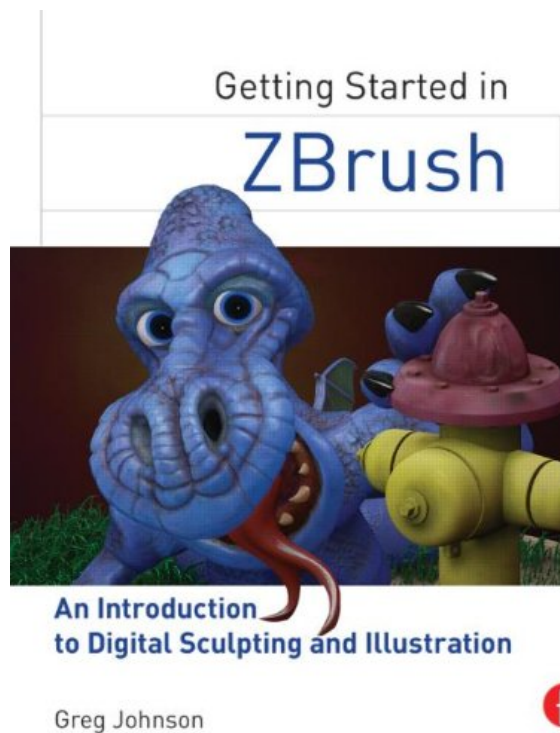


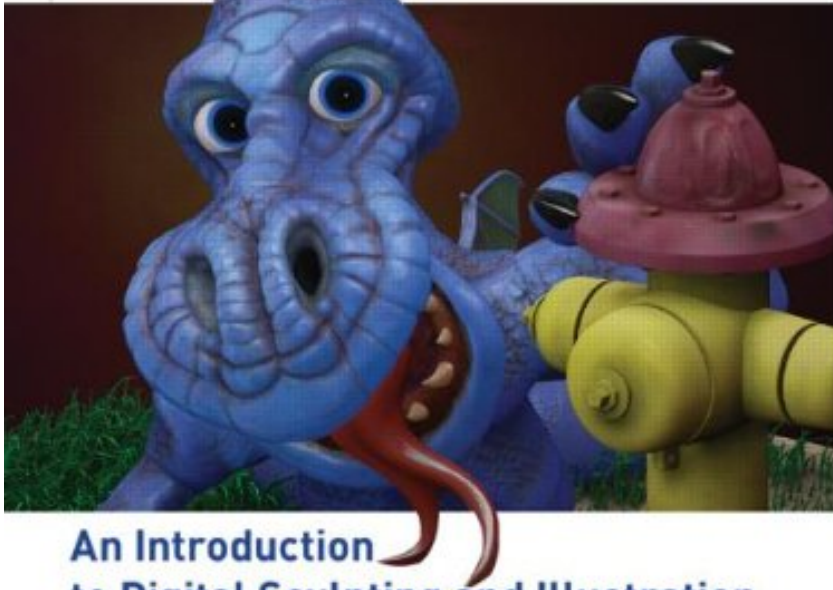
# GETTING STARTED IN ZBRUSH: AN INTRODUCTION TO DIGITAL SCULPTING AND ILLUSTRATION BY GREG JOHNSON



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## About the Author

Greg Johnson has been a Professor at the Savannah College of Art and Design since 1996 after time as a graphic designer and an artist involved in television production. He received his MFA in Computer Arts from the Savannah College of Art and Design and his BA in Fine Arts from Louisiana State University in Shreveport. In addition to being a Professor, he also worked as a 3D Lead for Ascent Games and does freelance illustration work. Johnson has taught over fifty different courses in hundreds of classes in his eighteen plus years of teaching at the college level. His courses have included 3D sculpting, modeling, texturing, painting, animation, rigging, effects, programming, game design and development in the subject areas of computer art, game development, interactive design, and visual effects. He founded the Game Development department at SCAD and has developed courses for the Game Development, Computer Arts, Visual Effects, and Scientific Illustration areas of study at SCAD. For the last seven years he has been teaching an introduction to digital sculpture class using ZBrush.

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Getting Started in ZBrush is a gentle introduction to ZBrush, today's premier digital sculpting program. Beginning with the fundamentals of digital sculpting as well as a thorough introduction to the user interface, Getting Started in ZBrush will have you creating a variety of professional-level 3D models in no-time. More than just another button-pushing manual, this comprehensive guide is packed with start-to-finish projects that ease you into the workflow of the program, while at the same time providing tips and tricks that will allow you to achieve certain tasks much more quickly. After progressing through the tutorials, you will be shown how to customize brushes, materials, scripts, and the interface so that you can utilize these tools to their full advantage.

Special consideration is given to ZBrush's integration plug-ins with Maya and 3ds Max, allowing you to properly import and export your models in all programs. Texturing, painting, mapping, decimation, baking, and topology are also fully covered so your Zbrush creations can come to life without sacrificing that high-resolution look.

- Ease your way into this complex subject with this straight-forward approach to ZBrush
- Perfect your technique with step-by-step tutorials that allow you to create high res models from start to finish.
- Expand your knowledge by visiting the companion website, which features video demonstrations, project files, texture and model files, scripts, customized menus, brushes, and additional resources.

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eighteen plus years of teaching at the college level. His courses have included 3D sculpting, modeling, texturing, painting, animation, rigging, effects, programming, game design and development in the subject areas of computer art, game development, interactive design, and visual effects. He founded the Game Development department at SCAD and has developed courses for the Game Development, Computer Arts, Visual Effects, and Scientific Illustration areas of study at SCAD. For the last seven years he has been teaching an introduction to digital sculpture class using ZBrush.

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6 of 6 people found the following review helpful.

Great book for Zbrush beginners

By Parka

[[VIDEOID:mo4G6Z5MNXD8RW]]Getting Started in Zbrush is a very well done instructional guide for those looking to learn ZBrush for the first time.

Author Greg Johnson has been teaching ZBrush classes for the last seven years and is really knowledgeable about ZBrush, at least based on what I can see in the book.

The book is basically one huge tutorial where you get to sculpt or model a dragon chilling out by a fire hydrant, the one you see on the cover. The tutorial is split into several chapters each talking about a specific step in the 3D sculpting workflow. Newcomers are warmed up by the introduction to the interface and basics, and then it quickly goes into the step-by-step tutorials.

The instructions are written in a concise and easy to follow manner. Lots of big screenshots are provided, and on those screenshots there are labels that point out locations of buttons or menus you need, the areas of the dragon model that you need to work on. Every later chapter builds on the previous so you get to work on the dragon from start to finish.

In general, you'll be learning basic sculpting to the extent of putting scales and wrinkles on the dragon. It also covers UVs and masking, colouring and texturing, lighting and rendering, and finally compositing. There are many smaller steps in between to refine the model, just to introduce different features of the software.

Everything you need is in the book, and there are other resources listed where you can find references, textures and help.

There's also a companion site with several hours of video demonstrations of selected tutorials. The companion website's link is on the back of the book so don't miss that.

This is a fantastic book for ZBrush beginners. The straightforward hands-on approach will get you learning the ins and outs of sculpting with ZBrush in no time.

4 of 4 people found the following review helpful.

Fantastic of the totally clueless and above :)

By EmeraldWise

I had absolutely no idea how to use any part of ZBrush when I purchased the program—and it's a bewildering interface when you've never used it before. After following the steps in this book I am now independently managing the program with increasing confidence. I guess that says it all. Getting Started in ZBrush was definitely worth the purchase price for me.

0 of 0 people found the following review helpful.

Five Stars

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Great product

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