1.	Record Nr.	UNINA990007470860403321
	Autore	Valussi, Giorgio <1930-1990>
	Titolo	La collaborazione economica del Friuli-Venezia Giulia con l'Austria e le prospettive di sviluppo : relazione presentata all'8° Internationales Wissenschaftliches Treffen Alpen-Adria (Graz, 7-8 ott. 1982) / Giorgio Valussi
	Pubbl/distr/stampa	Udine : Università, 1982
	Descrizione fisica	73 p. : ill. ; 24 cm
	Collana	Pubblicazioni dell'Istituto di geografia dell'Università di Udine ; 7
	Disciplina	074.008
	Locazione	DECGE ILFGE
	Collocazione	074.008.VAL A-IT 0054
	Lingua di pubblicazione	Italiano
	Formato	Materiale a stampa
	Livello bibliografico	Monografia

2.	Record Nr.	UNINA9910461816503321
	Autore	Gaboury Paul R
	Titolo	ZBrush professional tips and techniques [[electronic resource] /] / Paul Gaboury
	Pubbl/distr/stampa	Indianapolis, Ind., : Wiley Pub., Inc., 2012
	ISBN	1-280-67241-2
		9786613649348
		1-118-22238-5
	Edizione	[1st ed.]
	Descrizione fisica	1 online resource (338 p.)
	Collana	Sybex serious skills
	Disciplina	006.693
		794.8
		794.81536
	Soggetti	Computer graphics
		Three-dimensional display systems
		Electronic books.
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Includes index.
	Nota di contenuto	ZBrush Professional Tips and Techniques; Acknowledgments; About the Author; Contents; Foreword; Introduction; Chapter 1: Understanding the Basics; Customizing Your ZBrush; Recovering Your Subdivision Levels; Using Reproject Higher Subdivision; Using Relax Deformation; Using Local Subdivision; Creating a Custom Tileable Alpha with 2.5D; Using Alphas to Create Meshes; Creating Wallpaper; Creating Your Own Palette; What's Next; Artist Spotlight: Joe Lee; Artist Spotlight: Magdalena Dadela; Chapter 2: Special Project-Creating Accessories for a Bust; Creating the ZMan Logo; Creating the Zipper Creating the StandCreating a Skin Texture; What's Next; Artist Spotlight: Morgan Morey; Artist Spotlight: Zack Petroc; Chapter 3: Sculpting-Developing Your Next Piece; Using Hard-Edge Brush Techniques; Adjusting and Creating Brushes; Understanding the Power of ShadowBox; Making Difficult Items with ZSpheres; Using Morph Difference to Create Thickness; Artist Spotlight: Tomas Wittelsbach; Artist Spotlight: Vitaly Bulgarov; Chapter 4: Sculpting Hard-Surface Details; Creating a Hose Component; Creating the Front Eye Piece;

Using NoiseMaker for Patterns; Artist Spotlight: Sebastien Legrain

Artist Spotlight: Steve WarnerChapter 5: Adding a Splash of Color; Understanding the Basics of Polypaint; Using AO to Colorize; Using Mask By Cavity to Paint Out Detail; Painting with UV Master; Texturing with Projection Master; Using Photoshop to Paint; Using SpotLight; Artist Spotlight: Michael Defeo; Artist Spotlight: Rudy Massar; Chapter 6: Working with Scan Data; Starting with Scan Data; Understanding How to Manipulate Scan Data; Capturing Color from the Scan Data; Making the Back Mesh of the Ball Cap; Sculpting the Hair with FiberMesh; Artist Spotlight: Mike Jensen

Artist Spotlight: Bryan WyniaChapter 7: Posing-Bringing Movement to Your Work; Setting Up a ZSphere Rig with a Single Subtool; Rigging a Single Subtool with Sculpted Detail; Using a Rig with Transpose Master; Creating Multiple Poses with Layers; Assigning Multiple Poses to the Timeline; Exporting Blend Shapes from ZBrush to Maya; Artist Spotlight: Geert Melis; Artist Spotlight: Marco Menco; Chapter 8: Special Project-Creating Hockey Skates; Creating the Laces; Using a Custom Stitch Brush; Using Decimation Master to Reduce Poly Count; Artist Spotlight: Joseph Drust

Artist Spotlight: Christopher BrandstromChapter 9: Rendering-Bringing Life to Your Image; Rendering a More Realistic Eye; Adjusting the Shadow Settings; Creating an SSS Material; Using the Filter System with BPR; Artist Spotlight: Mark Dedecker; Artist Spotlight: Julian Kenning; Appendix: About the Companion DVD; What You'll Find on the DVD; System Requirements; Using the DVD; Troubleshooting; Customer Care; Index; Wiley Publishing, Inc. End-User License Agreement

Sommario/riassunto	Learn to work effectively and creatively with all versions of ZBrush! ZBrush is used by top artists in Hollywood to model and sculpt characters in such films as Avatar, Iron Man, and Pirates of the Caribbean. In addition, this amazing technology is also used in jewelry design, forensic science, aerospace, video games, toy creation, and the medical field. Written by Pixologic's in-house ZBrush expert Paul Gaboury, this full-color, beautifully illustrated guide provides you with the ultimate tips and tricks to maximize your use of all versions of ZBrush. Rev