

ZBrush Evening Course

Format	Part - time (Tuesday 7pm - 10pm)
Duration	4 Weeks
Software	ZBrush
Price	£500



Week 1 Application Essentials

The User Interface
ZBrush Navigation
The ZBrush Engine - 2.5D/3D Hybrid
The Work Horse Palettes
Sculpting Basics

Week 2 Sculpting In-depth

Creating Models in ZSpheres
Importing Models
Sculpting Techniques - Visibility, Masking, Polygroups, Brush Types
Topology
Transpose Tools

Week 3 Fine Details

Using Default and Custom Alphas
3D Layers
HD Sculpting
Per Polygon Painting
Texture map Painting - The Projection Master

Week 4 The Production Pipeline + Extras

Material Capture
Importing and Exporting Essentials
Difference Maps - Bump, Normal and Displacement maps

We take great care in ensuring our courses stay up to date and relevant with what is happening in the industry. With the fast-paced development in industry we sometimes have to update the content of our courses at short notice, this breakdown is therefore subject to change at anytime.