ZBrush 4 Sculpting for Games: Beginner's Guide

Manuel Scherer

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This guidebook is built around four complex example projects with clear step-by-step instructions followed by useful explanation, advice, and handy reference material. It is richly illustrated with a friendly, informal writing style. If you want to get started fast using ZBrush for games then this is the book for you. This book is for all digital artists or game developers who want to create their own 3D sculptures in ZBrush. No experience with ZBrush is required – it's suitable for complete beginners and intermediate users.

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