



2D & 3D Painting, Modeling, & Texturing



INDUSTRIAL
LIGHT & MAGIC

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ZBRUSH FOR FILM

BE FREE

Free to Sculpt. Free to Paint. Free to Create. ZBrush immediately connects the artist with the process of creation removing all technical hurdles and letting the artist focus in on their ideas and their craft.

"ZBrush has initiated a renaissance in Sculpture. It's the first and only sculpting software that gives the artist total freedom to work creatively without the constraints of conventional modeling packages."

- Geoff Campbell, Senior Digital Model Supervisor on Pirates of the Caribbean at ILM.

DETAILS, DETAILS, DETAILS,

It's all in the details. ZBrush has collapsed the complicated texturing workflow of yesterday into one real-time sculpting program that works with millions of polygons and actual geometry. By allowing artists to see exactly what they are sculpting and painting in 3D, ZBrush speeds up workflows and allows artists to be more productive than ever before.

"ZBrush combines the expression & benefits of practical paint and clay with the speed and advantages of an electronic medium. ZBrush has allowed us to generate digital creations with an unparalleled complexity, detail, resolution, quantity and quality."

- Andrew Cawrse, CG Model Supervisor and Concept Modeller at ILM

PRODUCTION FOCUSED

ZBrush is used at most major studios and by thousands of independent artists worldwide. ZBrush displacement maps have become the standard in the industry and have helped artists everywhere to get the most detail out of their 3D application of choice.

ZBrush easily plugs into any studio's pipeline with its robust displacement and normal map routines and scripting language. Using 8 bit, 16 bit, and 32 bit displacement maps, ZBrush's detail sculpting can be exported to any 3D package easily and quickly! As a 3D texture painter, ZBrush effortlessly combines the power of 2D and 3D while outputting common file formats.



ZBrush.com



ZBrushCentral.com



ZBrush.info



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Pixologic
makers of ZBRUSH

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