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ZBrush Characters And Creatures



Synopsis

ZBrush is a powerful program offering digital artists of all levels intuitive and inspiring workflow solutions for 3D models and 2D images. Following in the success of ZBrush Character Sculpting: Volume 1, this new title focuses on the design and creation of a variety of character and creature sculpts by world-class artists including Mariano Steiner, Mathieu Aerni, and Caio César. Aimed at aspiring and veteran modelers alike, topics covered by the panel of industry experts include alien concepts, quadruped designs, and inventive creatures, while a collection of speed-sculpting tutorials offer fantastic insight into working quickly with this revolutionary sculpting software. The tutorials in this book will reveal workflows used in ZBrush 4, with the tools and methods taught compatible with Release 7. While the artists featured in this book have sculpted using various releases of ZBrush 4, all the features in 4R6 and before continue to work in 4R7 - that's the beauty of ZBrush, after all!

Book Information

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Customer Reviews

Kurt PapsteinKurt's passion lies in creating compelling characters and creatures. For the last 5 years, he has worked as a sculptor, concept designer, and teacher creating new and exciting monsters for film and games. Maarten VerhoevenMaarten is a 3D sculpting and design artist with a passion for anatomy, film and monsters. He has worked for Hasbro Toys and on films including G.I. Joe and Iron Man. 3DTotal Publishing3DTotal was founded in 1999 as a simple 3D resource website. Over the last decade the site has evolved into one of the premier CG art websites in the world, offering a variety of training products, an inspirational gallery, a free texture library and

hundreds of free tutorials on a variety of subjects. In 2006, 3DTotal entered into partnership with Focal Press and launched the popular book series Digital Art Masters and Digital Painting Techniques. The premise for these books was to provide high quality content that would inspire and educate the next generation of digital artists. Featuring the work of top industry professionals, detailed tutorials and image breakdowns, these series have become firmly established as indispensable resources for any digital artist. After five successful years working with Focal Press, 3DTotal Publishing was launched in early 2010. As well as self-publishing the next volumes in the pre-existing Digital Art Masters and Digital Painting Techniques series, 3DTotal Publishing has launched a number of new titles including: The Art of Atomhawk Design: Volume 1, Photoshop for 3D Artists: Volume 1 and Beginner's Guide to Digital Painting in Photoshop.

This book is a godsend, exactly what I was looking for. There are tips, tricks, theories, problem solving, workflows and shortcuts that will not only save you time but inspire you to push your work to the next level. The breakdown of each project is fascinating, each artist tackles problems with different techniques and workflows and the layout makes it not only easy to follow but great to use as a reference while you're sculpting. Especially when you get stuck. If you've spent a lot of time watching tutorials but still feel overwhelmed by Zbrush, or if you're interested in concept art and the process of designing creatures and characters, you will LOVE this book. Highly recommended!

No real step by step tutorials. Just finished models that you have to figure out how to make. Some good tips and models to look at.

Pretty good ideas on methods of creation, but doesn't tell you exactly how to do them. Must have an understanding of the program already.

Very good

Interesting content. Quite detailed explanations for each tutorial.

Amazing! I ordered on the 26th and received it today and not gonna lie but so far I've only thumbed through it and that was enough to encourage me to write a quick review. This book has so much to offer.

This is the best in depth and well written Zbrush book I've bought in years. I highly recommend this book if you are a professional Modeler or casual zbrush sculptor. Each award winning artist in this book gives an in depth explanation of how to start from pre-production all the way to render settings and lighting for the final renders. The back end of the book contains a gallery of the best zbrush creatures from 2014 -2015 if you've been trolling the forums you've seen a few of these all stars before but some lesser known one's as well. The renders look even better in the book than on my hd monitor in my opinion. This was worth every penny. Why i say that is the book provides, an additional link to downloadable content such as video and 3d scene files which is extremely helpful for hands on learning.Go pick up this bad boy, I guarantee you'll enjoy ever page.

There are some really great tutorials in this book and the images look amazing.

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