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| Collana | Serious skills Introducing ZBrush |
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| Soggetti | Computer graphics |
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| Note generali | Includes index. |
| Nota di contenuto | Introducing ZBrush; Acknowledgments; About the Author; Contents; Introduction; Chapter 1: Pixels, Pixols, Polygons, and the Basics of Creating Digital Art; Chapter 2: Facing the ZBrush Interface; Chapter 3: Painting with Pixols, Part 1; Chapter 4: Painting with Pixols, Part 2; Chapter 5: Digital Sculpting; Chapter 6: Advanced Sculpting Techniques; Chapter 7: Color, Texture, and Alpha; Chapter 8: Rendering, Lighting, and Materials; Chapter 9: ZBrush with Other 3D Applications; Chapter 10: Plug-ins and ZScripts; Appendix: About the Companion DVD; Index; ZBrush Artists Gallery |
| Sommario/riassunto | If you want to take advantage of one of the hottest CG tools available, Introducing ZBrush is the perfect place to start. Introducing ZBrush helps you jump into this exciting drawing and sculpting software without fear. Learn ZBrush 3.1 basics inside and out and get comfortable sculpting in a digital environment with this relaxed, friendly, and thorough guide. Master these practical techniques and soon you'll be creating realistic, cartoon, and organic models with flair. Introduces you to ZBrush 3.1, the sculpting software that lets you create digital art with a fine-art |

