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ZBrush Creature Design: Creating Dynamic Concept Imagery for Film and Games

By Scott Spencer



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3 of 3 review helpful Resourceful depending on your purpose By Ariel Elliott Although I ve used Zbrush for about

two years now and am fairly familiar I haven't used it consistently enough to be incredibly savvy I was hoping to find a book that not necessarily introduced me to Zbrush but provided better methods of how to go about anything affiliated with Zbrush sculpting texturing lighting re topology posing Spen Zero in on the most cutting edge trend in creature design for film and games ZBrush ZBrush allows you to develop a creature for film and games in realistic 3D format With this book you will learn how to create a unique creature from start to finish and search for and repair any foreseeable problems Clear instructions guide you through using Photoshop in combination with ZBrush to finely render a creature so you can see how it will appear on screen Experi From the Back Cover Design Your Concepts in Live 3D Still sketching ideas on paper Start brainstorming with ZBrush and you can design and sculpt your best ideas in dazzling 3D In this unique projects based book veteran 3D artist and author Scott Sp

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