Mudbox Vector Displacement

Export FBX from Mudbox

Before you start sculpting, export your FBX from Mudbox.

Export an OpenEXR from Mudbox
Export a PTex from Mudbox
Import FBX and Add Subdiv Scheme

- Import the FBX you just exported from Mudbox. For its shape node, add Attributes|RenderMan|Subdiv Scheme:

Assign Displacement Shader (UV Texture)

- Create a PxrTexture node. Set the Filename to your exported Mudbox EXR map. Keep all parameters at their defaults.
- Create PxrDispTransform node. Set Displacement Type to Mudbox Vector and Vector Space to Tangent.
• Create a **PxrDisplace** node (this is the displacement shader that actually displaces your surface).
• Connect PxrTexture's output Result RGB to PxrDispTransform's Disp Vector.
• Connect PxrDispTransform's Result XYZ to PxrDisplace's Disp Vector. Your graph should look like this:

**Assign Displacement Shader (PTex)**

• Create a **PxrPtexture** node. Set the Filename to your exported Muxbox ptx map. Keep all parameters at their defaults.
• Create **PxrDispTransform** node. Set Displacement Type to **Mudbox Vector** and Vector Space to **World**.
Create a `PxrDisplace` node (this is the displacement shader that actually displaces your surface).
- Connect `PxrTexture`'s output Result RGB to `PxrDispTransform`'s Disp Vector.
- Connect `PxrDispTransform`'s Result XYZ to `PxrDisplace`'s Disp Vector. Your graph should look like this:

**Render**

- Add `PxrSurface`, assign it to the model and add some lights, set the displacement bound appropriately, and render!
Toad King creature created by Craig Barr, Autodesk Media and Entertainment.