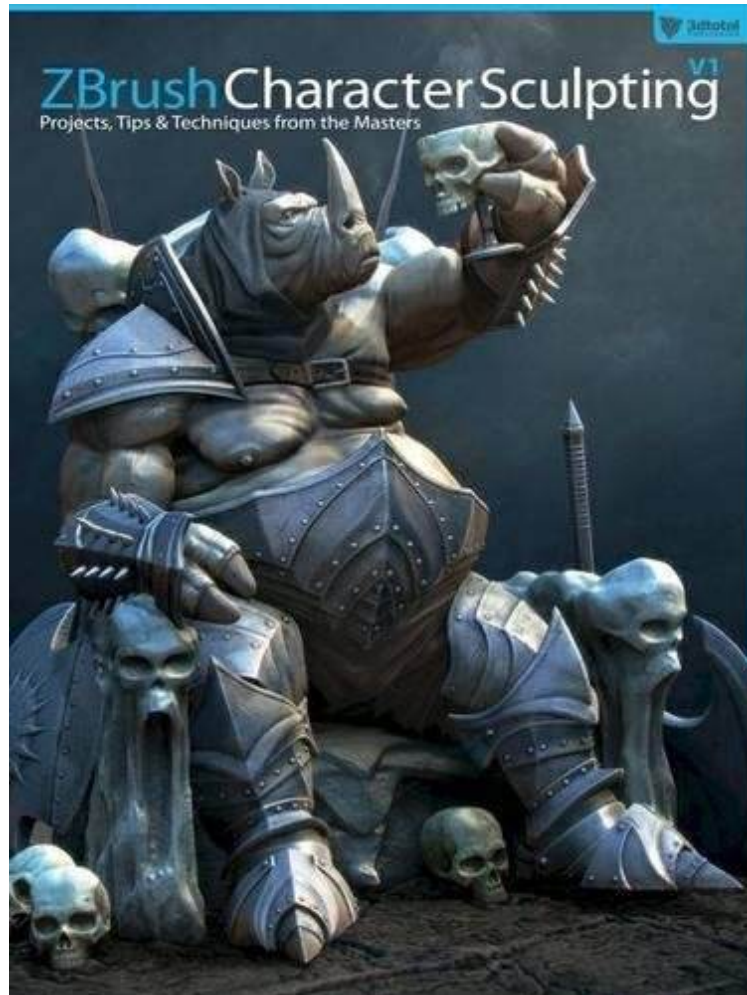


# ZBrush Character Sculpting: Volume 1

*By Rafael Grassetti, Cédric Seaut, Michael Jensen*



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After learning more on ZBrush

and advancing my skills I have found myself returning to this b ZBrush has quickly become an integral part of the 3D industry particularly when it comes to modeling characters ZBrush Character Sculpting Volume 1 nbsp 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 te

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