

ARMY OF TWO



2D & 3D Painting, Modeling, & Texturing



ZBRUSH FOR GAMES

BE FREE

ZBrush allows artists to focus on the idea first and count the polygons later! ZBrush's unique levels of resolution and support for arbitrary meshes allows artists to create their high resolution sculpts and then project those details back onto their in-game models.

DETAILS, DETAILS, DETAILS

As game models are rapidly approaching film-level quality, ZBrush is there to help artists take their models to the next level. ZBrush is the fastest subdivision modeler on the planet.

"It has allowed us to capitalize on the skills and experience of our highly talented traditional artists. Now we are able to create very detailed models in a fraction of the time it required previously."

- Thomas Vargas, Lead Modeller at Digi Pictures.

PRODUCTION FOCUSED

ZBrush is production tested under grueling circumstances at game studios worldwide. To handle the challenge Pixologic created the most extensive normal map generator on the market today - ZMapper. ZMapper generates unsurpassed normal maps in seconds that will work with any game engine need. The built-in open GL viewer allows artists to see their normal maps in action directly on the model without leaving ZBrush. Artists can also view their wire frame, normals, tangents, and UV seams directly in the viewer allowing for fast troubleshooting.

"We here at Epic have found ZBrush to be an irreplaceable tool in our pipeline, we use it extensively for character and environment assets. ZMapper is an awesome tool for creating high quality normal maps in a fraction of the time that other programs we use would take"

- Shane Claudel, Technical Art Director at Epic Games.



ZBrush.com



ZBrushCentral.com



ZBrush.info



"ZBrush has really set the bar high for the quality and detail we're now capable of."

- Kenneth Scott, Art Director at ID Software

© 2002 Id Software, Inc. All Rights Reserved

Pixologic
makers of ZBRUSH

Be sure to visit ZBrushCentral.com for news, events, and more info about our upcoming product ZBrush v 2.5