ZBrush Professional Tips and Techniques

Description: ZBrush Magic from Pixologic's In–House Expert

What better way to learn creative and timesaving ZBrush tips and techniques than from the creators of ZBrush? Paul Gaboury, Lead 3D Application Engineer at Pixologic, travels the world teaching professionals and clients such as Pixar, Disney, and ILM how to use ZBrush. In this beautiful, four–color, easy-to-follow guide, he lays out all his secrets, as well as insights from some of the most renowned ZBrush artists in the world.

Want a quick way to create meshes or custom brushes? Need to set up a ZSphere rig with a single tool? From the basics through advanced techniques for sculpting, posing, and rendering, this fun and practical book will help you work more creatively and effectively in ZBrush. Although written for ZBrush 4R3, many of the topics in the book are universal to using the popular digital sculpting tool.

Review ZBrush basics and create quick accessories
Sculpt, use hard surface tools, and discover the power of Shadowbox
Check out the CreateDiff Mesh button in the Morph Target subpalette
Manipulate scan data and project it into a topology-ready mesh
Save time with some quick ways to sculpt hair
Make posing characters more fun and less work
Learn the favorite tricks of several ZBrush artists, complete with step-by-step tips

The accompanying DVD includes all the files you need to complete the projects in the book.

Artist Spotlight contributions from:

Christopher Brandstrom
Vitaly Bulgarov
Magdalena Dadela
Mark Dedecker
Michael Defeo
Joseph Drust
Mike Jensen
Julian Kenning
Joe Lee
Sebastien Legrain
Rudy Massar
Geert Melis
Marco Menco
Morgan Morey
Zack Petroc
Steve Warner
Tomas Wittelsbach
Bryan Wynia

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