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Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Getting Started; Who this book is for; What we will learn in this book; Why ZBrush?; How ZBrush is used in a game's production; What you'll need for this book; Terminology; Working in the field of digital art; The concept; Time for action - a short example of a concept; Explore ZBrush on the Web; Summary; Chapter 2: Learning the Interface; Interface and navigation; Time for action - navigating in 3D space; More on the interface - The Tray Time for action - using the TraysPalettes; Trays; The difference between 2.5D and 3D in ZBrush; Time for action - working in 3D with ""Tools""; The Edit mode; How to enter 2D, 2.5D, or 3D mode; Summary; Chapter 3: Modeling a Spooky Tree with ZSpheres; ZSpheres workflow; The concept of the spooky tree; Time for action - preparing the spooky tree with ZSpheres; Time for action - starting the spooky tree with ZSpheres; Time for action - finishing the tree; Time for action - converting our ZSpheres into polygons; Summary; Chapter 4: Adding Details to the Tree; The sculpting interface

Time for action - using the interface preset Sculpt01
Time for action - choosing the right material for sculpting;
Time for action - using brushes;
Controlling the brushes;
Time for action - shaping the spooky tree;
Local transformations and rotations;
Time for action - isolating parts of the tree with Polygroups;
Time for action - working with subdivisions;
Finishing the sculpt;
Time for action - sculpting the tree on the next level;
Time for action - finishing the sculpt;
Lazymouse;
Summary;
Chapter 5: Texturing the Tree with Polypaint; What is Polypainting?

Time for action - setting up our model for Polypainting
Time for action - using masks for Polypainting;
Brushes for Polypainting;
Time for action - using Auto Masking to finish the Polypainting;
Auto Masking;
Have a go hero - adding final shading with Ambient Occlusion;
Summary;
Chapter 6: Adding an Environment to the Tree; Changing the document size to fit your screen;
Time for action - setting up the canvas size;
Adding objects with subtools;
Time for action - stand your ground;
The Transpose tool;
Time for action - moving the ground floor with Transpose;
Transpose;
Single-sided polygons

Time for action - roughing in the hill
Time for action - creating a mushroom;
Time for action - sculpting the mushroom with radial symmetry;
Summary;
Chapter 7: Modeling a Sci-Fi Drone; Using ZBrush with other 3D applications;
In-game meshes - less is more;
Workflows - where to start;
Concept art - the Pioneer Drone; The in-game mesh;
Texture coordinates;
Summary;
Chapter 8: Sci-Fi-Drone: Hard Surface Sculpting;
Preparing the mesh for sculpting;
Time for action - preparing the mesh;
Autogroups;
Subdividing for hard surface sculpting;
Hard surface brushes

Time for action - sculpting the upper air outlets

Sommario/riassunto

Sculpt machines, environments, and creatures for your game development projects
