

Introducing ZBrush

By Eric Keller

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Introducing ZBrush By Eric Keller

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 feel, which you can transfer into Maya or other 3D applications
- Covers painting, meshes, organic sculpting, hard surface sculpting, textures, lighting, rendering, working with other 3D applications, and scripting
- Walks you through a series of fun and engaging tutorials where you can start creating your own work, including human, cartoon, and organic models

Learn to create lush, beautiful digital art with ZBrush and this detailed guide.

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Editorial Review

Amazon.com Review

Amazon Exclusive: Eric Keller’s Top 10 Cool Uses for ZBrush

1. Blendshape Facial Targets: Create blendshape facial targets for characters for animation in Maya using ZBrush - it's fast and easy!

2. Tiling Textures: Use ZBrush to create tiling textures for 3D objects.

3. Normal and Displacement Maps: Use ZBrush to create normal and displacement maps - it's superior to Maya's native difference map generator.

4. Texture Maps: Paint texture maps directly on characters and 3D objects.

5. Illustrations: Craft amazing illustrations with ZBrush's 2.5D painting tools.

6. Compositing: Render separate passes of an object from ZBrush with different materials applied for compositing in Photoshop.

7. Sculpting: Add ZApplink to ZBrushes' sculpting power with Photoshop and Painter brushes.

8. Material Capture: Design specialized materials based on objects in photographs with ZBrush's Material Capture tool.

9. Modeling: Build digital models for 3D printing and fabrication.

10. Character Creation: Shape the most amazing characters and creatures possible using ZBrush's revolutionary digital sculpting tools.

From the Back Cover
Create Hyper-Realistic Digital Models

If you want to take advantage of one of the hottest CGI tools available, *Introducing ZBrush* is the perfect place to start. Professional Hollywood animator and ZBrush artist Eric Keller dispels any anxieties beginners might have by offering the careful, step-by-step instruction you need to soon feel right at home with this revolutionary software.

Each chapter explains core concepts, then reinforces them with fun, hands-on tutorials that will amaze you with your growing ability to create hyper-detailed, realistic, organic sculptures on your computer. From creating illustrations in 2.5 dimensions to sculpting with digital clay, you'll master ZBrush's powerful tools

for creating fantastic images and 3D models for use in animation programs, such as 3ds Max and Maya.

- Understand ZBrush's unique painting and sculpting technology
- Take a tour of the innovative ZBrush interface and tools
- Master 2.5D painting, digital sculpting, and texture painting
- Learn how to set lighting, create materials, and render in ZBrush
- Go through a production pipeline, from modeling to rendering to exporting models, textures, and displacement maps
- Transfer your ZBrush creations into Maya and other 3D applications for use in film, games, and illustration

VALUABLE COMPANION DVD
The DVD includes example files and models to help guide you through each lesson as well as ZBrush Macro scripts and movies to show you the sculpting process used in each chapter. It also includes a trial version of ZBrush 3.1 for the Microsoft Windows operating system.

- Learn ZBrush's Material Capture technology to create surfaces from photographs
- Work with subtools to create creature sculptures from multiple objects
- Use lighting and rendering in ZBrush to create 2.5D compositions

About the Author
Eric Keller has been working professionally as a digital artist and 3D animator since 1998. He is a high-end animator for film, television, and scientific visualization with clients including Disney, ESPN, Warner Brothers, Hewlett-Packard, Sony Imageworks, and ABC, and has created animations for scientific research and visualization at the Howard Hughes Medical Institute and Harvard Medical School. Eric is the author of *Maya Visual Effects: The Innovator's Guide*, a contributing author to *Mastering Maya 8.5* and *Mastering Maya 7* (all from Sybex), and has written articles and tutorials for industry magazines.

Users Review

From reader reviews:

Sarah Fernandez:

Now a day people who Living in the era everywhere everything reachable by connect to the internet and the resources inside it can be true or not call for people to be aware of each data they get. How many people to be smart in obtaining any information nowadays? Of course the solution is reading a book. Examining a book can help people out of this uncertainty Information mainly this Introducing ZBrush book because book offers you rich data and knowledge. Of course the information in this book hundred percent guarantees there is no doubt in it you know.

Pam Gray:

Introducing ZBrush can be one of your starter books that are good idea. We all recommend that straight away because this reserve has good vocabulary that will increase your knowledge in words, easy to understand, bit entertaining but delivering the information. The writer giving his/her effort to put every word into satisfaction arrangement in writing Introducing ZBrush yet doesn't forget the main point, giving the reader the hottest as well as based confirm resource facts that maybe you can be one of it. This great information can certainly drawn you into completely new stage of crucial thinking.

Judy Brewer:

In this period of time globalization it is important to someone to find information. The information will make professionals understand the condition of the world. The health of the world makes the information much easier to share. You can find a lot of references to get information example: internet, newspapers, book, and soon. You will observe that now, a lot of publisher this print many kinds of book. Often the book that recommended for your requirements is Introducing ZBrush this e-book consist a lot of the information of the condition of this world now. This particular book was represented how do the world has grown up. The dialect styles that writer make usage of to explain it is easy to understand. The actual writer made some research when he makes this book. Here is why this book appropriate all of you.

Stanley Rivas:

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