

# ZBrush Foundation

A thorough explanation of ZBrush basics including the inner workings of the ZBrush engine, interface and key concepts is followed by an indepth look at all aspects of 3D with ZBrush, with consideration to both technical constraints and creative input

## Introduction to ZBrush

Computer Graphics Background  
ZBrush Resources  
The User Interface  
The 2.5D Engine  
Using Wacom Tablets  
The ZBrush 3D Engine  
Sub-dividing Meshes  
The Tool Palette  
Skull Modelling  
Skull Refinement  
Masking  
Hide and Show  
Sculpting Techniques  
Importing Models  
Polygroups

## Base Mesh Creation

ZSpheres Lizard Creation - Body, Head and Legs  
ZSpheres Lizard Creation - Hands and Feet  
ZSpheres Adding Influence and Adaptive Skin  
Transposing and the Action Line  
Sub-tools Overview and Group Split

## Organic and Hard Surface Modelling Methods

Pillar Modelling - Initial Geometry and Deformations  
Pillar Modelling - Adding Bands and Grooves  
Pillar Modeling - Adding a Twist  
Pillar Modelling - Detailing with Alphas  
Floor Creation with Stencils and 3D Layers  
Inflating Details and UV Mapping

## Pipelines and Retopolgy

Exporting from ZBrush  
Retopo Face - Set-up and Eye Loops  
Retopo Face - Mouth Loops  
Retopo Face - Redirecting Edge Flow  
Pillar Clean Up and Low Res Mesh Creation  
Pillar Clean Up - UV Mapping and Exporting from Maya  
Pillar Importing and Preparing Geometry for Projection  
Pillar Clean Up and Projecting Details





### **Texturing**

- Texture Palette Overview
- Checking UVs
- The Projection Master Overview
- Zapp Head - Front Projection
- Zapp Head - Creating a Composite Texture Nose
- Zapp Head - Baking and Side Setup
- Combining Projections
- Final Adjustments
- Per Polygon Painting Overview
- Per Polygon Painting with Textures
- Per Polygon Painting Baking to Textures

### **Difference Maps**

- ZMapper Pillar - Creating Normal Maps
- ZMapper Pillar - Exporting and Applying Normal Maps in Maya
- Introduction to Displacement
- Simple Displacement Maps
- Maya Approximation Nodes
- Controlling Displacement in Maya

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