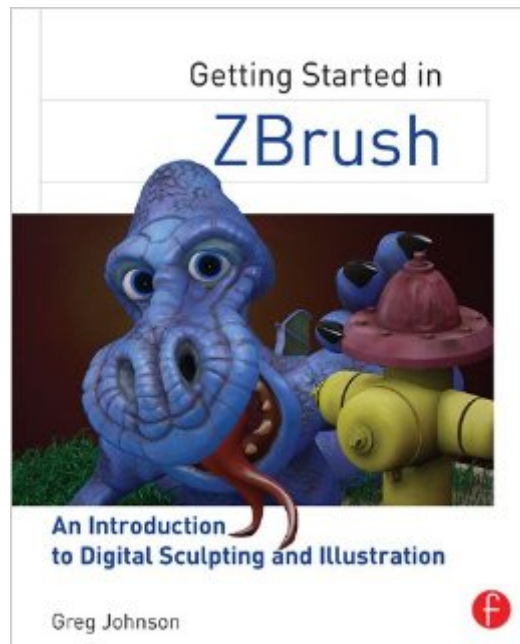# Getting Started In ZBrush: An Introduction To Digital Sculpting And Illustration

Synopsis

Getting Started in ZBrush is a gentle introduction to ZBrush, todayâ ™s premier digital sculpting program. Beginning with the fundamentals of digital sculpting as well as a thorough introduction to the user interface, Getting Started in ZBrush will have you creating a variety of professional-level 3D models in no-time. More than just another button-pushing manual, this comprehensive guide is packed with start-to-finish projects that ease you into the workflow of the program, while at the same time providing tips and tricks that will allow you to achieve certain tasks much more quickly. After progressing through the tutorials, you will be shown how to customize brushes, materials, scripts, and the interface so that you can utilize these tools to their full advantage. Special consideration is given to ZBrushâ ™s integration plug-ins with Maya and 3ds Max, allowing you to properly import and export your models in all programs. Texturing, painting, mapping, decimation, baking, and topology are also fully covered so your Zbrush creations can come to life without sacrificing that high-resolution look. Ease your way into this complex subject with this straight-forward approach to ZBrushPerfect your technique with step-by-step tutorials that allow you to create high res models from start to finish.Expand your knowledge by visiting the companion website, which features video demonstrations, project files, texture and model files, scripts, customized menus, brushes, and additional resources.

Book Information

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Getting Started in Zbrush is a very well done instructional guide for those looking to learn ZBrush for the first time.Author Greg Johnson has been teaching ZBrush classes for the last seven years and is really knowledgable about ZBrush, at least based on what I can see in the book.The book is basically one huge tutorial where you get to sculpt or model a dragon chilling out by a fire hydrant, the one you see on the cover. The tutorial is split into several chapters each talking about a specific step in the 3D sculpting workflow. Newcomers are warmed up by the introduction to the interface and basics, and then it quickly goes into the step-by-step tutorials.The instructions are written in a concise and easy to follow manner. Lots of big screenshots are provided, and on those screenshots there are labels that point out locations of buttons or menus you need, the areas of the dragon model that you need to work on. Every later chapter builds on the previous so you get to work on the dragon from start to finish.In general, you'll be learning basic sculpting to the extent of putting scales and wrinkles on the dragon. It also covers UVs and masking, colouring and texturing, lighting and rendering, and finally compositing. There are many smaller steps in between to refine the model, just to introduce different features of the software.Everything you need is in the book, and there are other resources listed where you can find references, textures and help.There's also a companion site with several hours of video demonstrations of selected tutorials. The companion website's link is on the back of the book so don't miss that.This is a fantastic book for ZBrush beginners. The straightforward hands-on approach will get you learning the ins and outs of sculpting with ZBrush in no time.

I had absolutely no idea how to use any part of ZBrush when I purchased the programâ "and it's a bewildering interface when you've never used it before. After following the steps in this book I am now independently managing the program with increasing confidence. I guess that says it all. Getting Started in ZBrush was definitely worth the purchase price for me.

This book is excellent and the most updated Zbrush book for absolute beginners! Step by step. The only thing to be aware of is that some of the files needed to for the project are not accessible and I had to create/ think of work arounds in some of the exercises which wasn't too difficult to stay with the project.Other than that, you learn more that just sculpting in Zbrush. You'll actually learn pertinent skills on how to use the program. Must have for the new beginner wanting to learn 3D sculpting in Zbrush. Nice little investment.

Excellent introduction into ZBrush. It's in color- a BIG help. Answers all the basic "starter" questions that must be answered before tackling personal projects.

Getting Started in ZBrush: An Introduction to Digital Sculpting and Illustration Sculpting from the Imagination: ZBrush (Sketching from the Imagination) Getting Started Knitting Socks (Getting Started series) Getting Started in Chart Patterns (Getting Started In.....) Clay Modelling for Beginners: An Essential Guide to Getting Started in the Art of Sculpting Clay ~ (Clay Modelling | Clay Modeling | Clay Art) The Basics of Digital Forensics, Second Edition: The Primer for Getting Started in Digital Forensics Cryptocurrency: Guide To Digital Currency: Digital Coin Wallets With Bitcoin, Dogecoin, Litecoin, Speedcoin, Feathercoin, Fedoracoin, Infinitecoin, and ... Digital Wallets, Digital Coins Book 1) American Illustration 14 (American Illustration Great Big Book of Fun): Over 200 Original Works, Photographed & Reproduced in the latest Color Effects at Tremdnmendous Expense Getting Started with CNC: Personal Digital Fabrication with Shapeoko and Other Computer-Controlled Routers (Make) The Adobe Photoshop Lightroom: 17 Tips You Should Know to Get Started Using Photoshop Lightroom (For Digital Photographers) (Graphic Design, Adobe Photoshop, Digital Photography, Lightroom) Lighting for Product Photography: The Digital Photographer's Step-by-Step Guide to Sculpting with Light Getting Started With Raspberry Pi: An Introduction to the Fastest-Selling Computer in the World Getting Started with Visual C++ 6 with an Introduction to MFC Working with Clay: An Introduction to Clay Molding and Sculpting Photography: DSLR Photography Secrets and Tips to Taking Beautiful Digital Pictures (Photography, DSLR, cameras, digital photography, digital pictures, portrait photography, landscape photography) Digital Painting Techniques: Practical Techniques of Digital Art Masters (Digital Art Masters Series) Photography: Complete Guide to Taking Stunning,Beautiful Digital Pictures (photography, stunning digital, great pictures, digital photography, portrait ... landscape photography, good pictures) 99 Minute Millionaire: The Simplest and Easiest Book Ever On Getting Started Investing And Becoming Rock Star Rich Beekeeping: An Easy Guide for Getting Started with Beekeeping and Valuable

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