

## **Mudbox Commands:**

**W** to show or hide faces

**F** to focus on a location

**A** to frame all geometry in the scene

**Alt + Left button** to rotate the camera

**Alt + Middle button** to track the camera

**Alt + Right button** to dolly the camera

**Shift + D** Add a new subdivision level

**Page Up** Step up one subdivision level

**Page Down** Step down one subdivision level

**CTRL + Left Button Drag** to sculpt inwards

**Left Button Drag** to sculpt outwards

**B + Left Button Drag** to resize the sculpting brush

**M + Left Button Drag** to increase the brush's sculpting strength

## **Basic Workflow:**

**Tip 1:** Work from making larger brush strokes and proportion changes, only moving into smaller brushes and finer detail when the larger work is done.

**Tip 2:** Only add subdivision levels after you've done all that you can with the current amount of polygons

(**What is Subdivision?** - Adding more polygonal faces to a model, also referred to as increasing its resolution, is accomplished by subdividing it. Subdividing lets you sculpt more detail than would otherwise be possible. Adding a subdivision level divides each four-sided polygon face on the model into four smaller faces, and so on.)

**Increasing subdivision levels** - go to main menu, select Mesh > Add New Subdivision Level to increase the resolution of the sphere.

Note You can also add a new subdivision level by pressing the hotkeys Shift + D.

**Working on lower subdivision levels** - by default, only one subdivision level can be sculpted on at a time. To sculpt on level\_0 again you must step down from level\_1 to level\_0 (the lower resolution version of the mesh). Page Down key to step down to display the original base level of the model. The current subdivision level momentarily appears in the Heads-up display.

Visit the following link for more basic Mudbox tips and tutorials:

<http://download.autodesk.com/esd/mudbox/help2009/index.html?url=QuickStart.htm,topicNumber=d0e209>