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sculptor, a respectable artist, you must categorically know drawing and anatomical drawing. It will not be necessary to study anatomy scientifically from a medical manual, even if it would not hurt. But what you need is to know it for purely artistic

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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

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used for animation, film, video, and computer games that has revolutionized the 3D industry. The artists featured in this book use ZBrush to create 3D models for some of the most prestigious studios in the industry such as Disney, Weta Digital, Sony,

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details the professional background of an individual expert and includes techniques, insights, and resources followed by an image gallery highlighting some of the artist's work, both personal and professional. The book features a companion

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the help of suitable examples for the readers to enhance their skills. In addition, a new chapter on Dynamics describing in detail the realistic cloth simulation and fiber mesh simulation has been added to make this book an ideal resource for the ZBrush users.

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creatures for your game
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have been explained. This**

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models. In this edition,

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the author has provided detailed explanation of some new and enhanced concepts such as CamView and Spotlight. Moreover, new sculpting brushes like XTractor and

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HistoryRecall have been covered. Additionally, the concepts like *Array*, *ZPlugin*, and *FiberMesh* are explained with the help of step by step instructions. *Salient*

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