

Features and Benefits

Autodesk® Mudbox® 2016 software is a cost-effective digital sculpting and painting solution. Mudbox provides 3D artists with an intuitive and tactile toolset for creating and modifying high-quality 3D geometry and textures.

The latest release of Mudbox introduces a series of new sculpting tools, including new Volume and Surface Falloff options, the Relax Brush for smoothing surfaces while trying to preserve the shape of a mesh, and a Twist feature in the Grab Brush for creating swirl-like effects on a mesh.

Top Features and Benefits

Volume and Surface Falloff

Artists can now choose Volume or Surface Falloff options for brushes in addition to the default Hybrid mode, which automatically selects the falloff mode based on whether meshes are connected or separate from one another. With Volume Falloff, anything within the brush radius will be affected by the brush stroke, regardless of whether surfaces are connected or not. For example, artists can use this mode to deform a character made up of many separate parts. Alternatively, Surface Falloff mode gives artists more control by using the center point of the brush to determine the area affected. This mode is especially useful when working on geometrically tight surfaces, such as separating lips, folding eyelids, or making changes to one finger without affecting others.

Relax Brush

Mudbox 2016 introduces a new Relax Brush with a default Constrain to Surface option. When selected, brushing will even out the space between vertices to provide cleaner topology while making minimal changes to the original shape of the mesh. Constrain to Surface can now also be selected for the Pinch, Smear and Grab brushes.

Twist for Grab Brush

The new Twist feature in the Grab tool allows artists to twist all vertices within the sculpting brush falloff radius clockwise or counterclockwise. This feature is useful for creating swirled objects like soft serve ice cream, rotating ears and eyes to change their position on a character's head, or twisting the corners of a character's mouth to create a smile or frown.