1. Record Nr. UNINA9910461772503321 Autore Keller Eric Titolo Introducing ZBrush [[electronic resource] /] / Eric Keller Hoboken, N.J., : John Wiley & Sons, 2012 Pubbl/distr/stampa **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. Introducing ZBrush; Foreword; Introduction; Chapter1: Digital Art Nota di contenuto 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;

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## 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