Chapter 1, Ready? Set...

Download & Install Product Help
To install the Mudbox Help to your computer or to a local network location, click an installer from the supported language and operating system choices in the table below.

<table>
<thead>
<tr>
<th>Language</th>
<th>Windows</th>
<th>Mac OS</th>
<th>Linux</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>English</strong></td>
<td>2013 2012 + SAP</td>
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<td><strong>German</strong></td>
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<td><strong>French</strong></td>
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</tr>
</tbody>
</table>
Upload Your Stamp

This bar allows you to upload, submit and share your stamp with the Mudbox Community. Click on the Upload button to get started.
Earn points and prestige
You earn:

1 Point

each time a fellow member gives a 5 star rating to one of your images, turntables, or tutorials.

2 Points

each time someone downloads one of your stamps, stencils, or base meshes.

5,000 points

Super Contributor

1,000 points

Regular Contributor

500 points

Contributor

100 points

Regular Visitor

1 point

Visitor

0 points

New User

Image 17
Image 25
Image 27
Chapter 2, Heads Up

Image 1

Image 2
Chapter 3, Broad Strokes
Image 2
Image 13
Chapter 4, Fine Tooth Comb

Image 1

Image 2
Image 3
Any painting or sculpting you do on this plane will be automatically repeated in each tile.

#### Plane Properties
- **Horizontal**: 4 quads
- **Vertical**: 4 quads
- **Orientation**: XY

#### Repeating Tiles
- **Horizontal**: 3 repeats
- **Vertical**: 3 repeats

Create Target for Extraction

Create Tiling Plane  Cancel
Set Size to 6.00 and Strength to 2.88. Make sure Mirror is set to Off and Invert Function is off.

- Use Stamp Image
  - Randomize
  - Horizontal Flip
  - Vertical Flips

- Stamp Spacing: Distance 0

- Snap to Curve: Distance 60

- Steady Stroke: Distance 4

Buildup 100.00

Options:
- Flood
- Reset
Chapter 5, Get In and Get Out

Image 1

Image 2
This window allows you to upload, submit and share your base mesh with the Mudbox Community. Submit your image and click on the Upload button to get started.
Execute the operation.
Chapter 6, Shine On
<table>
<thead>
<tr>
<th>Assign New Material</th>
<th>Mudbox Material</th>
</tr>
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<tbody>
<tr>
<td>Assign Existing Materials</td>
<td>Simple Blinn Material</td>
</tr>
<tr>
<td>Delete Unused Materials</td>
<td>Lit Sphere Material</td>
</tr>
<tr>
<td>Upload base mesh to Mudbox Community</td>
<td>CgFX Based Material</td>
</tr>
</tbody>
</table>
Chapter 7, Time to Paint

Image 1

Image 2

Image 3

Image 4
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<tr>
<td></td>
<td>Edit Material</td>
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<tr>
<td></td>
<td>Lit Sphere Material</td>
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<td>Rename Object</td>
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<td>CgFX Based Material</td>
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<td>Delete Object</td>
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<tr>
<td>Properties</td>
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</tr>
<tr>
<td></td>
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</tr>
</tbody>
</table>
Chapter 8, Ready For My Closeup
Image 22

Image 23
Chapter 9, One Step Forward