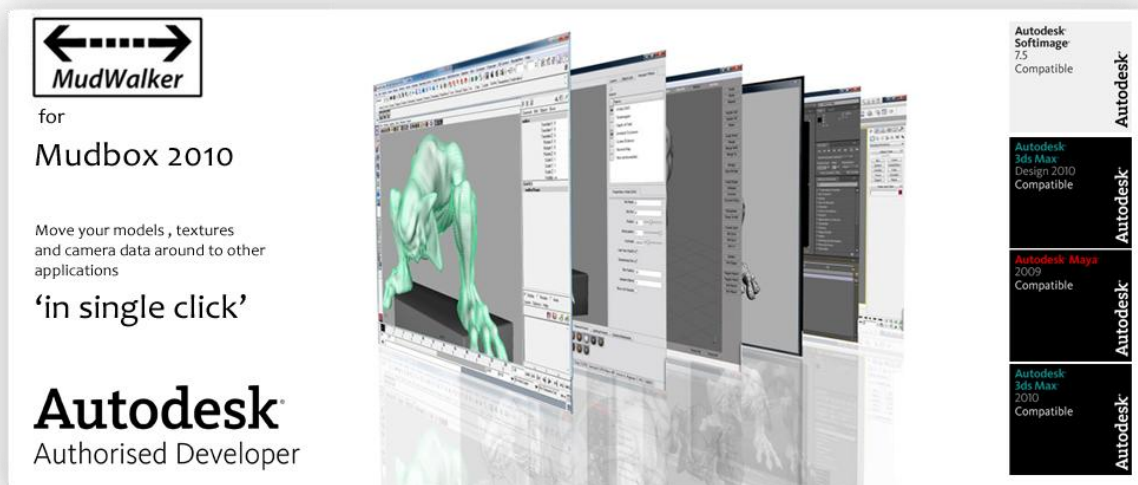




VERSION 1.5

Autodesk®
Authorised Developer

PLUG-IN SET FOR MUDBOX 2010



WHAT'S NEW IN MUDWALKER 1.1?

MudWalker version 1.5 adds a few new features and fixes a few old issues and niggles from MudWalker version 1. As a result it is STRONGLY recommended that you update to MudWalker version 1.5 as soon as you are able to. All files created will still be readable both to users with and without MudWalker and to people with previous versions of it.

- Custom paths supported for companion applications (You no longer have to use default install paths)
- Ability for users to add 3 custom apps of their own choice to MudWalker that are not included (limited functions in this beta)
- Export of active texture layer to Photoshop
- OBJ export fixed
- Cinema 4d added

WHAT IS MUDWALKER?

MudWalker is a one click solution to sending files back and forth between a number of commonly used applications. The aim is to make it as easy as possible for you to get your files moving around. MudWalker auto detects what supported software that you have installed and only provides you with menu options for these applications. Not only main applications such as Maya and 3d Max are supported but smaller ones such as Topogun and many more. It allows you to send models, textures, cameras and materials setting back and forth and much more.

MudWalker started as an idea to make my own personal workflows easier, it then grew out of all common sense into the initial release that you see today. This is why there are support for non 3d applications such as Camtasia recorder and of course Spotify for my tunes while I sculpt. (along with a few Easter egg ones that are harder to find.)



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HOW TO USE MUDWALKER?

MudWalker is simple... it's a genuine 1 click solution. So simply select the menu item you wish in MudWalker and you can either have it automatically handle the export and startup of your favorite app and the import into it, or should you have for example Maya or 3D Max already open you can have it send to that open session. There are 'Premier' interoperation programs and 'Secondary' interoperation programs. These are outlined in the section below.

MudWalker comes as the actual plug-in itself and some MAXScript files and a Maya Shelf containing Mel's to make life less painful. Please consult the installation session for these two apps for details on how to install them. (I promise you I've kept it simple and painless to do.)

To Use MudWalker You MUST Disable UAC in windows. If you do not, it will not work....period.

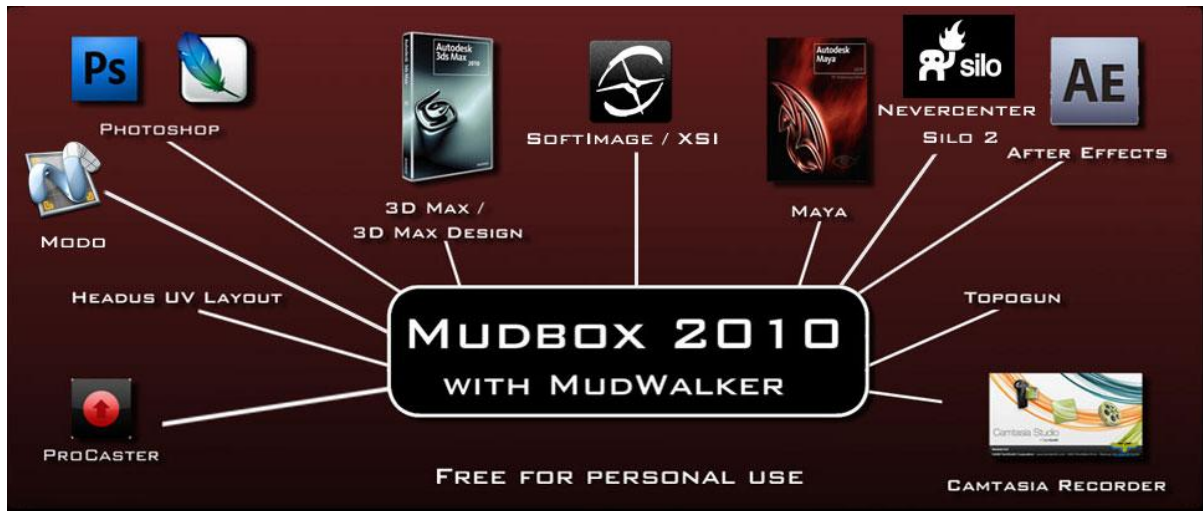
WHAT CAN YOU EXPORT /IMPORT USING MUDWALKER?

MudWalker makes use of both OBJ and FBX formats internally to allow you to send only the data you need around. FBX exports support all textures applied to your Mudbox material along with material settings, geometry and active subdivision level. It also allows you to import cameras into Mudbox for those working on locked off shots. The OBJ format is well know and its kept for both applications such as Topogun and for times when you only want to export your geometry from Mudbox.

One interesting side effect of MudWalker's creation (and not one I'd initially envisioned I admit) was it allows the seamless transfer of models, materials, cameras and lights between the FBX supported applications (such as Maya and 3d Max) before getting anywhere near Mudbox 2010.

OBJ export is active in MudWalker version 1.5 , however OBJ Import is not active at this time.

WHAT APPS ARE SUPPORTED?



The ones I own...it's as simple as that. If I do not have it available to me, then I cannot easily add the ability to MudWalker. For similar reasons MudWalker is a PC only plug-in and not available for the Mac. The list of supported apps is constantly growing at this time, but here are the confirmed working ones below.

MUDWALKER SUPPORTS:

Mudbox to Autodesk Softimage / XSI
Mudbox to Adobe Photoshop CS4 64 bit
Mudbox to Topogun
Mudbox to Adobe Photoshop CS4 32 bit
Mudbox to Adobe Photoshop CS3
Mudbox to Adobe Photoshop CS2
FBX Import to Mudbox 2010
OBJ Import to Mudbox 2010
Cinema4D (OBJ & FBX)
Nevercenter Silo 2 (OBJ)

Headus UVLayout
***Mudbox to 3d Max 2010 design (FBX and OBJ)**
***Mudbox to 3d Max 2010 (FBX and OBJ)**
***Mudbox to 3d Max 2009 (FBX and OBJ)**
Mudbox to Adobe After Effects
***Mudbox to Maya 2009 (FBX)**
***Mudbox to Maya 2009 (OBJ)**
***Mudbox to Maya 2010 (OBJ)**

Mudbox to Modo (FBX and OBJ)

Start Camtasia Recorder from Mudbox 2010
Start ProCaster from Mudbox 2010
Start Spotify from Mudbox 2010 (hey I need my tunes while working so shoot me)

***MAYA ,3D MAX, SOFTIMAGE /XSI ALL WORK FROM BOTH OPEN AND CLOSED SESSIONS**

OTHER APPLICATION INTEGRATIONS ARE BEING TESTED AND IF FEASIBLE WILL BE ADDED AS A POINT RELEASE.

REQUIREMENTS

Mudbox 2010 (32bit or 64bit) Mac Support coming soon.

MudWalker Version 1.5 (please uninstall all previous versions)

Latest Update for Autodesk FBX

Supported applications of your choice

Supported applications must have latest service packs and patches

Windows UAC must be turned off

PROGRAM INTEROPERATION TYPES

WHAT DOES THIS MEAN?

MudWalker has 2 different types of program interoperability. The 'premier' ones such as Autodesk Maya, Autodesk 3ds Max and Autodesk Softimage allow for '1 click' sending of data back and forth easily through the use of scripts etc for each relevant program. These are 'click and forget' solutions that require very little though by the end user.

Programs where there was no way (or availability to me) to script either the trip back or other things are stated as 'secondary Programs'. These programs work with MudWalker although obviously cannot have as close an interoperation as program that I have access to information for do. Some programs such as Nevercenter Silo for example can do a 2 way interoperation by simply saving the scene which will overwrite (in that case) the OBJ file used as transport.

I also want to outline that this isn't part of some big Autodesk conspiracy, just simply if a program maker doesn't provide a way for me to program things correctly that is outside of my control.

PREMIER INTEROPERATION PROGRAMS

Autodesk 3ds Max

Autodesk Maya

Autodesk Softimage

All the above have very close interoperability with MudWalker due to having access as a Autodesk certified developer to things I need to know from an information point of view.

SECONDARY INTEROPERATION PROGRAMS

Some other applications work well and do 'what it says on the tin' but should a problem caused by scale etc occur this won't be taken into account as I have no way to program round that for that particular program. Also programs in this category are at the mercy of the FBX and OBJ implementation within them. If for example FBX is a feature but has not been added with its full or latest feature set then that would cause issues that I cannot fix from MudWalker.

CAN YOU ADD APPLICATION 'X'?

With the addition of changeable paths to your favorite programs along with the 3 custom slots available, this should hopefully make life a bit easier. However that if an app falls into the range where it will not work, then its outside of my control at the present time.

So much depends on the application you want to add and if the programmers have made it impossible or not. (If they have go talk to them about adding MudWalker support.) Some applications supports are as simple as having the path to the exe file and could use existing internal MudWalker functions, while others would require 'ground up' additions.

So if in doubt, ask me and I'll give you a straight no bull answer.

WHY ISN'T THERE A VERSION OF THE MAC USERS?

Firstly I do not own a Mac, which is sort of a very big reason why I can't, secondly I've never coded for the Mac platform in my life which is also another very big reason, and thirdly because I want to actually do 3d not spend my time waiting for apps I like to be supported. :)

However that being said.... MudWalker was planned to be compiled for the Mac but I was let down at the last moment when they discovered how mindboggling complex MudWalker actually is behind the scenes.

WHO WROTE MUDWALKER?

Me, Wayne Robson. It took 2 1/2 months of my life where I dropped out of sculpting completely to initially write this plug-in and a few others for Mudbox 2010's release and beyond. So moan about it and I swear some guys with very large baseball bats with nails through them will be paying you a visit. (I hope you realize that's my attempt at humor. :-)) Basically, its costing you not one single penny as a freelance artist or a firm with a handful of guys so bear that in mind.

CUSTOM PATHS SETUP

Changing the paths to any custom path you may have is very simple. In fact I've purposely kept it as easy as humanly possible for everyone. Simply change the paths in the text file for the app you wish to change the path to that you will find in the ***Program Files\Autodesk\Mudbox2010\MudWalker\AppConfig*** directory.

If you delete an apps config file it will no longer show up in your MudWalker menu in Mudbox 2010. So if for example you do not require Cinema4D or Silo, then feel free to delete the ones that you are not using. This replaces the method used in MudWalker version 1 where paths were auto detected as this required each application to be installed to its default location and it did not support any other paths.

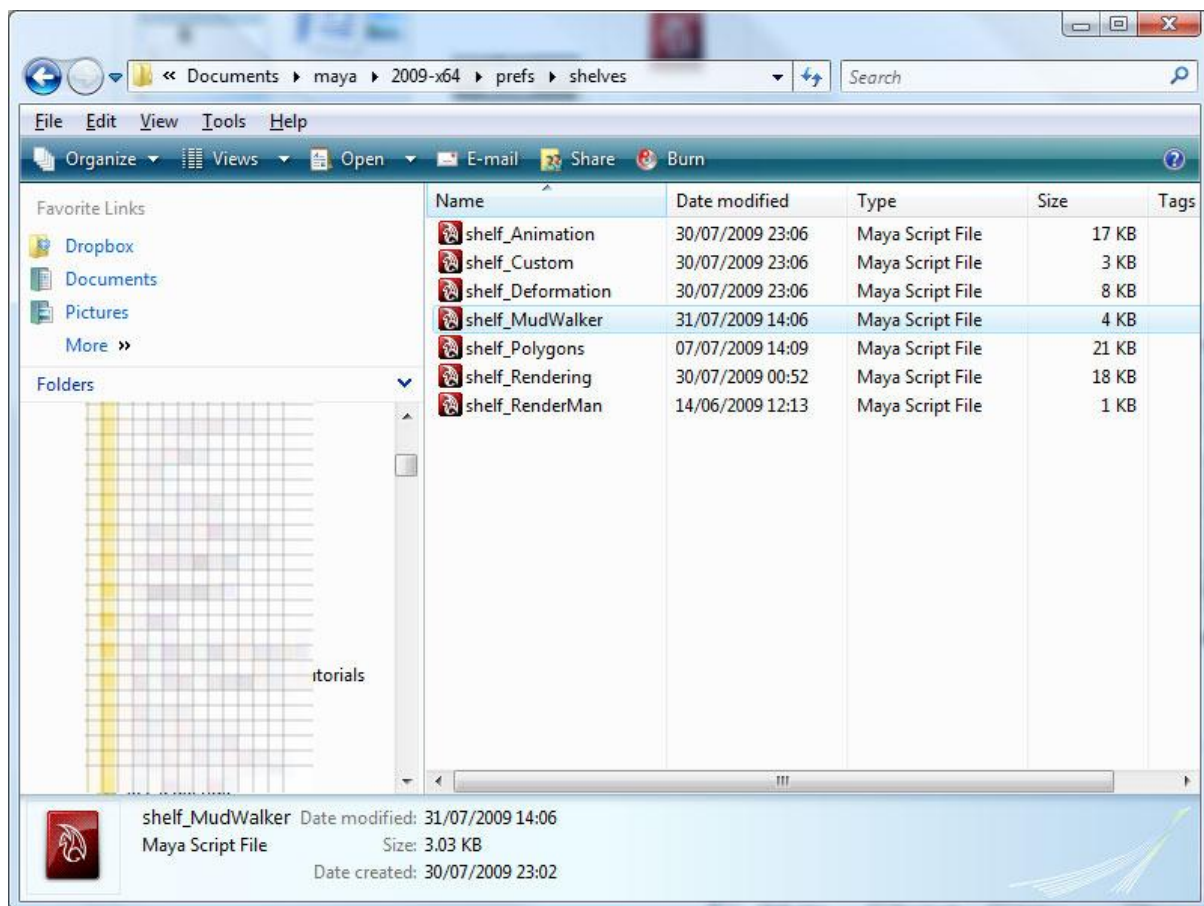
Please use the example provided to show how you must enter your paths for the 3 custom apps in files Custom1.txt, Custom2.txt and Custom3.txt.

MAYA - MUDWALKER SHELF INSTALL

In the unzipped MudWalker folder you will find a folder named 'Maya' containing the shelf with the MudWalker Commands. These are already configured to load and save both FBX and OBJ to the correct locations. place the shelf named "*shelf_MudWalker*" into the location shown below

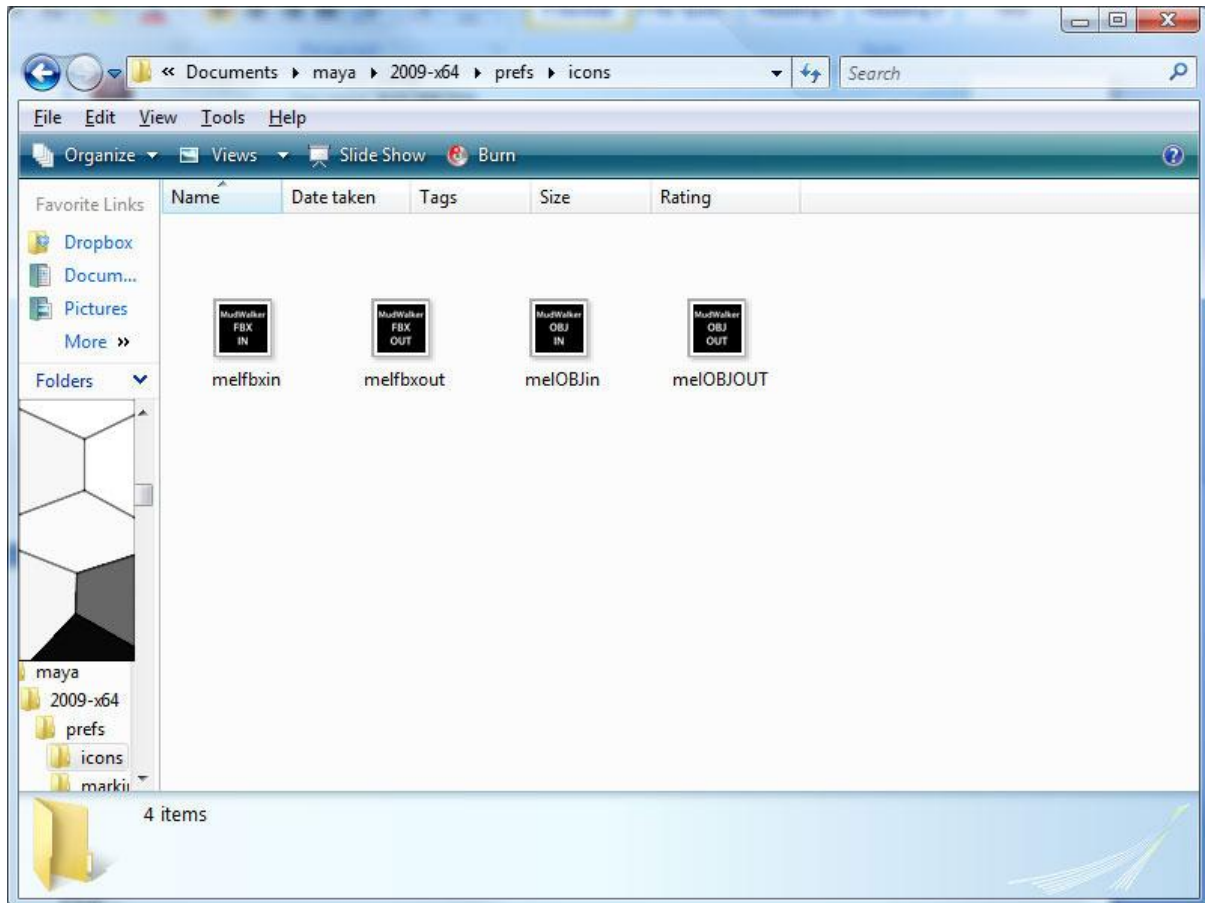
"C:\Users\USERNAME\Documents\maya\2009-x64\prefs\shelves"

If you are using another version of Maya you may need to adjust this accordingly.



Then place the BMP files for the icons at the following location (which you may have to adjust depending on your install and version:

"C:\Users\Wayne\Documents\maya\2009-x64\prefs\icons"



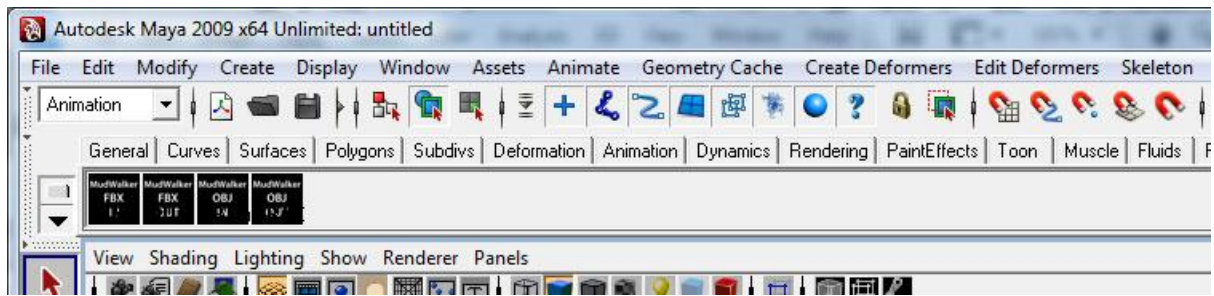
When you start up Maya you will now see the 'MudWalker' Shelf with 4 icons.

FBX IN: imports the FBX file into a current session

FBX OUT: Exports the selected objects so Mudbox can import them

OBJ IN: Imports the OBJ sent from Mudbox via MudWalker

OBJ OUT: Exports the selected objects as an OBJ for import into Mudbox (MudWalker support pending at this current time)



You now have everything loaded and ready to use.

IMPORTANT NOTE:

If you do not see the icons in your shelf, then feel free to edit the contents of the shelf to point Maya to the correct location for the icons.

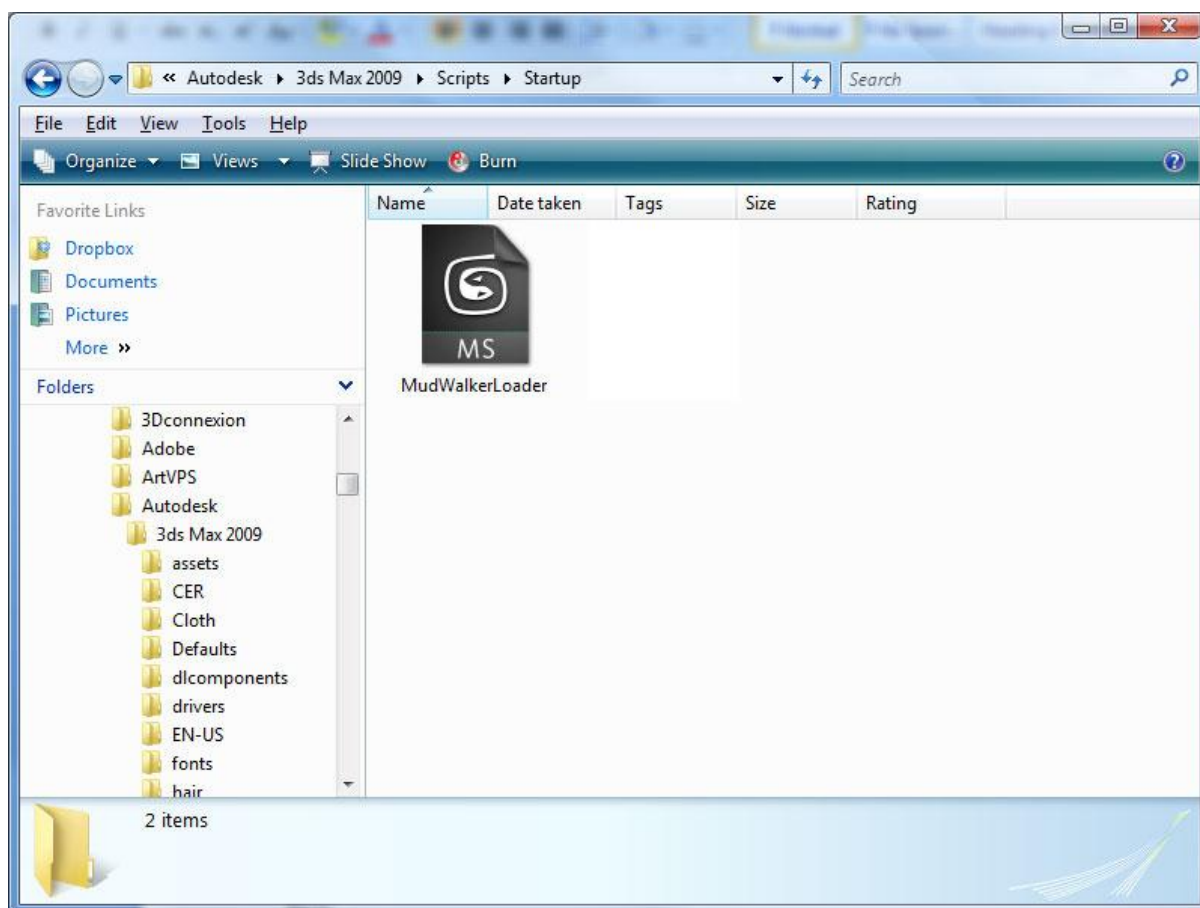
MUDWALKER 3D MAX - INSTALL

In the unzipped MudWalker folder you will find a folder named '3dmax' containing A MAXScript called "*MudWalkerLoader.ms*" that enables 3d max to load the required max scripts into a menu for easy '1 click' use. These were specially requested by Neil Blevins of Pixar during MudWalker's alpha stage. Their intention is for times when you do not need to export AND open a copy of max due to already having a session open. They also gives the user far more control. Place "*MudWalkerLoader.ms*" into the following location

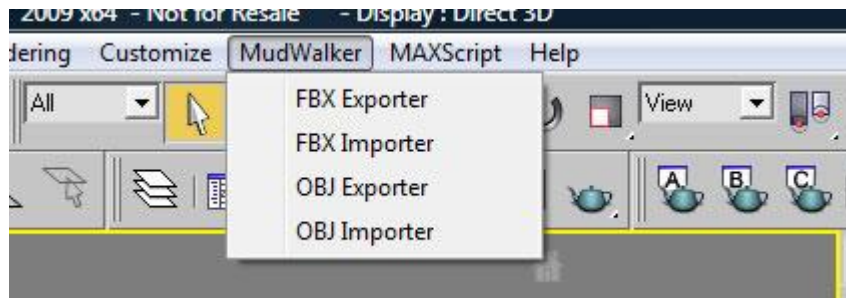
"C:\Program Files\Autodesk\3ds Max Design 2010\Scripts\Startup" (*max 2010 design*)

"C:\Program Files\Autodesk\3ds Max 2009\Scripts\Startup" (*Max 2009*)

(Paths will differ for different versions of 3d max, but conform to the above folder locations in your max install directory)



This will mean the next time that you start 3D Max you will see a menu between 'Customize' and 'MAXScript' called 'MudWalker' containing a handful of important commands.



FBX Exporter: Exports to FBX file so that it can be imported using MudWalker in Mudbox 2010

FBX Importer: Imports the FBX file exported from Mudbox 2010 using MudWalker into 3d max.

OBJ Importer: Imports the OBJ sent from Mudbox via MudWalker

OBJ Exporter: Exports the selected objects as an OBJ for import into Mudbox (MudWalker support pending at this current time)

You now have everything loaded and ready to use. Credit for the menu loader goes to: Andrei Kletskov (111) - <http://andklv.narod.ru>

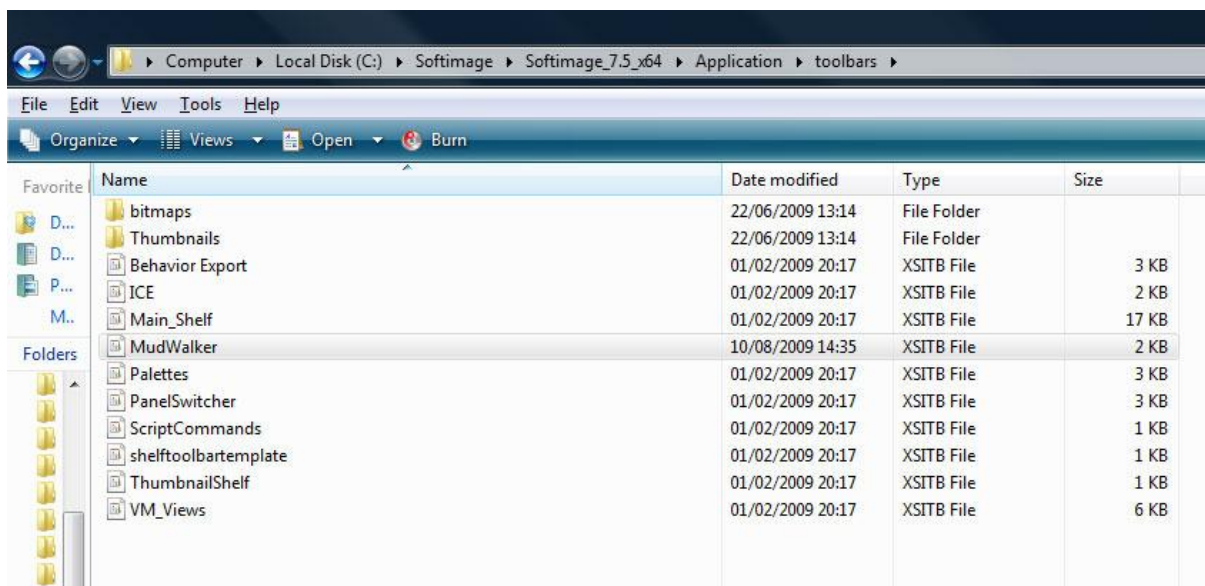
MUDWALKER XSI 7.5 - INSTALL

In the unzipped MudWalker folder you will find a folder named 'XSI' containing A XSI Toolbar called "*MudWalker.xsitb*" that enables Softimage / XSI to import and export files from Mudbox in '1 click'. This enables you to use and already open copy of Softimage to move your models back and forth around any of the supported MudWalker Applications.

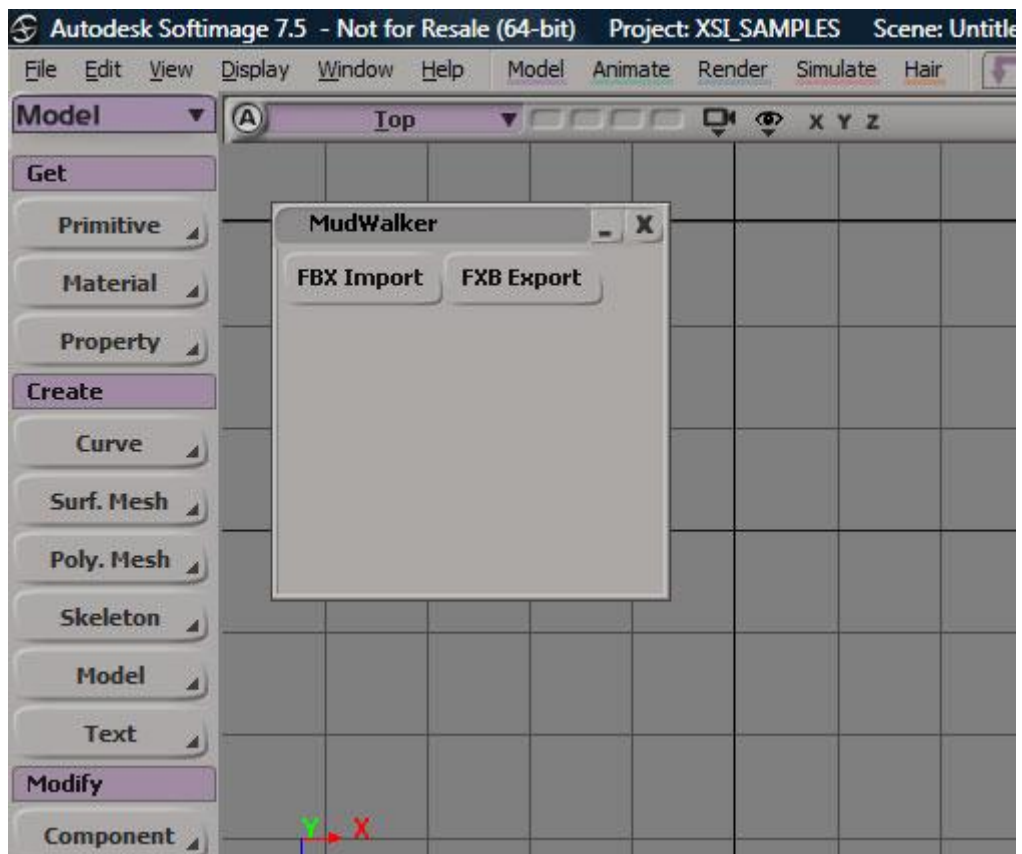
MudWalker for Softimage / XSI has been tested on version 7.5 only at this time, so report any bugs you may come across in other versions.

Copy "*MudWalker.xsitb*" to the location shown below (or the location for your toolbar folder in your installation)

C:\Softimage\Softimage_7.5_x64\Application\toolbars



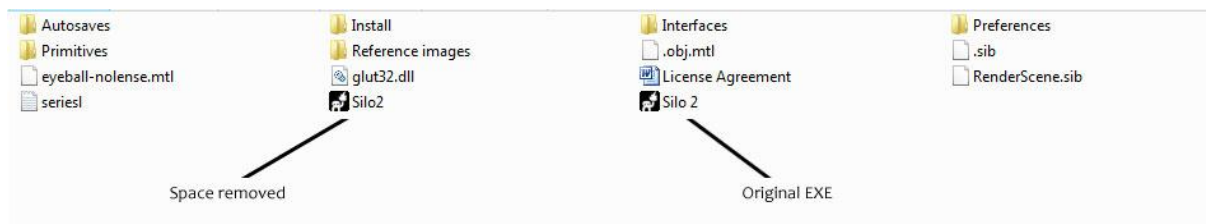
You can now make this toolbar active by going to View >> Toolbars >> MudWalker



MUDWALKER: SILO INSTALL

OK Silo is a bit of an odd one... it's very simple and very stupid of me. The silo exe file is named 'silo 2.exe' and as you can see has a gap in it. You have 2 options to get silo interoperation working.... either remove the gap and update your desktop shortcut, or copy the exe and rename it and place back into your silo install directory. Again this is my fault due to the architecture of MudWalker and was something I didn't envision being needed.

Due to the way MudWalker works..it does not like spaces in exe names.



HOW TO USE MUDWALKER

BASIC CONCEPTS

MudWalker can be used in any one of a HUGE number of ways, some obvious and some not so obvious. The most obvious pipelines are covered below, along with a few special situations where it can bail you out of a problem situation.

BASIC WORKFLOW FEATURES

- Model creation and UV Mapping in your host application and 1 click to send it straight to Autodesk Mudbox 2010 ready to start your sculpting.
- Model creation in one host app, move to another for UV mapping then to Mudbox for sculpting. Back to another host application for retopologising then back into Mudbox for baking and 'sculpt using displacement' to recreate its layers. You can then extract your normal map and send to the app of your choice for rendering. (making your host app in some ways a render engine for Mudbox).
- You have a scene where you need to work to a locked off camera shot. (You can import cameras from your Host app into Autodesk Mudbox.)
- You want to recreate the look of your Mudbox shaders / materials at render time with the minimum of fuss (application support must exist for this)
- Sculpting for Blend Modes / morph targets? MudWalker makes the easy workflow in Mudbox 2010 even easier for you.
- Need to retopologise a model? Send it to the supported app of our choice to retop in the way YOU want to.
- MudWalker imposes no workflow upon you and lets you use the features of your favorite installed applications in the way YOU see fit.
- The applications you own and have installed are suddenly worth a lot more workflow wise than the sum of their parts. Workflows that would have been either impossible or impractical suddenly become very easy to implement in your pipeline to save man hours on a project.

PROBLEMS IT CAN SOLVE:

PROBLEM: You suddenly realize you have not got enough polys for a finger or toe area etc and cannot subdivide any further due to the poly count ending up far higher than you need.

SOLUTION: Send to your host app using MudWalker and add edge lops where needed and then send back to Autodesk Mudbox and bake against your old model. You can then use 'sculpt using displacement ' to recreate it with edges now in the places that you need them to be.

PROBLEM: You realize that your UV's in one or more areas are too close to (or overlapping) the borders of your UV space and are getting map generation errors as a result of Mudbox wrapping the data to the other side.

SOLUTION #1: Send to your host application and tweak your UV's as needed and send back to Autodesk Mudbox for baking and recreation.

SOLUTION #2: Send to Headus UVLayout if you have it installed and tweak your UV's there before saving out ready for import into Mudbox and level recreation.

PROBLEM: You have a problem pole of multiple edges in your base mesh that are causing issues at skinning and rigging time.

SOLUTION: You can bake a retopologised version of your mesh against your high res sculpt at any time and even export to supported apps such as Topogun to bake your color map as well.

PROBLEM: You wish to repose your model for some reason or tweak proportions

SOLUTION: As your UV map is identical, if you bake a displacement map for you old mesh it will work on a new mesh enabling you to recreate your subdivision levels on a posed mesh that you have posed or changed proportions using your Host application.

IMPORTANT INFORMATION

MudWalker (and ReLight) make use of a special folder named '*MudboxTemp*' on your root c:\ drive. Should you not activate the cleanup menu option in either app, it will allow you to do a manual clean up in a few seconds. These temp files are not iterative, that to say you won't end up with millions of files in your *MudboxTemp* folder. The most you can have using MudWalker is 3 files. If you remember to use the clean up option (that can also be used on your next start up if you so wish) then your drive will be kept free of even these 3 files.

MudWalker version 1 currently works from default installation paths only. It will not detect an app installed to exotic locations out of the box. A custom recompile is allowed for corporate / paid customers to take care of issues such as these, but not however for those using it for free (See license for further details.)

Adding edge loops will in 99.9% of cases **not** alter your UV map in such a way that it will not work. So you can 'prebake' a 32 bit displacement map and apply this to models with changed topology at any point in your workflow.

IF YOU LIKE THIS PLUGIN.....

Although this plug-in is free this is not an excuse to be a cheapskate b*stard. If you find it useful and are saving lots of time from jumping apps...remember this is donation ware. I'm not a corporation, just one guy so small show of gratitude using my PayPal donation button on **MudboxHub.com** would be a good way to say thanks for the hard work. It may even hurry up MudWalker version 2. ;-)

SPECIAL THANKS TO:

MudWalker was a complex project for one man in such a short time frame and covered a whole host of different apps for its integration. (It also required me to learn not only the Mudbox SDK but also Mel and MAXScript and Softimage VB Scripting.) So as such there are a few people who' help support and direction helped with this initial release. If you meet any of thee people and use MudWalker be sure to buy them a beer as a thanks.

Neil Blevins (Pixar) for testing MudWalker since its earliest conception through a stream of daily alpha versions). His feature requests helped bring a new perspective on what was needed for production use.

John Schrag and Chris Hanlon (Autodesk) for contributions and sdk additions that stopped me going crazy with an axe when brick walls were hit.

Dave Cardwell (Autodesk) for being the sounding board since day 1 of the plug-ins and a good friend.

Andrew Camenisch (Autodesk) for the mel support and adding MudWalker far better and robust MEL than mine ever was. One of the very small elite group of testers I used.

Neil Hazzard (Autodesk 3d max lead programmer) for some information needed in a hurry at the last minute about max's FBX export and import that helped me to program out of a deep hole..

The Autodesk bods in various capacities such as **Jamie Gwilliam** who helped keep this a 'need to know' project and a surprise to everyone who uses Mudbox.

Lastly and most importantly my wife for being a 'code widow' for 2 and a half months while I wrote MudWalker and ReLight (along with a few other things you may see soon.)

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" Non mordere il a mano quello materiale di base tu"

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