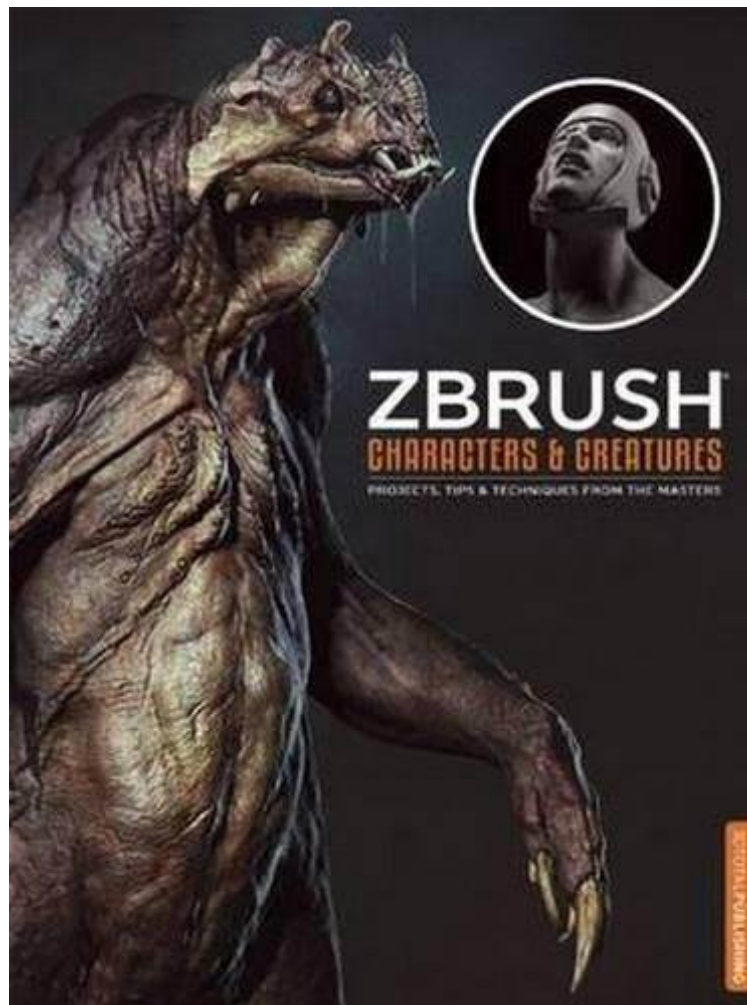


ZBrush Characters and Creatures

By Kurt Papstein, Mariano Steiner, Mathieu Aerni



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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 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 Cesar Aimed at aspiring and veteran modelers alike topics covered by the p About the Author Kurt Papstein Kurt'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 Maar

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