

## AIT Spatial Ltd

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## ATC Training: Autodesk Mudbox 2009

This course is for those who wish to learn a production-focused workflow to digital sculpting and texture painting in Mudbox and time-saving techniques that are currently being used in the Film, Games, and Design industries.

Upon successful completion of this course you will be able to:

- Ø Work in a production environment.
- Ø Understand the mechanics of Mudbox.
- Ø Be able to sculpt 3d models using a variety of techniques.
- Ø Work with materials to texture you models.
- Ø Understand how to use lighting as a modeling aid.
- Ø Know how to create output for use in a variety of ways.

### Topics Covered

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

**Course Code: EM0615\_Mudbox**

**Course Duration: 2 days**

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**Autodesk**  
Authorised Training Centre

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Authorised Certification Centre