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   **Titolo**  Mudbox 2013 cookbook [[electronic resource] ] : over 60 recipes to sculpt digital masterpieces like a modern Michelangelo / / Jeremy Roland ; contributions by Sagar Patel

   **Pubbl/distr/stampa**  Birmingham, : Packt Pub., 2012

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   **Descrizione fisica**  1 online resource (261 p.)

   **Altri autori (Persone)**  PatelSagar

   **Disciplina**  006.6

   **Soggetti**  Computer-aided design
   Sculpture
   Electronic books.

   **Lingua di pubblicazione**  Inglese

   **Formato**  Materiale a stampa

   **Livello bibliografico**  Monografia

   **Note generali**  Includes index.

   **Nota di contenuto**  Cover; Copyright; Credits; About the Authors; About the Reviewer; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Ready? Set...; Introduction; Installing Mudbox 2013 documentation; Setting up hotkeys; Increasing the resolution on your model; Bookmarking the camera view; Downloading and enabling stamps, stencils, and base meshes from the Internet; Adding and adjusting your image planes; Sculpting on different subdivision levels effectively; Recording a movie while you work in Mudbox; Setting up colors and other preferences; Setting up your Wacom tablet; Working in expert mode
   Chapter 2: Heads UpIntroduction; Revealing the wireframe for edge location; Setting up a basic three point lighting scheme; Organizing your tabs for smoother navigation; Locking down the camera for reference matching; Creating a stone tile by adjusting brush properties; Using the object list to manage multiple objects; Setting up layers for easily adjusting sculpt details; Setting up stamps, stencils, and image planes using image browser; Chapter 3: Broad Strokes; Introduction; Creating a concrete damage brush; Customizing your brush and adding it to your tool tab

Creating your own Imprint brush for adding presculpted detailsUsing the Freeze brush to get hard edges and isolate your sculpting; Using the Fill brush for detailing corners and crevices; Matching a reference silhouette using the Grab tool; Chapter 4: Fine Tooth Comb; Introduction; Creating a zipper using a custom stamp; Creating a custom stencil from a stone wall carving; Creating a rock wall that tiles seamlessly in all directions; Tricks for painting with stencils; Tricks for painting with stamps; Adding a stencil or stamp to your toolbox; Creating a custom rock stamp

Chapter 5: Get In and Get OutIntroduction; Flattening to UV space; Deleting the highest level of resolution on your model; Blocking out a rough Mayan pyramid using a displacement map; Importing, exporting, and working with multiple objects within Mudbox 2013; Creating a terrain; Chapter 6: Shine On; Introduction; Creating a Blinn material; Using a simple Blinn material; Using Lit Sphere to mimic other materials; Creating a gold bar; Creating a glass sculpture; Chapter 7: Time to Paint; Introduction; Painting a rock texture using projections; Painting out seams on a rock using the Clone brush

Painting a rock Specular mapPainting a rock Bump map; Adding text to a cape using Flatten UV mode; Adding dirt to a cape using a layer as a mask; Chapter 8: Ready for My Closeup; Introduction; Creating a light; Creating a three-point lighting preset; Lighting an indoor scene with a simple light setup; Enhancing your scene with viewport filters; Creating a rock normal map with a normal map filter; Creating a turntable; Chapter 9: One Step Forward; Introduction; Posing a lamp cord by adding joints to your mesh; Posing multiple objects at the same time Adjusting joint pivots and painting weights

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| Sommario/riassunto | Sculpt digital masterpieces like a modern Michelangelo |