ZBrush Creature Design: Creating Dynamic Concept Imagery for Film and Games

Scott Spencer

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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.

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