

Mudbox Vector Displacement

Export FBX from Mudbox

Before you start sculpting, export your Fbx from Mudbox.

Export an OpenEXR from Mudbox

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Export a PTex from Mudbox

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Import FBX and Add Subdiv Scheme

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

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Assign Displacement Shader (UV Texture)

- Create a **PxrTexture** node. Set the Filename to your exported Muxbox EXR map. Keep all parameters at their defaults.
- Create **PxrDispTransform** node. Set Displacement Type to **Mudbox Vector** and Vector Space to **Tangent**.

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- 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:

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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**.

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- 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:

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Render

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

