



Getting Started in ZBrush: An Introduction to Digital Sculpting and Illustration

Greg Johnson

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Getting Started in ZBrush is a gentle introduction to ZBrush, today'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 ZBrush'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 ZBrush
- Perfect 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.

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