

Intro to Zbrush

Zbrush Session Guide

- **Part 1: Gathering Reference**
 - Defining your material
 - Finding Detail Shots
 - Collecting Mood Images
- **Part 2: Maya Tiling Plane Setup**
 - Creating flat tiling plane
 - Prepare plane tri density
 - Setup proper UV's
 - Simple Maya tools and tricks
- **Part 3: Zbrush Document Setup**
 - Setting up Document Size
 - Simple Hot Key Tips
 - Customizing your UI Layout
 - Storing Startup Document
 - Familiarize yourself with Zbrush
- **Part 4: Zbrush Tiling Plane Setup**
 - Importing Tiling Plane Models
 - Adding Subtools to a Mesh
 - Adjusting UI while working
 - Subdividing our Geometry
 - Beginning Brush Features
- **Part 5: Zbrush Tips and Tricks**
 - Simple Zbrush tips
 - Brushes and brush types
 - Sculpting a Simple Crack
 - Creating Brush Alpha's
 - Using brush alphas
 - Saving Brushes and alphas

Thanks for watching guys and I hope you enjoyed it!

Thanks for supporting my work and I hope you all will continue to support other artists as well as it helps us all as a community to share our knowledge.

Find me at these links

<http://www.purepolygons.com>

<http://www.facebook.com/purepolygons>

<http://www.artstation.com/artist/purepolygons>

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