

The book was found

ZBrush Creature Design: Creating Dynamic Concept Imagery For Film And Games



Synopsis

Zero in on the most cutting-edge trend in creature design for film and games: ZBrush! ZBrush allows you to develop a creature for film and games in realistic, 3D format. With this book, you will learn how to create a unique creature from start to finish and search for and repair any foreseeable problems. Clear instructions guide you through using Photoshop in combination with ZBrush to finely render a creature so you can see how it will appear on screen. Experienced ZBrush author and designer Scott Spencer shows you how to start with your concept in ZBrush as a preliminary digital model and then further refine it in Photoshop in order to fabricate a hyperrealistic image. Guides you through artistic concepts to visualize your creature Walks you through the process of conceptualizing a creature in ZBrush Details techniques for using Photoshop to refine your design Encourages you to use ZBrush as a sculpting and designing tool and then use Photoshop as a painting and finishing tool ZBrush Creature Design helps you bring your creature concepts to life.

Book Information

Paperback: 384 pages

Publisher: Sybex; 1 edition (May 8, 2012)

Language: English

ISBN-10: 1118024338

ISBN-13: 978-1118024331

Product Dimensions: 8 x 0.8 x 10 inches

Shipping Weight: 2.3 pounds (View shipping rates and policies)

Average Customer Review: 4.6 out of 5 stars [See all reviews](#) (17 customer reviews)

Best Sellers Rank: #944,317 in Books (See Top 100 in Books) #177 in [Books > Computers & Technology > Graphics & Design > 3D Graphics](#) #394 in [Books > Computers & Technology > Software > Design & Graphics](#) #1159 in [Books > Textbooks > Computer Science > Graphics & Visualization](#)

Customer Reviews

Although I've used Zbrush for about two years now, and am fairly familiar, I haven't used it consistently enough to be incredibly savvy. I was hoping to find a book that not necessarily introduced me to Zbrush, but provided better methods of how to go about anything affiliated with Zbrush (sculpting, texturing, lighting, re-topology, posing.) Spencer provided quick tutorials on how to do a few of these things, but not as many I as I was hoping. I suppose that is partly my fault, seeing as the subtitle is "Creating Dynamic Concept Imagery for Film and Games." I believe many

who are in search of a character/creature modeling resource, this is likely not ideal for you. I think it's awesome for someone who is a skilled modeler but primarily a concept artist, because it allows one to integrate Zbrush sculpting and Photoshop painting into one. However, this book was one if not the top-rated Zbrush resource, which I think is deceiving for people who, like me, desire a greater understanding of Zbrush alone.

This book doesn't really have anything to do with zbrush. Ive went through it front to back a few times. Its more of a general book on how creatures should look. Stuff like gesture lines etc, basic art school stuff. I was really hoping for a book that actually helps you make this stuff in zbrush. To everyone else, I would save my money and just get a digital tutors subscription. I think one of my college instructors must be friends with Scott, because we all had to order this book, and we didn't open it the whole semester. Bummer...EDIT=I must edit this to correct my review a little further, i guess its kind of vague. What I mean by this review, is that if you are a beginner or intermediate zbrush artist, this will not really help you. However, if you know your way around zbrush, this book would be great. It will tell you how to accomplish a certain look, but it will by no means tell you how to do it. It might say, "add a little more bust to add more form" but it will not tell you what tools, or how to do it. But if you have taken any college level art courses, or have any fundamentals of design knowledge, this book will not help you. As I stated earlier, this is more of a book on how to get the right gesture lines, and "pose" your creature for a glamour shot. Not an actual "how to create characters in zbrush" as the title leads you to believe. If this is your first Scott Spencer book, I would highly recommend the 2nd edition of character creation first. I found it easier for a beginner to grasp

I was quite honored to edit this book and I have read it in its entirety. Scott's techniques are based on his years of experience as a sculptor, effects artist and ZBrush teacher. The lessons in this book use the latest ZBrush techniques and take you through the process of creating amazing work for your portfolio. Scott shares with you the same techniques he uses at the Weta workshop in New Zealand. This book is destined to be a classic! Even though I have been using ZBrush for years Scotts tutorials have changed the way I work and I believe my portfolio has improved a lot as a result.

I keep looking for any and all help on Zbrush since the program changes so often you end up with books that might be a bit behind, but still contain basic principles on modeling in Zbrush. So far I have found helpful information in all of the books I have bought, and Scott Spencer is one of the

people out there who knows his stuff.

Sculptors working from digital clay to create models or monuments should purchase the book just to read the chapters on Digital 3-D Printing and adding color and texture with Photoshop. The book contains excellent information on Rapid Prototyping, 3-D Printers, 3-D Milling, applications for 3-D printing and milling, preparing ZBrush models for printing and milling, and exporting geometry for printing and milling applications. The project based learning approach is written for the serious intermediate ZBrush artists. Scott Spencer demonstrates his creative expertise in the book and on videos in the accompanying DVD. It is valuable to ZBrush artists who may be focusing on broad market segments in addition to those creating dynamic imagery for film and games. The book is about creative applications of ZBrush and assumes the reader has a basic knowledge of the software. The author recommends Eric Keller's book entitled Introducing ZBrush, third edition, for a more foundational introduction to the tools.

I am totally satisfied with this book. I found interesting lessons for the ZBrush. I would buy some similar books...as soon as political situation in Crimea (I still believe that it's the part of Ukraine, not Russia) will be stabilized. Best regards, Elena)

If you are a ZBrush user you need to have this book. Scott's book is chalked full of amazing tutorials and amazing pieces. This book has inspired me to sculpt up some new designs. I will be telling everyone about this book. Scott always gives detailed tutorials that are easy to follow and are bursting at the seams with cool tricks. Enjoy the book.

Love the tutorials and the videos. Some images in the book are blurry - thus the 4 stars. Best Zbrush book I own.

[Download to continue reading...](#)

ZBrush Creature Design: Creating Dynamic Concept Imagery for Film and Games
Costume Design 101 - 2nd edition: The Business and Art of Creating Costumes For Film and Television (Costume Design 101: The Business & Art of Creating)
Warriors Word Scramble: Word Scramble Games - Word Search, Word Puzzles And Word Scrambles (Word Games, Brain Games, Word Search, Word Search Games, Word ... Scramble, Word Scrabble, Unscramble Word)
Hoyle's Rules of Games: The Essential Family Guide to Card Games, Board Games, Parlor Games, New Poker Variations, and More
V-Ray My Way: A Practical Designer's Guide to Creating Realistic Imagery

Using V-Ray & 3ds Max The Film Encyclopedia 7e: The Complete Guide to Film and the Film Industry Dynamic Programming and Optimal Control, Vol. II, 4th Edition: Approximate Dynamic Programming The Short Screenplay: Your Short Film from Concept to Production (Aspiring Filmmaker's Library) The Game Inventor's Guidebook: How to Invent and Sell Board Games, Card Games, Role-Playing Games, & Everything in Between! Creature Collection: Core Rulebook (Sword and Sorcery) Part Wild: One Woman's Journey with a Creature Caught Between the Worlds of Wolves and Dogs askGabe about Creating a Website: Do-It-Yourself Secrets and Strategies to Designing and Building Your Own Static and Dynamic Websites for the Lowest Cost ... (Second Edition) (The askGabe Series) Creature of the Word: The Jesus-Centered Church Knit a Square, Create a Cuddly Creature: From Flat to Fabulous - A Step-by-Step Guide Sword & Sorcery Creature Collection II: Dark Menagerie (Core Rulebook) Chasing After Bigfoot: My Search for North America's Most Elusive Creature Octopus!: The Most Mysterious Creature in the Sea Creature Companion (Call of Cthulhu Roleplaying Game) Learning PHP, MySQL, JavaScript, and CSS: A Step-by-Step Guide to Creating Dynamic Websites Jewellery Design and Development: From Concept to Object

[Dmca](#)