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Some artists are intimidated by what they see when they look at the ZBrush interface. This book removes that fear and launches the reader head-on into fulfilling their artistic potential for sculpting realistic human, cartoon, and organic models in ZBrush.

ZBrush's innovative technology and interface can be intimidating to both digital-art beginners as well as veterans who are used to a more conventional modeling environment. This book dispels myths about the difficulty of ZBrush with a thorough tour and exploration of the program's interface. Engaging projects also allow the reader to become comfortable with digital sculpting in with a relaxed and fun book atmosphere. Introducing ZBrush assuages the apprehension and gets artists quickly involved in creating their own work, as they complete tutorials on painting, Meshes, organic sculpting, hard surface sculpting, textures, lighting, rendering, working with other 3D applications, and scripting.