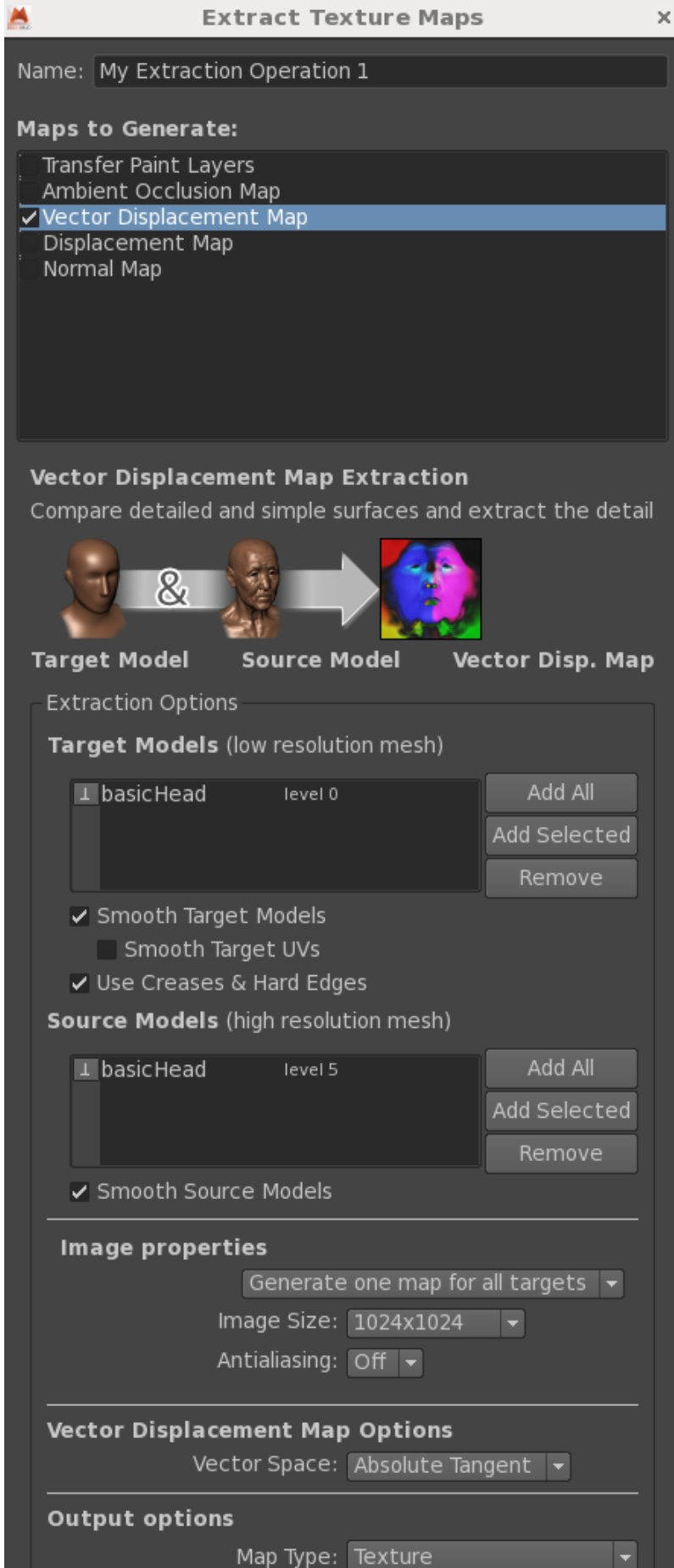


# Mudbox Vector Displacement

## Export FBX from Mudbox

Before you start sculpting, export your Fbx from Mudbox.

## Export an OpenEXR from Mudbox

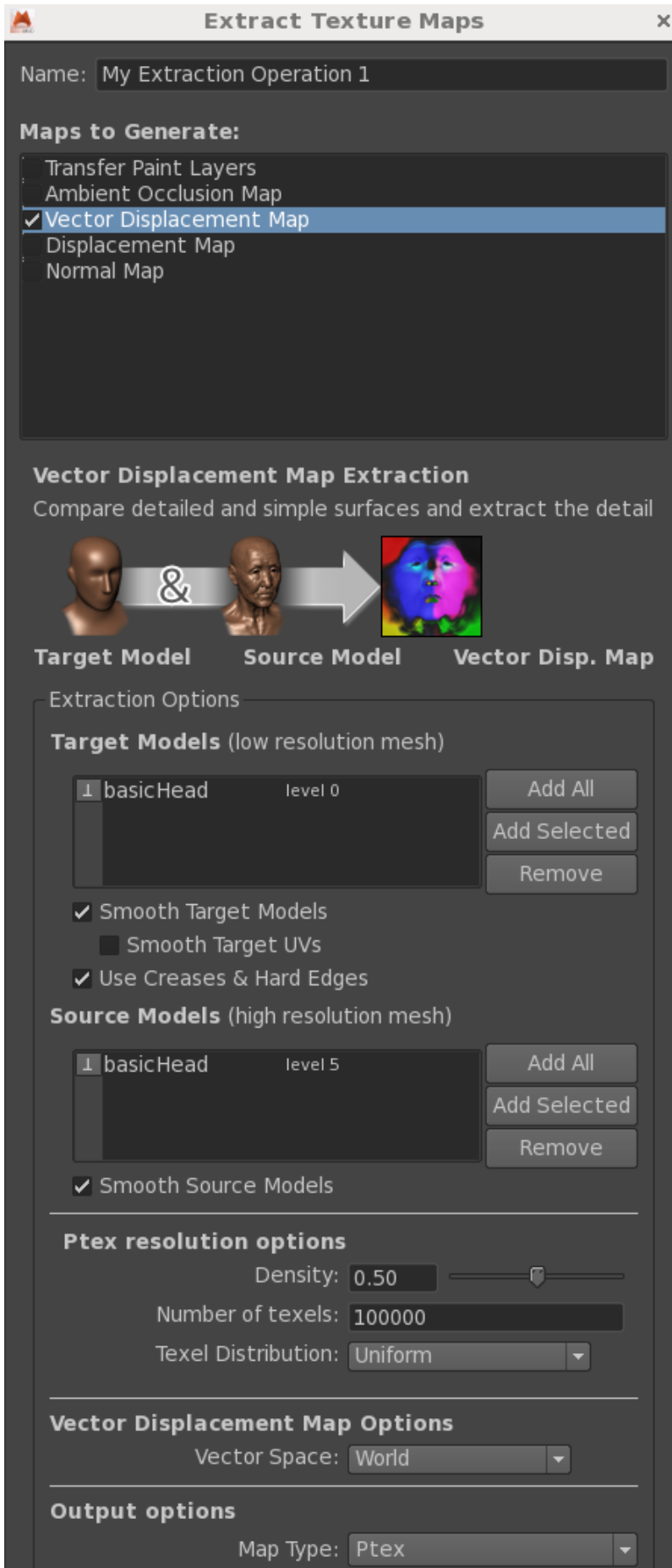


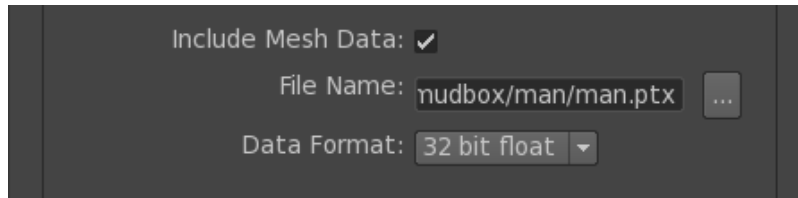
Base File Name:  ...

Bits per Channel:  ▼

Preview as Vector Displacement Map: ☒

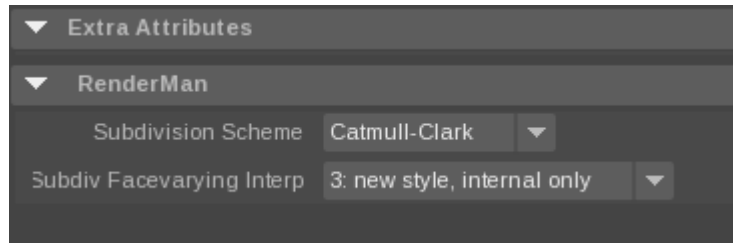
**Export a PTex from Mudbox**





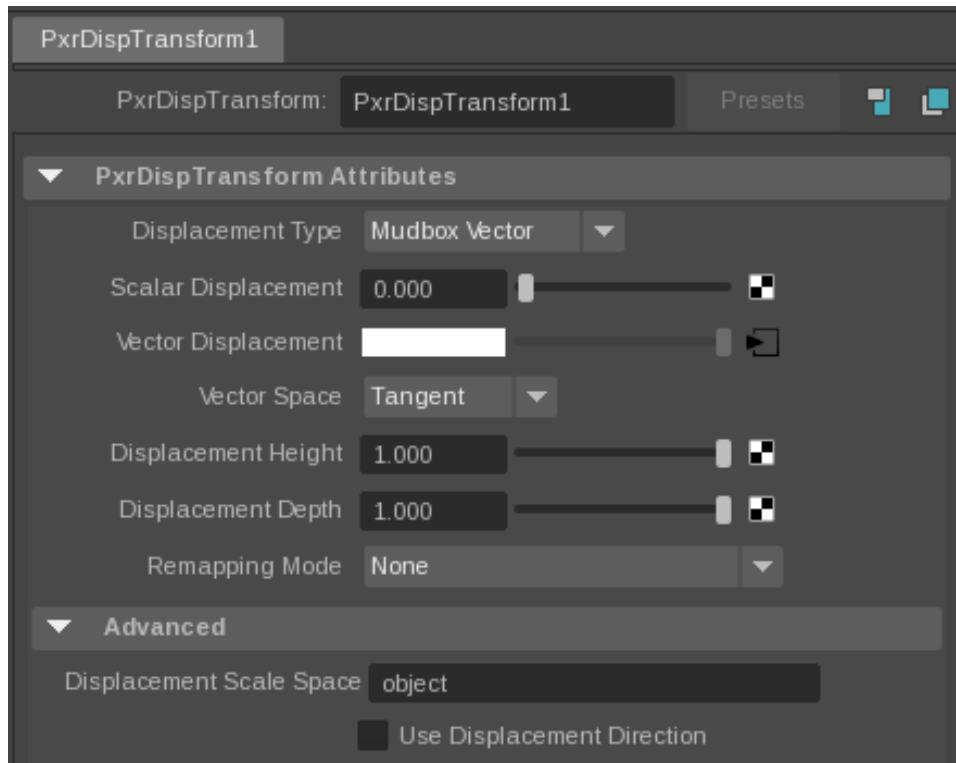
## Import FBX and Add Subdiv Scheme

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

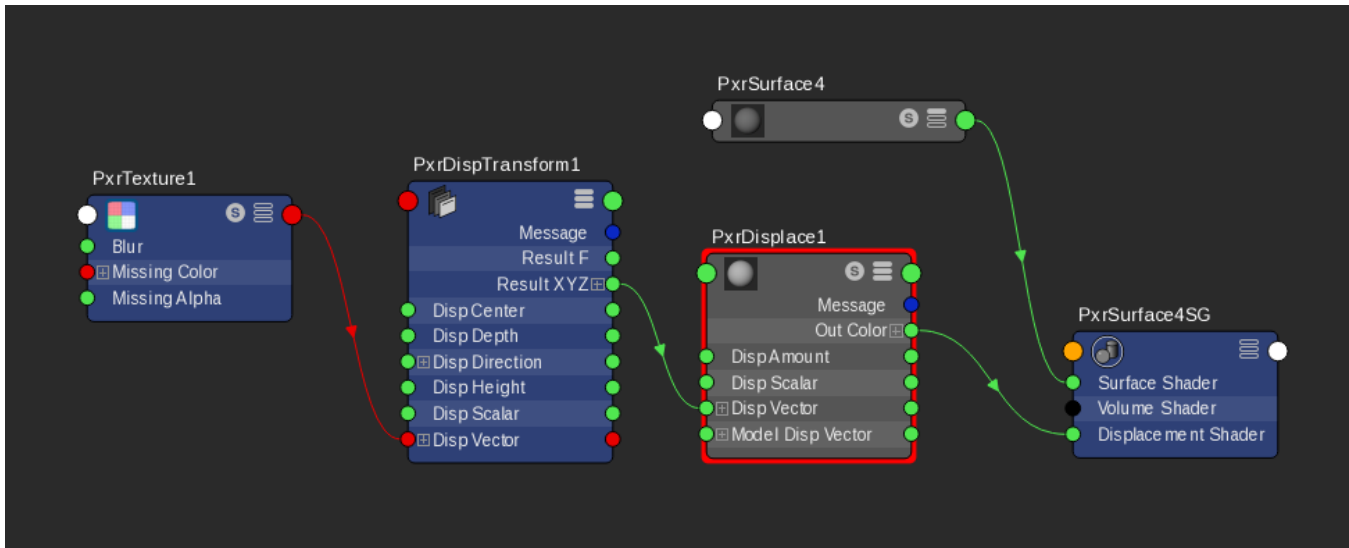


## Assign Displacement Shader (UV Texture)

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

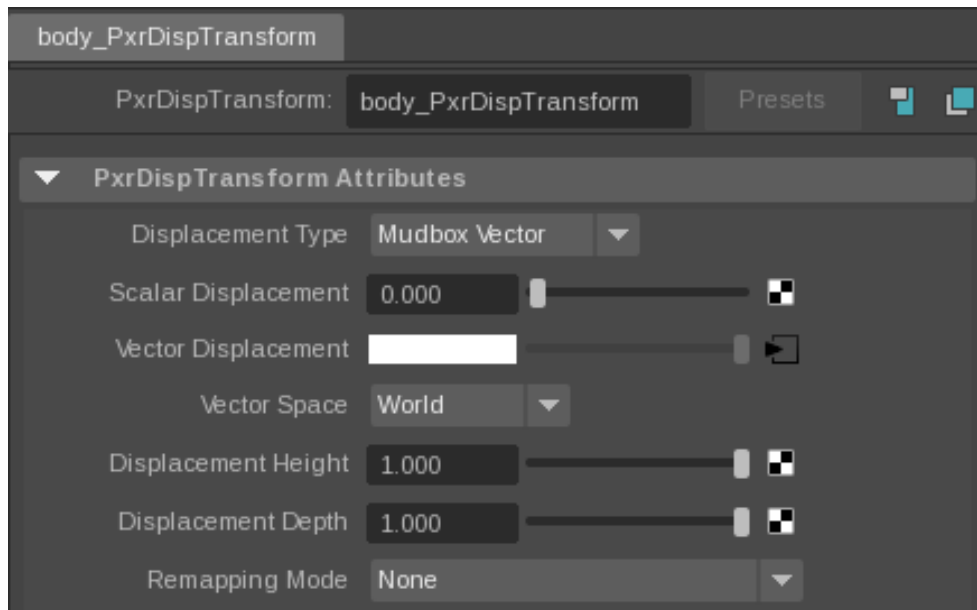


- Create a **PxrDisplace** node (this is the displacement shader that actually displaces your surface).
- Connect PxrTexture's output Result RGB to PxrDispTransform's Disp Vector.
- Connect PxrDispTransform's Result XYZ to PxrDisplace's Disp Vector. Your graph should look like this:

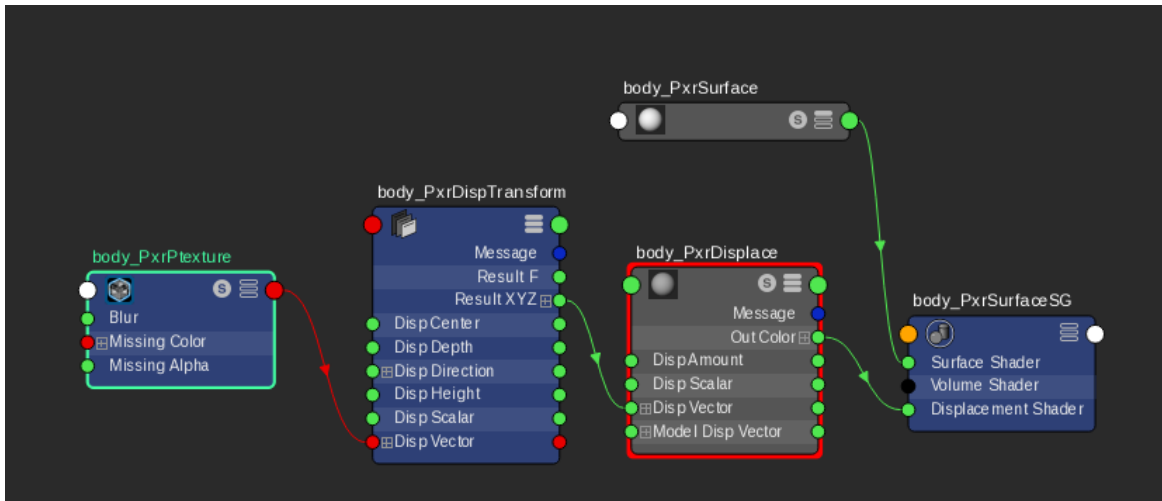


### Assign Displacement Shader (PTex)

- 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.