

1. Record Nr.	UNINA990009754370403321
Titolo	XII Catalogo di opere d'arte restaurate : (1978-81) / schede a cura di Vincenzo Abbate ... [et al.] ; nota introduttiva di Vincenzo Scuderi
Pubbl/distr/stampa	Palermo : [s. n.], 1984 ( Palermo) : Stampatori Tipolitografi Associati
Descrizione fisica	XVI, 265 p., 129 p. di tav., [18] c. di tav. : ill. ; 24 cm
Collana	Quaderno del Bollettino B.C.A. Sicilia ; 3
Disciplina	702.88 709.458
Locazione	FLFBC
Collocazione	702.88 CATALOGHI 1 702.88 CATALOGHI 1 (BIS)
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 Stand Creating 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

---