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Subject: Re: Mudbox terrain sculpting

Posted by [Aircraftkiller](#) on Sun, 24 Mar 2013 16:16:04 GMT

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"zunnie": Come back and troll a bit harder when you have some talent.

Reaver: You could work at a high level of polygons if you wanted to, so long as you use MeshLab or some other method of decimation to reduce its polygon count. I used a flat plane in Max with a displacement map applied to it. I don't remember what the polygon count of the plane originally was, but I didn't work past subdivision level 1 in Mudbox. That left it around 67k.

The level of detail you'd get from MB would also be dependent upon the size of your map. If you made a small map, you could get a lot of sculpted detail into the terrain without needing to decimate it too much. You'd definitely have to reduce it as the terrain gets larger.

Regarding textures, you could cut up the terrain to match any textures you develop for it, but that wouldn't help you much if you were making a large environment. Once you start getting past 50 meters, you'd need something bigger than 2048x to keep it from being blurry when you get up close. So you're really better off just using the mesh you create with a set of tiling textures versus trying to paint the entire map with a single texture in MB.

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