transfers. Online License Transfer allows you to use a web interface to de-activate the software license on your current computer and re-activate the software license on a different computer.

3.3 How does the Online License Transfer system work?

You will log on to the Online License Transfer system using a web interface where you can then de-activate your software license on your current computer before re-activating it on a different one.

You will need a working internet connection in order to transfer your license. This process is initiated by launching the License Transfer Utility (LTU) that is installed with your Autodesk software license. You will be asked for your registration login information. From there, simply follow the LTU instructions for transferring your license.

3.4 If I purchase a Mudbox 2012 software license for Windows operating system, will I be able to relocate it to my Mac OS X computer?

If you purchase a Mudbox 2012 license for Windows and would prefer to run the Mudbox license on Mac OS X, you will be able to download and install Mudbox 2012 for Mac OS X and relocate your existing license, free of charge. To do this you will need to have an Autodesk serial number of the format xxx-xxxxxxxx (for example 123-12345678).

Here are the steps:

- Uninstall Mudbox 2012 from your Windows computer.
- Install Mudbox 2012 on your Mac OS X computer
- The first time you launch Mudbox 2012, the Product Configuration window appears.
- In the Product Configuration window, select the option, "I have a serial number that I need to activate."
- Click “Next” and enter your serial number.

- Follow the instructions to obtain your license and activate your product.

If you are unable to license and activate Mudbox 2012 using these steps, please go to the Autodesk Registration and Activation website.

4. Compatibility and Interoperability

4.1 How will Mudbox integrate with other Autodesk products?

Mudbox was designed to complement certain 3D animation packages. Using Autodesk® FBX® 2012 data interoperability technology, Mudbox will be able to import and export models from Autodesk Maya, Autodesk 3ds Max, and Autodesk® Softimage® software. Key information such as: mesh component IDs, UV texture coordinates, cameras, image planes and blend shapes will be retained.

4.2 How will Mudbox 2012 integrate with Adobe Photoshop?

Mudbox will allow you to send your texture maps to Photoshop, work on them, and then bring them back into Mudbox. In addition, the Mudbox 2012 release will offer multi-layer PSD exchange with Photoshop.

5. Consulting, Training, and Support

5.1 How can I learn how to use Mudbox?

Mudbox 2012 software will include an integrated, online community (accessible from within the product) where you will be able to find valuable tutorials and other resources such as base meshes, stamps, and stencils. Please visit http://www.the-area.com/mudcom to learn more.

5.2 Will a manual be included in the package?

The Mudbox 2012 user documentation will be provided in an online format and can be accessed from:

autodesk.com/mudbox-help-2012-enu

The installation and licensing guides will be provided in electronic form (PDF) on the installation DVD or from the Autodesk website at:

http://www.autodesk.com/mudbox-docs

5.3 How will Mudbox support be provided?

All new license purchases of Mudbox software will receive 30 days complimentary Up & Ready Support (via the Autodesk forums) from the date of registration, which will cover installation and licensing issues only.

Customers with Autodesk® Subscription for Mudbox 2012 will receive web support through the Autodesk Technical Support Team in the Americas, EMEA, Australia and New Zealand throughout the duration of their subscription term. Subscription customers located in Asia will receive support directly through their Autodesk Authorized Reseller.

6. Subscription

6.1 What benefits will Subscription for Mudbox offer?

Autodesk Subscription will provide customers with access to the latest release made available during the term of their contract. This includes major releases and Autodesk Subscription Advantage Pack (previously known as product extensions), learning resources, access to a technical knowledge base, and the entitlement to use certain previous versions of Mudbox.

Note: Customers must have all their Mudbox seats (whether standalone or network licenses) on Autodesk Subscription or Autodesk Subscription with Gold support; otherwise Autodesk Subscription and Autodesk Subscription with Gold support are not available for any seat. Please contact your Partner Manager for any exceptions to this policy.

6.2 How can I access Subscription with Gold Support benefits?

Simply login to the Subscription Center at www.autodesk.com/subscriptionlogin to begin accessing your Subscription services.

6.3 As an Autodesk Subscription customer, how will I obtain my copy of Mudbox 2012?

Subscription customers will be able to download their Mudbox 2012 software entitlement. Subscription Software Coordinators will be sent an email containing a link to a download page. Customers must login using their Subscription Center login credentials to access this page. From there they may download their Mudbox 2012 product entitlement.

6.4 In which countries will software download be the default method for delivering software upgrades to Subscription customers?

Software download will be the default method of delivering software upgrades to Autodesk Subscription customers in the 37 countries listed below. Autodesk Subscription customers in these countries will not automatically receive a boxed shipment.

Americas	Europe, Middle East, and Africa	Asia Pacific
Argentina	Austria	Australia
Bahamas	France	Hong Kong
Bolivia	Germany	Korea, Republic of
Brazil	Ireland	Macau
Canada	Italy	Malaysia
Chile	Liechtenstein	New Zealand
Colombia	Portugal	Singapore
Costa Rica	Spain	Taiwan
Dominican Republic	Switzerland	
Ecuador	United Kingdom	
Guatemala		
Jamaica		
Mexico		
Paraguay		
Peru		
Puerto Rico		
United States		
Uruguay		
Venezuela		

6.5 Can I change my product upgrade delivery preference?

Yes. If you are a Subscription Software Coordinator in a participating country and you prefer to receive a boxed shipment, you can change the delivery preference in your Subscription Center profile from “download” to “box”.

Likewise, if you are a Subscription Software Coordinator in one of the non-participating countries and you prefer to download your software upgrade, you can change the delivery preference in your Subscription Centre profile from “box” to “download”.

You can change your delivery preference at any time; however, the changes you make will not be applied to upgrade orders that have already been fulfilled or upgrade orders that are scheduled to be processed within the next seven business days.

If you want to change your delivery preference, you should do so immediately to ensure all future software releases to which you are entitled will be delivered according to your preference.

Subscription customers who change their preference after their upgrade order has already been fulfilled, can request a box at any time by submitting a Boxed Shipment Request form in Subscription Centre.

6.6 What if I want both a download and a boxed shipment?

If you are the Subscription Software Coordinator and you want both a download and a boxed shipment, you can change the delivery preference in your Subscription Center profile to “box”. This will ensure that a boxed shipment is automatically sent as soon as it is available. Or, you can keep your delivery preference set to “download” and request a one-time boxed shipment by submitting a Boxed Shipment Request form in Subscription Center.

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