

1. Record Nr.	UNINA9910136841703321
Autore	Arvin Eric
Titolo	SubSurdity
Pubbl/distr/stampa	Dreamspinner Press
ISBN	1-61581-042-0
Descrizione fisica	1 online resource (224 p.)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Sommario/riassunto	<p>SubSurdity: Book One Jasper Lane is a well-off neighborhood, not much different in appearance than most, with a tree-lined drive, manicured lawns, and crystal clear ponds. But underneath the pleasantry, a completely different world lurks. Cassie Bloom, the grand dame of Jasper Lane, has a missing son and husband and throws gay porn parties that are the social events of the year. Her best friend, a transsexual named Vera, owns a nightclub. Melinda Gold is the resident religious fanatic whose views clash with that of her son Patrick. Sandy and Steve Jones are the stereotypical all-American couple (except Steve acts in gay-for-pay porn unbeknownst to his pregnant wife). Rick Cooper just moved in, and despite his qualms about another relationship (having literally lost an eye in the previous one), he falls for ex-soldier, James. And David and Cliff are the most "normal" couple on the block... never mind that David helped Cassie with some past nefarious deed and that Cliff is the biggest gay porn star in the biz. Throw a dog named Gayhound and a dead body into the mix, and Jasper Lane may just be the gayest neighborhood in town</p>

2. Record Nr.	UNINA9910965157403321
Autore	Gaboury Paul R
Titolo	ZBrush professional tips and techniques / / Paul Gaboury
Pubbl/distr/stampa	Indianapolis, Ind., : Wiley Pub., Inc., 2012
ISBN	9786613649348 9781280672415 1280672412 9781118222386 1118222385
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
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
