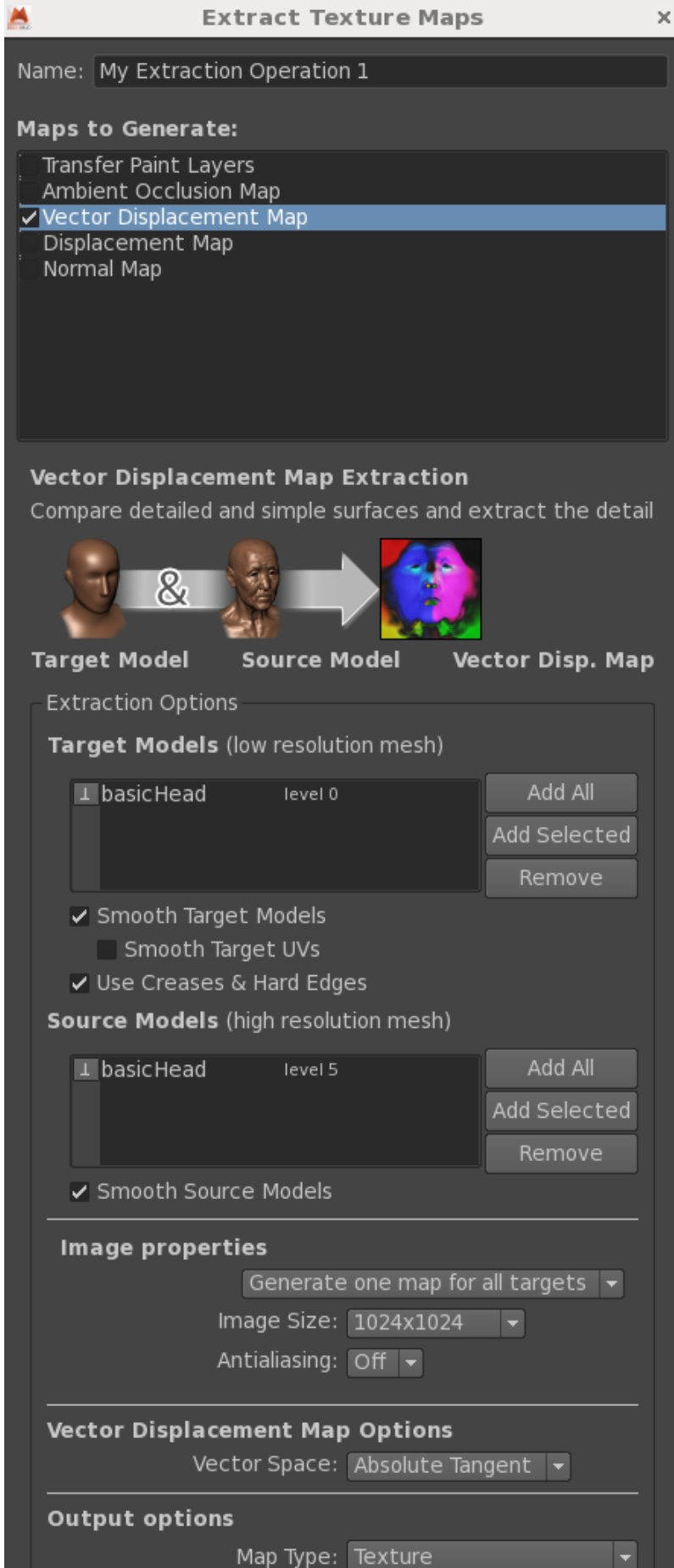


Mudbox Vector Displacement

Export FBX from Mudbox

Before you start sculpting, export your Fbx from Mudbox.

Export an OpenEXR from Mudbox

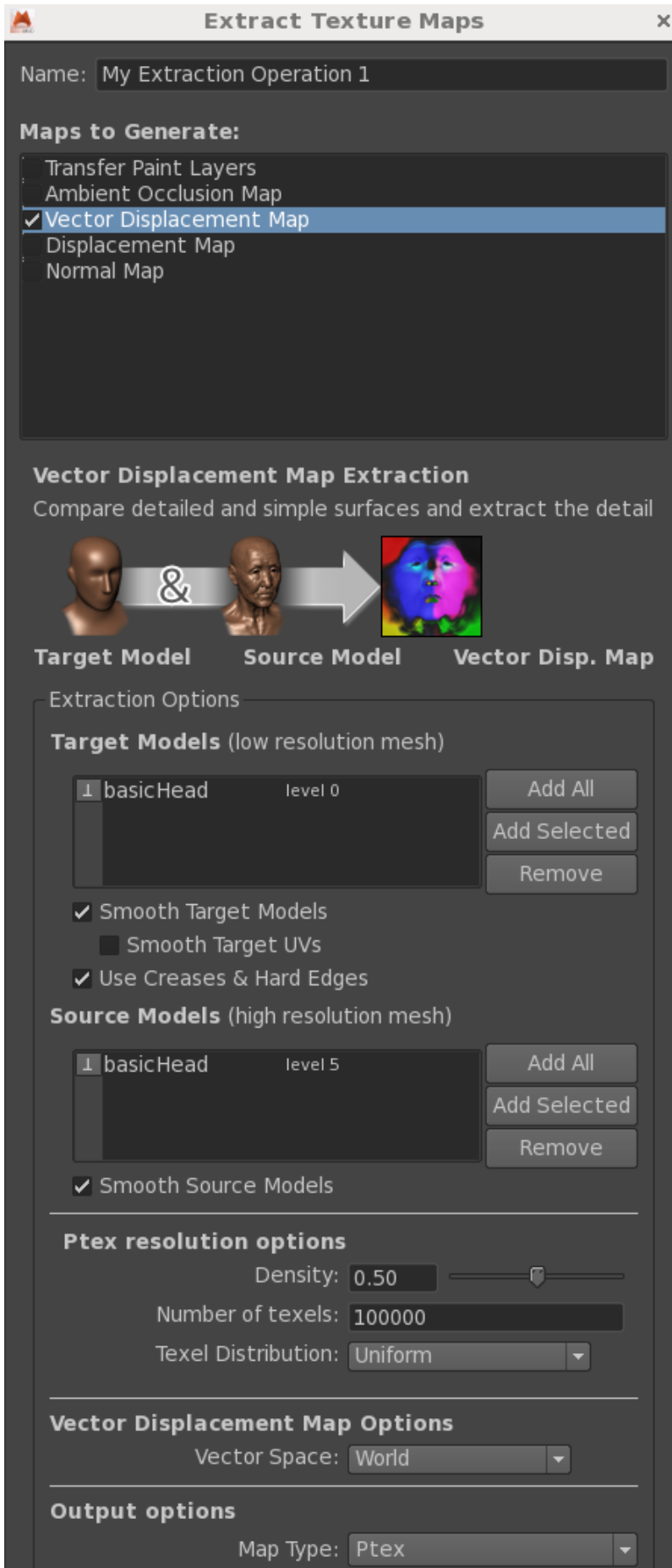


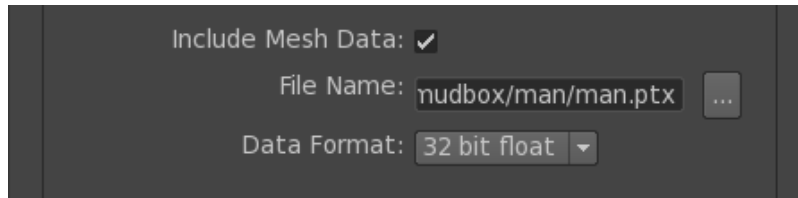
Base File Name: ...

Bits per Channel: ▼

Preview as Vector Displacement Map: ☒

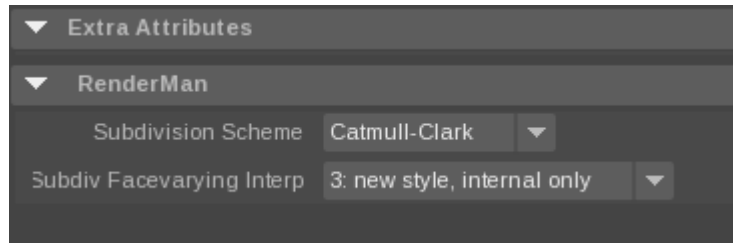
Export a PTex from Mudbox





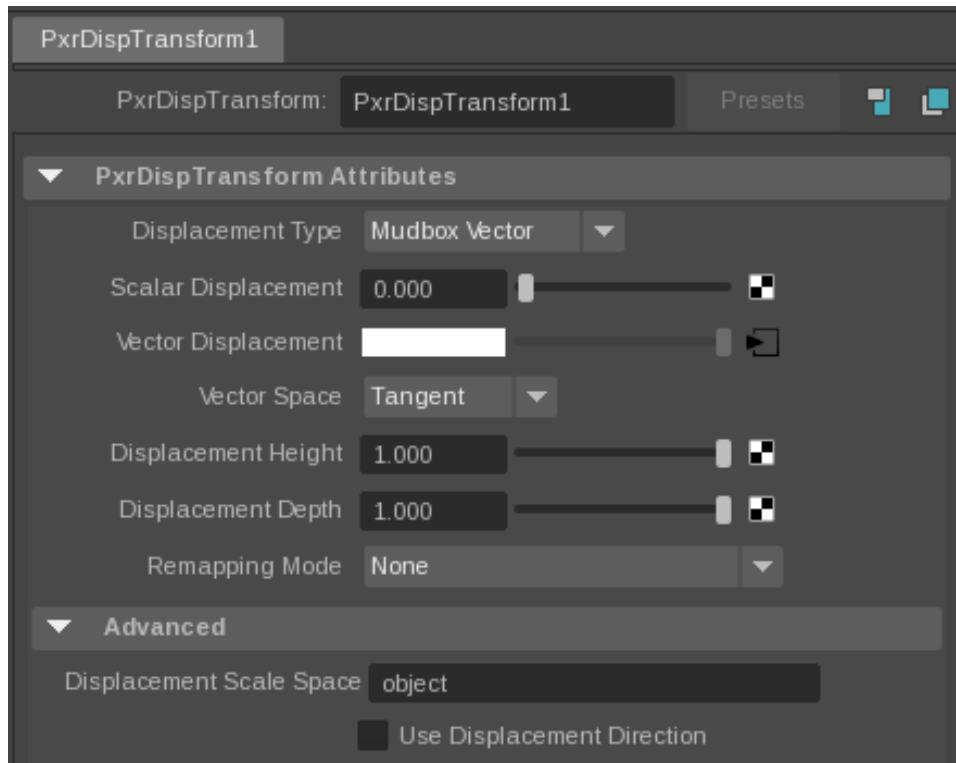
Import FBX and Add Subdiv Scheme

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

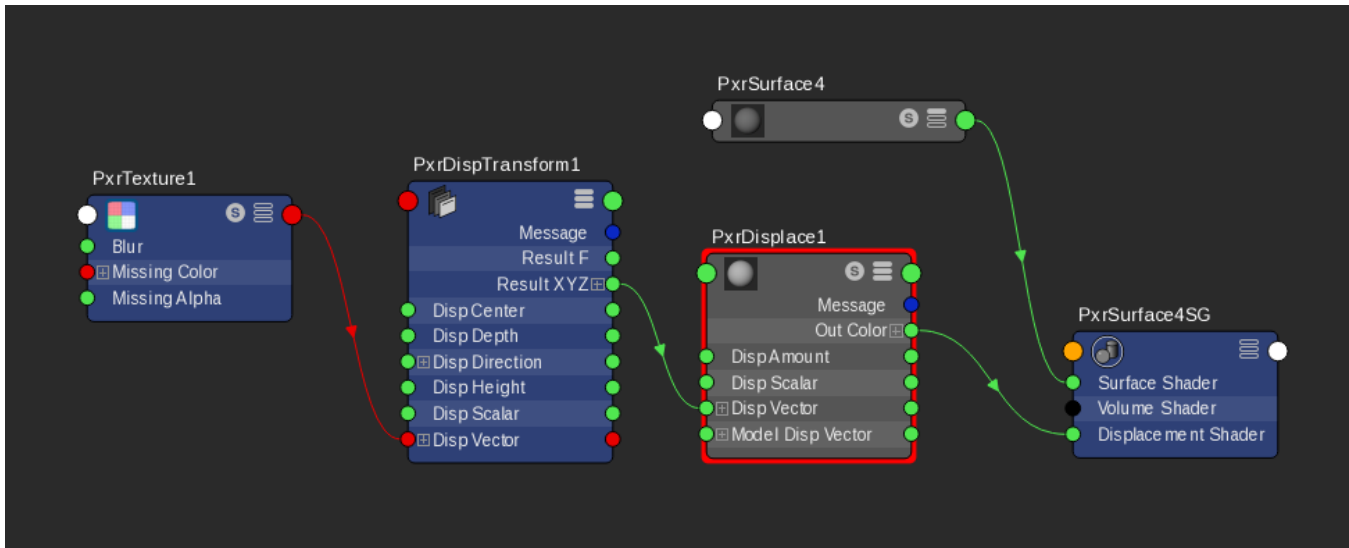


Assign Displacement Shader (UV Texture)

- 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**.

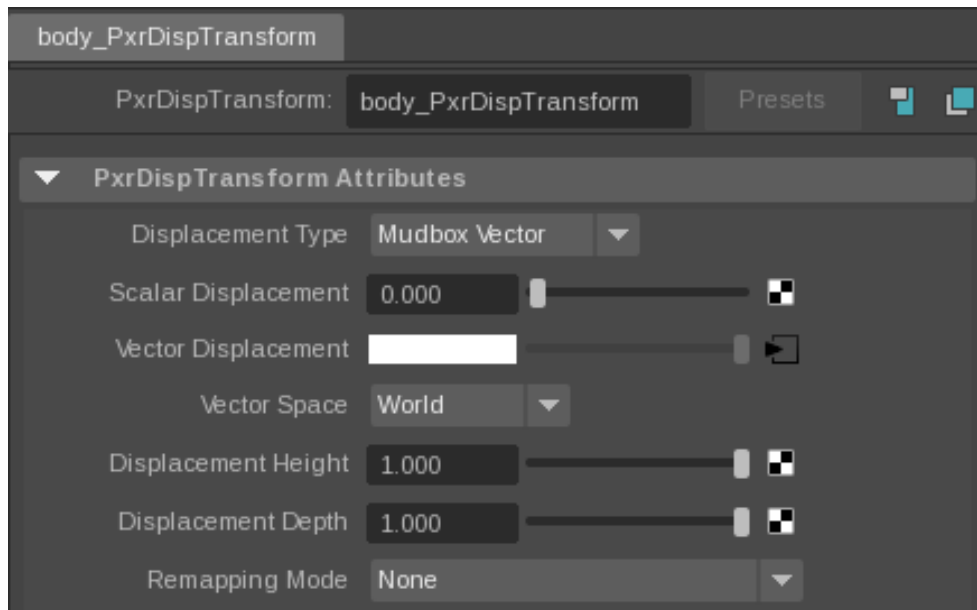


- Create a **PxrDisplace** node (this is the displacement shader that actually displaces your surface).
- Connect PxrTexture's output Result RGB to PxrDispTransform's Disp Vector.
- Connect PxrDispTransform's Result XYZ to PxrDisplace's Disp Vector. Your graph should look like this:

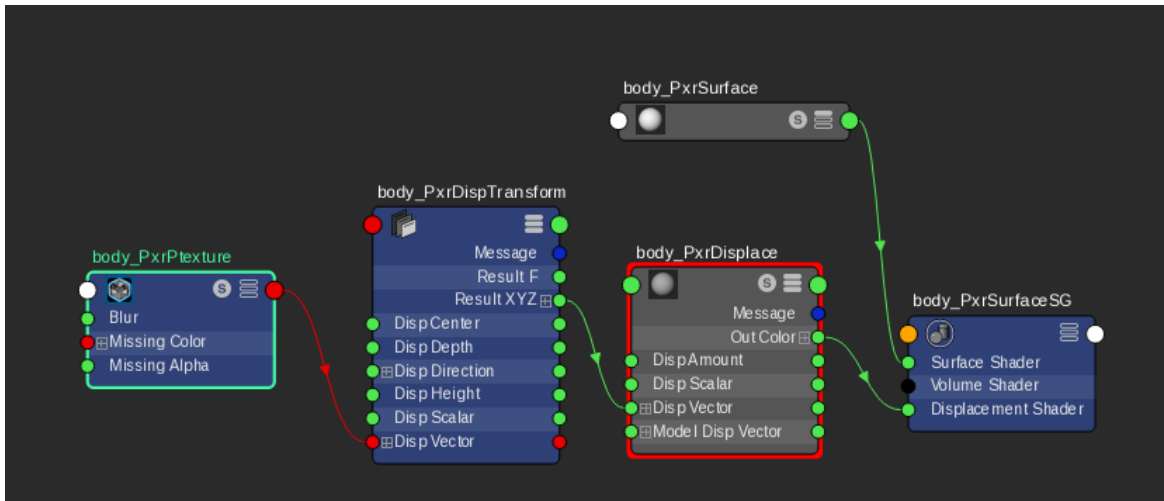


Assign Displacement Shader (PTex)

- 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!