1.	Record Nr.	UNINA9910461772503321
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	Titolo	Introducing ZBrush [[electronic resource] /] / Eric Keller
	Pubbl/distr/stampa	Hoboken, N.J., : John Wiley & Sons, 2012
	ISBN	1-280-69954-X 9786613676528 1-118-33329-2
	Edizione	[3rd ed.]
	Descrizione fisica	1 online resource (586 p.)
	Collana	Serious skills Introducing ZBrush
	Disciplina	006.6/93 006.693 006.696
	Soggetti	Computer graphics Electronic books.
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Includes index.
	Nota di contenuto	Introducing ZBrush; Foreword; Introduction; Chapter1: Digital Art Basics; An Introduction to ZBrush; Understanding Digital Images; Understanding Resolution; Understanding 3D Space; Resources; Chapter 2: Understanding the ZBrush Interface; The Zen of ZBrush; Trays and Palettes; The Title Bar; Summary; Chapter 3: Basic Digital Sculpting; Digital Clay; Working with Dynamic Levels of Subdivision; Creating a Sculpting Topology with Dynamesh; Masking; Insert Brushes; Summary; Chapter 4: Polymesh Editing; Selection Brushes; Polygroups; Polygroups and Dynamesh; Working with Subtools; ZSpheres ZSketching with ZSpheresSummary; Chapter 5: ShadowBox and Clip Brushes; ShadowBox; Create the Car Body in ShadowBox; MatchMaker Brush; Clip Brushes; Summary; Chapter 6: Advanced ZSphere Techniques; Retopologizing a Character; Projection; Deforming a Mesh with ZSpheres; Mannequins; Curve Brushes; Summary; Chapter 7: Advanced Brush Techniques; Brush Customization; Designing a Brush; Alpha Textures; Brush Effects; Hard Surface Detail Brushes; Chapter 8: Polypainting and SpotLight; Polypainting; Polypainting Techniques; Image Editing with SpotLight; SpotLight Projection; Painting with Curves SummaryChapter 9: FiberMesh, Materials, and Rendering; FiberMesh;

Rendering Basics; Standard Lighting; Advanced Lighting with LightCap; Material Basics; Designing Materials; Painting Materials; BPR Rendering Techniques; ZBrush and Photoshop; Summary; Chapter 10: Surface Noise, Layers, and the ZBrush Timeline; Surface Noise; Morph Targets; Using 3D Layers; Polypaint Layers; The ZBrush Timeline; Summary; Appendix: About the Companion DVD; What You'll Find on the DVD; System Requirements; Using the DVD; Troubleshooting; Customer Care; Index; ZBrush Color Image Gallery; Bonus Content 1: GoZ Modeling with GoZCreating Texture Maps in ZBrush; Bonus Content 2: ZScripts and ZPlugins; Using ZScript; Using Projection Master; Using ZPlugins

Sommario/riassunto	Learn ZBrush inside and out with this updated new edition Get totally comfortable sculpting in a digital environment with the latest edition of this bestselling beginner's guide to ZBrush. Fully updated for the newest version of the software, ZBrush 4R3, this book dispels any fears you might have about the difficulty of using ZBrush and soon has you creating realistic, cartoon, and organic models with flair. Learn all the essentials, as you complete fun tutorials on painting, meshes, organic scripting, hard surface sculpting, lighting, rendering, and more. Introduces yo