

1. Record Nr.	UNINA9910454191803321
Autore	Spencer Scott <1975->
Titolo	ZBrush character creation [[electronic resource]] : advanced digital sculpting / / Scott Spencer
Pubbl/distr/stampa	Indianapolis, Ind., : Wiley Publishing, c2008
ISBN	1-118-09921-4 1-281-45043-X 9786611450434 0-470-38859-5
Edizione	[1st edition]
Descrizione fisica	1 online resource (354 p.)
Collana	Serious skills
Disciplina	006.6 006.686 006.693
Soggetti	Computer graphics Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	ZBrush Character Creation: Advanced Digital Sculpting; Letter from the Publisher; Acknowledgments; Foreword; About the Author; Contents; Introduction; Chapter 1: Sculpting, from Traditional to Digital; Chapter 2: Sculpting in ZBrush; Chapter 3: Designing a Character Bust; Chapter 4: ZBrush for Detailing; Chapter 5: Texture Painting; Chapter 6: ZSpheres; Chapter 7: Transpose, Retopology, and Mesh Extraction; Chapter 8: ZBrush Movies and Photoshop Composites; Chapter 9: Rendering ZBrush Displacements in Maya; Chapter 10: ZMapper; Chapter 11: ZScripts, Macros, and Interface Customization Appendix A: About the Companion DVDIndex
Sommario/riassunto	ZBrush's popularity is exploding giving more CG artists the power to create stunning digital art with a distinctively fine art feel. ZBrush Character Creation: Advanced Digital Sculpting is the must-have guide to creating highly detailed, lush, organic models using the revolutionary ZBrush software. Digital sculptor Scott Spencer guides you through the full array of ZBrush tools, including brushes, textures and detailing. With a focus on both the artistry and the technical know-

how, you'll learn how to apply traditional sculpting and painting techniques to 3D art while uncovering the ""
