

ZBrush Character Sculpting



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ZBrush has quickly become an integral part of the 3D industry, particularly when it comes to modeling characters. "ZBrush Character Sculpting: Volume 1" explores the features and tools on offer in this groundbreaking software, as well as presenting

complete projects and discussing how ZSpheres make a great starting point for modeling. Drawing on the traditional roots of classical sculpture, this book also looks at how these time-honored teachings and techniques can be successfully applied to the 3D medium to create jaw-dropping sculpts fit for any portfolio. Featuring industry experts including Rafael Grassetti, Jesse Sandifer, and Cedric Seaut, "ZBrush Character Sculpting: Volume 1" is brimming with detailed character-based tutorials covering topics such as monsters, manimals, and fantasy creatures. This book also boasts a substantial series of inspirational galleries, ranging from turn-table shots of finished sculpts to a breakdown of subdivisions that show how detail can be steadily built into a model. Capped by a traditional image gallery, "ZBrush Character Sculpting: Volume 1" contains a wealth of advice and knowledge that will benefit aspiring and veteran modelers alike.

作者介绍:

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