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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 StandCreating 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;

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Artist Spotlight: Steve WarnerChapter 5: Adding a Splash of Color;
Understanding the Basics of Polypaint; Using AO to Colorize; Using
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6: Working with Scan Data; Starting with Scan Data; Understanding How
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Artist Spotlight: Bryan WyniaChapter 7: Posing-Bringing Movement to
Your Work; Setting Up a ZSphere Rig with a Single Subtool; Rigging a
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Brush; Using Decimation Master to Reduce Poly Count; Artist Spotlight:
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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
