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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
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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 details
Using 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 Out
Introduction; 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 map
Painting 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

Sommario/riassunto

Sculpt digital masterpieces like a modern Michelangelo
