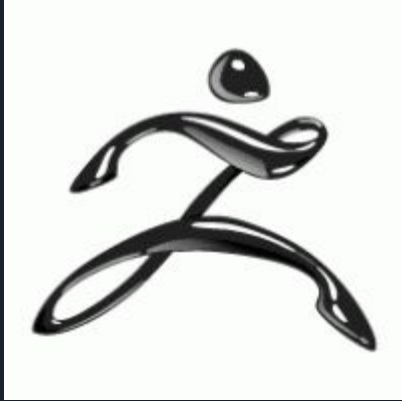
A decorative graphic on the left side of the slide consisting of two overlapping parallelograms. The front one is blue and the back one is a light green. They are positioned diagonally, with the blue one partially covering the green one.

# Zbrush 3D Modeling

Nevo Shaked

# What is Zbrush?

ZBrush is a digital sculpting tool that combines 3D modeling, texturing and painting.



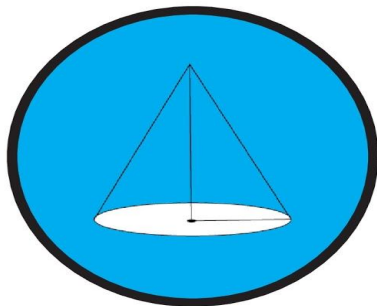
ZBrush Summit 2014



Why this topic?

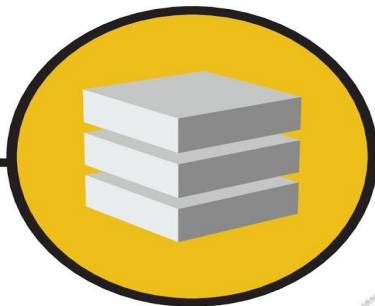
# HISTORY OF MODELING 3D

## 1960's



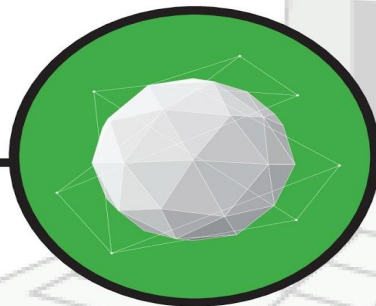
The first 3D models were created in 1960s. Back then, only those professionals in the field of computer engineering and automation who worked with mathematical models and data analysis were involved in 3D modeling.

## 1970's



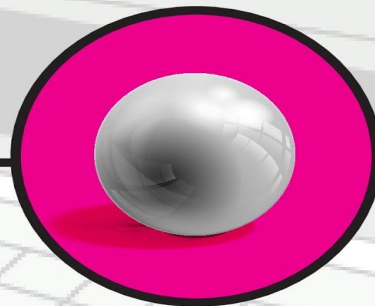
In the 1970s, Sutherland's work continued to develop Ed Catmull, Jim Blinn, Phong Bi Thun methods of work with three-dimensional images and animation. Interestingly, first student development is not taken seriously, but later their isledovanija opened up new possibilities of using 3d.

## 1980's



3D modeling and animation was used mostly on television and in advertisement, but with time, its presence in other areas of life increased greatly.

## 1990's



In the 1990s, era of personal computers and increase their power. Now it is possible to create programs available for modeling. And finally, it became available to the masses, and not only for a narrow circle of scientists or the film industry. Quick and easy development, affordability and the biggest requirements for computers popularized the three-dimensional graphics.

Move Elastic

Dots

Alpha Off

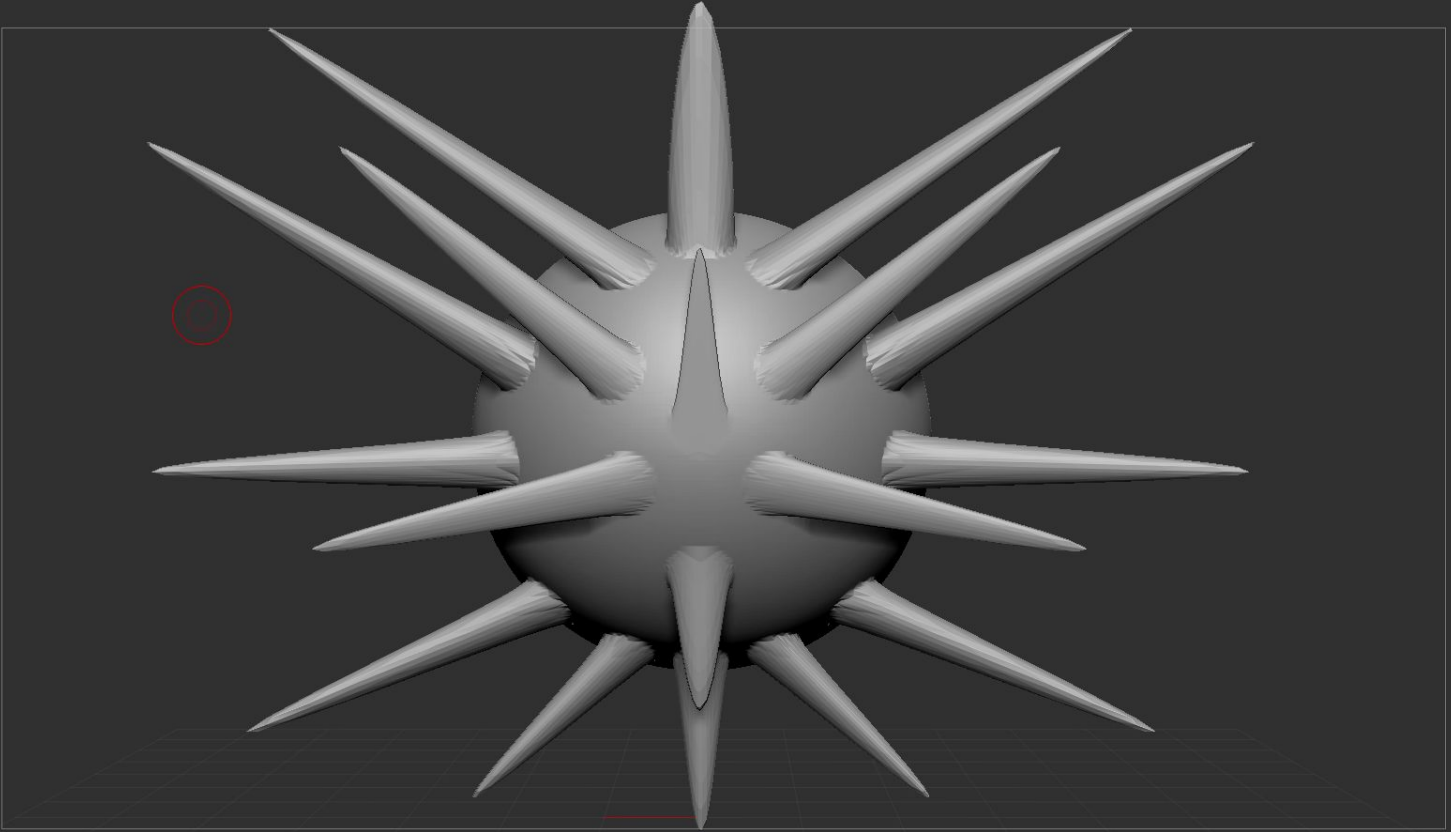
Texture Off

MatCap Gray

Gradient

SwitchColor

Alternate



Splix 3

Persp

Floor

Local

L Sym

XYZ

Frame

Move

Zoom3D

Rotate

Line Fill

PolyF

Transp

Dynamics

Solo

Xpose

Load Tool Save As

Copy Tool Paste Tool

Import Export

Clone Make PolyMesh3D

GoZ All Visible R

LightboxTools

PolySphere. 48 R

PolySphere

Cylinder3D

SimpleBrush

Subtool

Geometry

ArrayMesh

NanoMesh

Layers

FiberMesh

Geometry HD

Preview

Surface

Deformation

Masking

Visibility

Polygroups

Contact

Morph Target

Polypaint

UV Map

Texture Map

Displacement Map

Normal Map

Vector Displacement Map

Display Properties

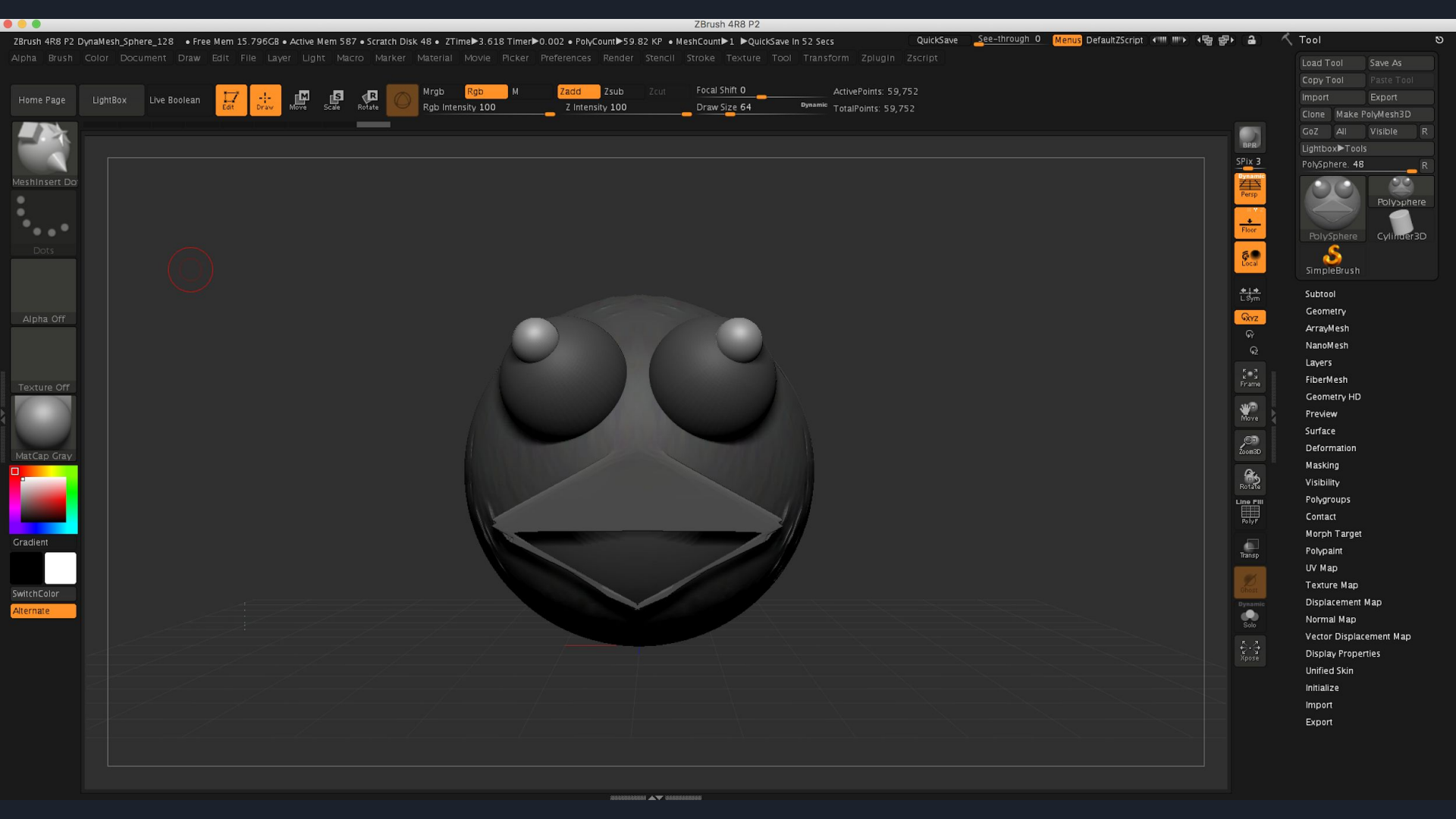
Unified Skin

Initialize

Import

Export













Draw

Draw Size 39 Dynamic

Focal Shift 0

Z Intensity 25

Rgb Intensity

Mrgb Rgb M

Zadd Zsub Zcut

Width Height

Depth Imbed

Angle Of View 50

Align To Object

Auto Adjust Distance

Open Save

Elv -1 Snap

Floor Fill Mode 0 Front

Grid Size 3

Tiles 7

E Enhance Factor

E Enhance Opacity

Project On Mesh 0

Snapshot To Grid

Snap

Front-Back

Up-Down

Left-Right

Modifiers

Channels

Tool

Load Tool Save As

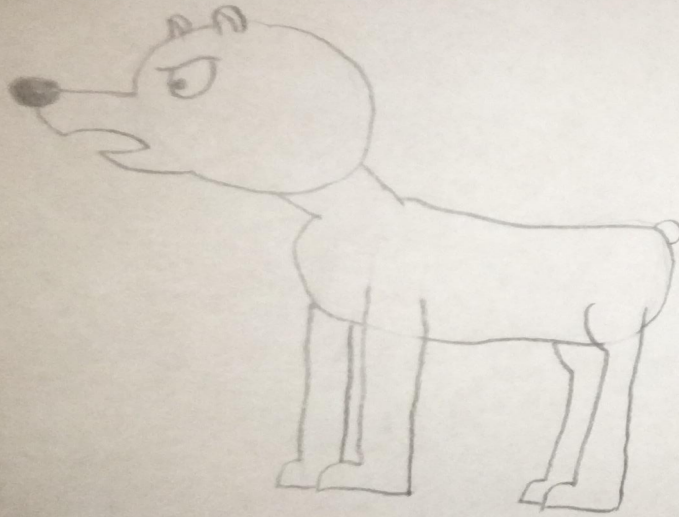
Copy Tool Paste Tool

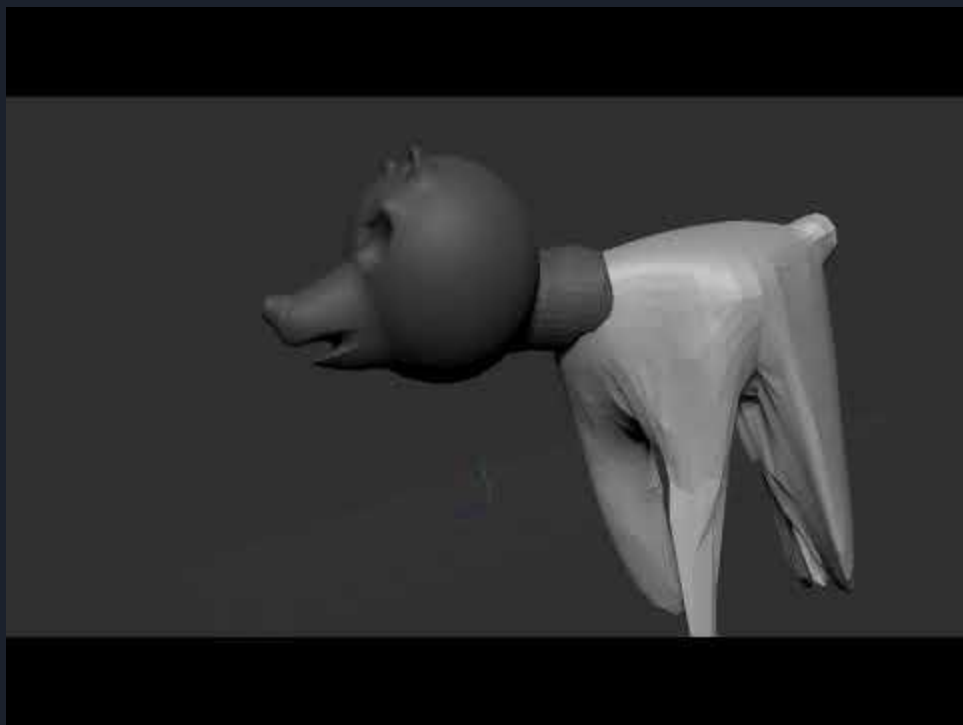
Import Export

Clone Make PolyMesh3D



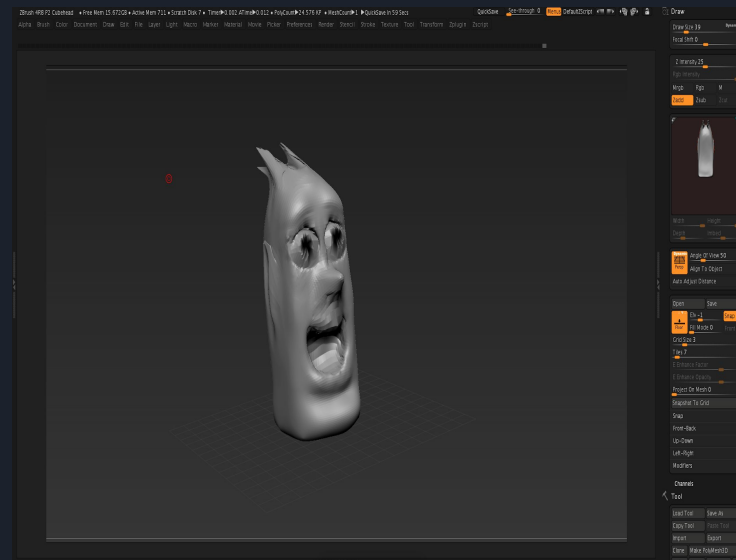
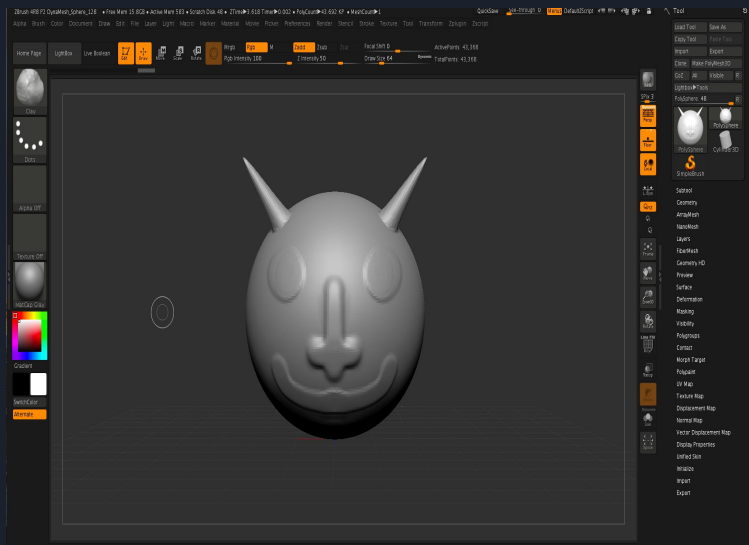
# Creating a character







# My process





Thanks for listening!