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Subject: Mudbox terrain sculpting

Posted by [Aircraftkiller](#) on Sat, 23 Mar 2013 19:54:26 GMT

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I had a thought hit me last night, which I figured I'd share with everyone. Try using a 3D sculpting program to create Renegade terrain. I've got a Wacom Intuos 3 9x12 that I use with Mudbox, so sculpting in the program is pretty straightforward. Here's a ~30 minute quick sculpt from last night:

Once the quick sculpt is done, take it into MeshLab for decimation.

I had a roughly 68,000 sculpted mesh which I've decimated to 7,000 polygons. Here's the result:

With a bit of time and effort, you could easily make terrain that's "heightfield-like" but with a lot more advanced features. I use Mudbox primarily for high-res sculpting (this definitely is not) and texture painting, but it can easily be adapted to creating Renegade terrain. Keep it in mind if you want to simplify your map development workflow and achieve better results. Of course, MeshLab's decimation needs manual cleanup, but you can definitely get some good results from combining a sculpting program with it.

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