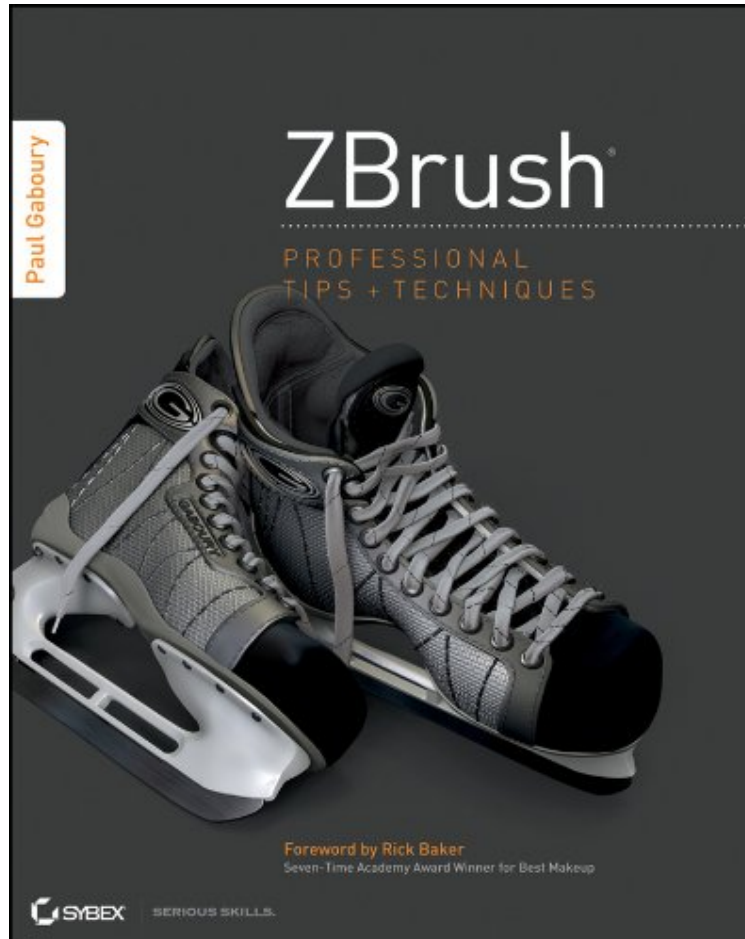


ZBrush Professional Tips and Techniques

Von Paul Gaboury

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Von Paul Gaboury : ZBrush Professional Tips and Techniques before purchasing it in order to gage whether or not it would be worth my time, and all praised ZBrush Professional Tips and Techniques:

KundenrezensionenHilfreichste Kundenrezensionen3 von 3 Kunden fanden die folgende Rezension hilfreich. Fachbuch als ebook ist gewohnungsbedrftigVon ..Inhaltlich ist das Buch unumstritten gut. Da es fr Zbrush eh sehr wenig Literatur gibt und das Programm hauptschlich von Fachleuten benutzt wird, ist auch dieses Buch entsprechend gehalt- und niveauvoll.Ich hatte mich beim Kauf fr die Ebookvariante entschieden, fand es zunchst praktisch, das Buch auf dem Ipad dabeizuhaben, wie ich das bei Romanen liebe. Bei Nachschlagewerken geht das allerdings behaupt nicht. Zum einen ist der epub-Satz mit bebilderten Texten und Infoboxen eine Katastrophe und in diesem Fall sehr lernhinderlich.Es geht einfach dazu, da sich die Informationen anhand der Umgebung vermitteln. Beispielbilder sollten am entsprechenden Text bleiben und auch die Gestaltung der einzelnen Seiten ist enorm hilfreich beim einprgen der Inhalte.Beim Epub kann man sich noch nicht einmal die betreffenden Seitenzahlen merken, weil sie sich beim Kippen von Hoch- auf Querformat verschieben. Lesezeichen sind zwar mglich, aber doch sehr viel umstndlicher als

die guten alten Klebezettel. Punktabzug weil die Ebookvariante als Arbeitsmittel komplett ungeeignet ist. Beim nächsten Mal greife ich wieder zur gedruckten Version. 1 von 1 Kunden fanden die folgende Rezension hilfreich. Super Buch! Von Tamer Yagli Dieses Buch vermittelt anschaulich viele Tipps und Tricks rund um ZBrush. Allerdings sollten Kufer ein gewisses Grundlagenwissen mitbringen und gute englischkenntnisse mitbringen.

Kurzbeschreibung 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. Reveals numerous little-known tips and tricks that exist within ZBrush, but often go unexploited Shares an abundance of helpful techniques and insights that the author has acquired from years of helping professional artists in various industries Offers dozens of version-neutral solutions and shortcuts in areas such as sculpting, texturing, posing, rendering, and more Features "Artist Spotlights" from several ZBrush experts, offering their how-to's for using the feature-rich software in today's studios Improve your productivity and quality of work with this helpful, easy-to-understand resource.

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Buchrückseite ZBrush Magic from Pixologic's In-House Expert What better way to learn creative and timesaving ZBrush tips and techniques than from the creators of ZBrush? Paul Gaboury, Lead 3D Application Engineer at Pixologic, travels the world teaching professionals and clients such as Pixar, Disney, and ILM how to use ZBrush. In this beautiful, four-color, easy-to-follow guide, he lays out all his secrets, as well as insights from some of the most renowned ZBrush artists in the world. Want a quick way to create meshes or custom brushes? Need to set up a ZSphere rig with a single tool? From the basics through advanced techniques for sculpting, posing, and rendering, this fun and practical book will help you work more creatively and effectively in ZBrush. Although written for ZBrush 4R3, many of the topics in the book are universal to using the popular digital sculpting tool.

- * ZBrush basics and create quick accessories*
- * Sculpt, use hard surface tools, and discover the power of Shadowbox*
- * Check out the CreateDiff Mesh button in the Morph Target subpalette*
- * Manipulate scan data and project it into a topology-ready mesh*
- * Save time with some quick ways to sculpt hair*
- * Make posing characters more fun and less work*
- * Learn the favorite tricks of several ZBrush artists, complete with step-by-step tips

The accompanying DVD includes all the files you need to complete the projects in the book.

Artist Spotlight contributions from:

- * Christopher Brandstrom*
- * Vitaly Bulgarov*
- * Magdalena Dadela*
- * Mark Dedecker*
- * Michael Defeo*
- * Joseph Drust*
- * Mike Jensen*
- * Julian Kenning*
- * Joe Lee*
- * Sebastien Legrain*
- * Rudy Massar*
- * Geert Melis*
- * Marco Menco*
- * Morgan Morey*
- * Zack Petroc*
- * Steve Warner*
- * Tomas Wittelsbach*
- * Bryan Wynia