

INTRO TO ZBRUSH:

In this intensive begging course, we will go to the roots and core of one the strongest 3D modeling programs, well established in industry Maxon/ZBrush.

Learning ZBrush is very essential in entertainment industry, I have been a legacy user of the program since 2005 and have been participated among so many artists as beta developers of this program.

The course objectives will be detailed workflow of basics of ZBrush through a full ZBrush sculpting workflow.

We will start from scratch and get familiar with ZBrush interface, ZBrush's key features, the Brush interface, menus, windows explaining as much as possible.

Topics covered:

WK1: Interface, UI, ZB Navigation, Viewing

WK2: Transpose and Masking Tools

WK3: Strong Brush Systems, Alpha, 3D, VDMs and IMM Brushes

WK4: Legendary Spheres, PolyGroups

WKS: Organic Modeling, Layers, Hard Surface tools

WK6: Dynamesh, Sculptris Pro, ReTopo with ZRemesh, SuB-Ds

WK7: Poly Paintings, UV Master, Material control

WKB: Posing, Decimation, New ProxyPose

WK9: MatCaps and Renders, BPR Render System in Brush

WK10: Exporting and importing Files in Brush, etc.

I will cover some of my own industry bases unique techniques that I have developed working with ZBrush Since 2005. Program: ZBrush 2022.0.6 is MUST!

No versions prior to Brush 202, since Brush was acquired by Maxon and no longer under Pixologic, there are some new updates. RedShift Materials and Renders engine will Not be covered in this class.