

ZBRUSH FOR 3D ARTISTS

ZBrush Fundamental


Introduction to ZBrush
Computer Graphics Background Information
ZBrush Resources and Getting Help
The ZBrush User Interface
The ZBrush 2.5D Engine and Working on the Canvas
The ZBrush 3D Engine
Subdividing and Multi-Resolution Mesh Editing
3D Meshes and PolyMesh3Ds
ZTools and the Tool Palette
Manipulating Meshes in Edit Mode
ZCurvesZBrush Preferences and Memory Handling
Lightbox
The Brush Palette, Basic Brushes and Strokes
Introduction to Sculpting
Lazy Mouse
Masking and Morph Targets
Mesh Insert
Perspective Distortion
Working with Material and Color

Importing and Manipulating Models in ZBrush

Importing a Mesh
Visibility and Polygroups
Exporting a Mesh from Maya
Multi-Resolution Dividing Rules and Creasing
SubTool
Transpose
Installing Plugins
Transpose Master and Posing a Character
Posable Symmetry
Mirror and Weld
SubTool Master and Exporting from ZBrush
Exporting a Mesh from ZBrush
Maya Basics
Installing GoZ
GoZ for Mesh Importing
Topological Masking
GoZ for Mesh Modifications

ZSketch and Mechanical Sculpting

Gathering Reference
ImagePlaneX
Texture to PolyPaint and the Flat Colour
UV Co-Ordinates and Applying Textures
SubToolReMesh All
Layer Brush
Polish



SubTool Project All
Booleans
Polygroup Features
Groups Loops
Deformations Subpalette
Polygroup Masking
EditSketch with SubTools
Sketch, Armature and Bulge Brushes
ZSketch Hierarchy
Unified Skin
SubTool Extract
Edge Loop
Clay Tubes Brush
Elasticity
Reproject Higher Subdivision Levels
Planar, Trim and Polish Brushes
Shadow Box
Curve Strokes
Clipping Brushes
Inflate Balloon and Relax Deformations
Projection Shell and Projection Direction

ZSpheres, ZSketch and Organic Sculpting

ZSpheres
QuickSketch
Adaptive Skin
ZSpheres Classic Skinning
ZSpheres 2 Algorithm
ZSpheres Armature with ZSketching
Sketch Smooth and Flush Brushes
Optimise Bind and Pose ZSketch
Weighted Smooth Modes
Organic Sculpting Techniques
Inflate, Rake, Clay Finish, Clay Polish and Dam Standard Brush
Transpose Measurements
Clay Buildup

Fine Detailing Techniques

Back Face Masking
3D Layers
Lazy Step
What is an Alpha?
Creating an Alpha in Photoshop
Creating an Alpha in ZBrush
2.5D and 3D Strokes
Creating an Alpha from a Photograph
Projection Master for Deformations
Rigging and Posing with ZSpheres
Exporting and Importing Geometry for Deformation
Custom Alphas
Surface Noise
Blob, Magnify and Smooth Peaks Brushes
Non-Square Alphas
Alpha Repeat
Alpha Roll
Baking Layers

Retopology for Organised Meshes

Introduction to Retopology and Drawing Topology Lines
ZSphere Bind Mesh and Edit Topology
Adaptive Skin with Projection
ZProject for Projection Cleanup
Retopology with Appended ZSphere
Project All Morph Target and Layers for Reprojection
Edit Existing Topology
Other Re-Topology Software Considerations

Texturing Techniques

Image Plane Plugin
Color Picker
Cavity Masking
Trim Brushes for Depth Masking
Polypaint Modes
Masking for Decals
ZProject and the MRGBZ Grabber
Projection Master for Color
Polypaint Layers
Airbrushing
ZApplink Plugin
Projection with Spotlight
Spotlight Manipulations

Map Generation and Exporting to Other Software

UV Master Plugin
Creating and Applying Color and Normal Maps
UV Master with Polygroups and Flatten
Exporting and Importing SDiv Levels for Transferring UVs
Unwrap using Existing Seams
Decimation Master
Transfer Maps in Maya
Baking Maps in XNormal
32 Bit Displacement Pipeline
Parametric Subdivision Approximation and Applying
Displacement in Maya
.Map Files, Spatial Subdivision and Optimising
Displacement
Displacement Scale
16 Bit Displacement Pipeline
SSS and Lighting
UV Master for Multiple SubTools
The Multi Map Exporter Plugin
Multi Map Exporter Plugin with GoZ
UV Master Control Painting
Merging SubTool Textures
Occlusion Masking and Baking Occlusion
Cavity Maps
Baking Material Properties
Displacement Combined with Normal Mapping
GoZ for Rendering