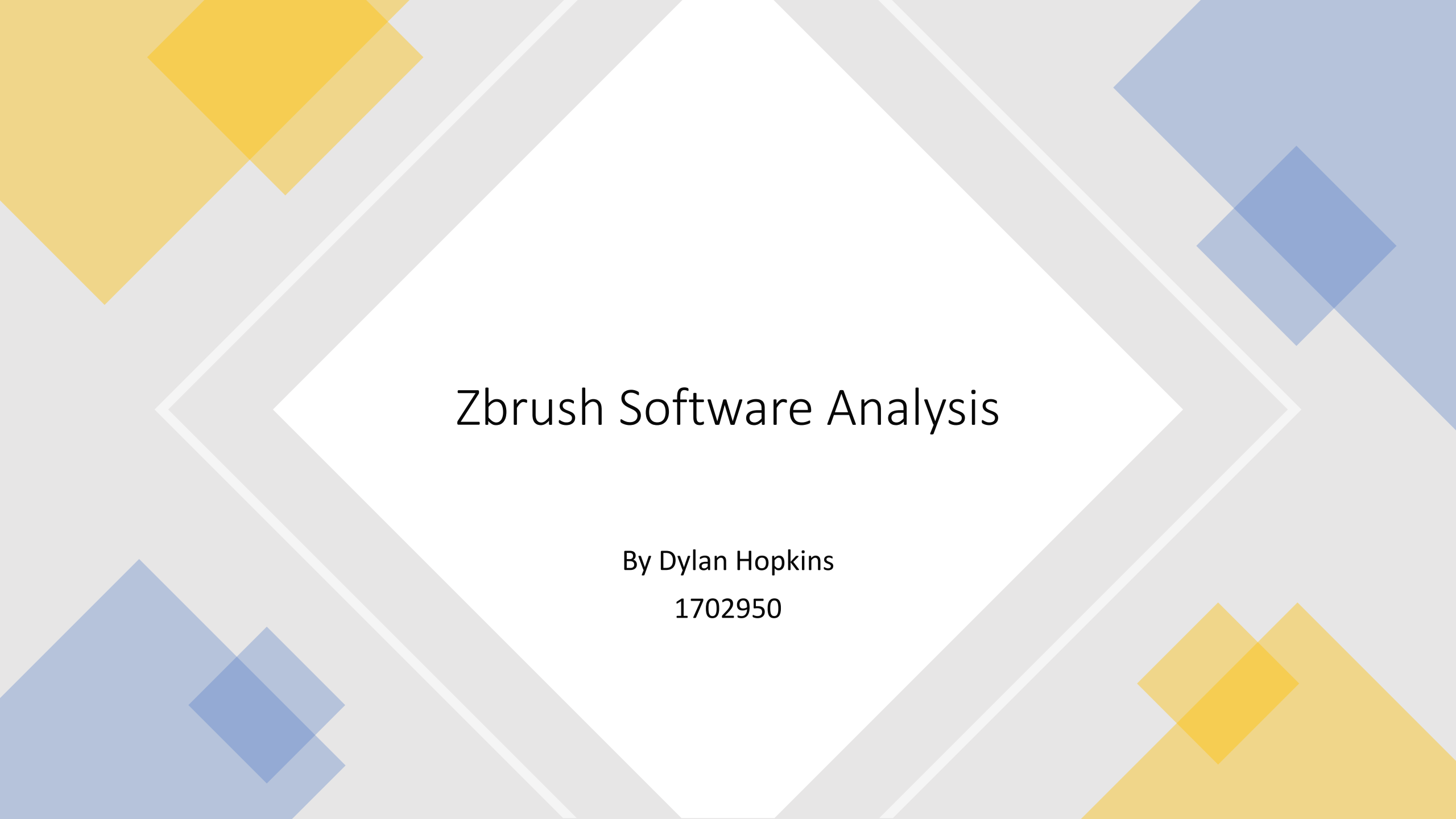




Zbrush Software Analysis

By Dylan Hopkins

1702950

Overview

- Why Zbrush
- History
- Changing Directions and going commercial
- Evolution
- Industrial Usage
- Competitive's and why they fail (e.g. Blender and Mudbox)
- Pixologic
- Personal Work Examples

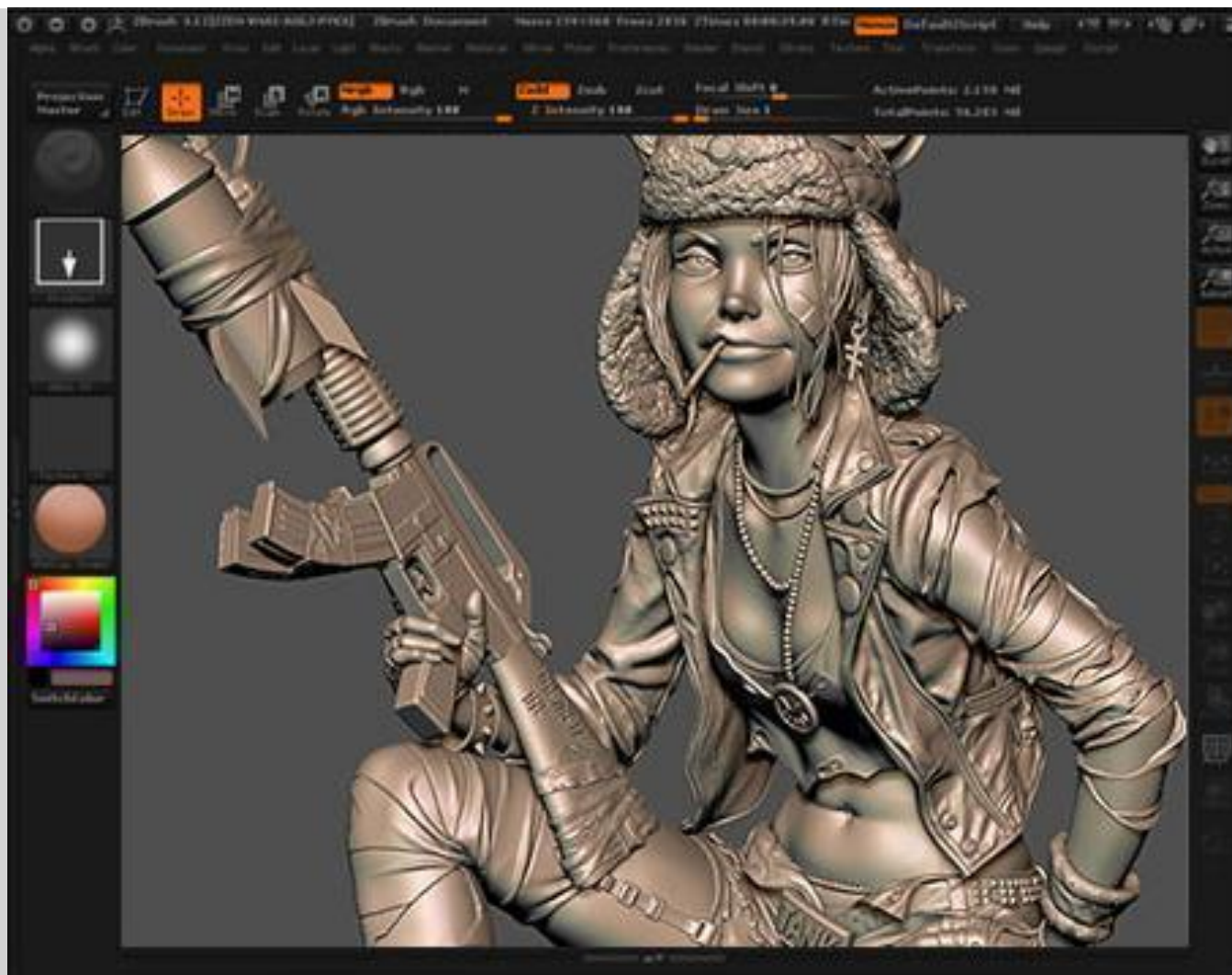
Why Zbrush



- Industry standard
- Deep interest in digital sculpting
- Training to be my main specialist software going forward into the industry

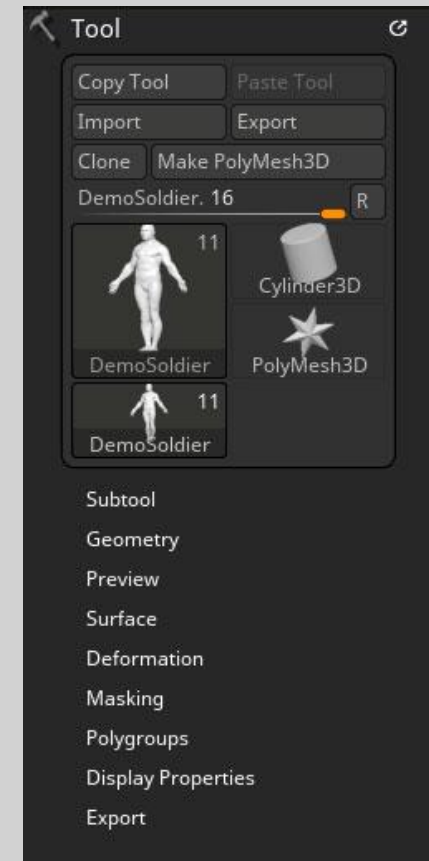
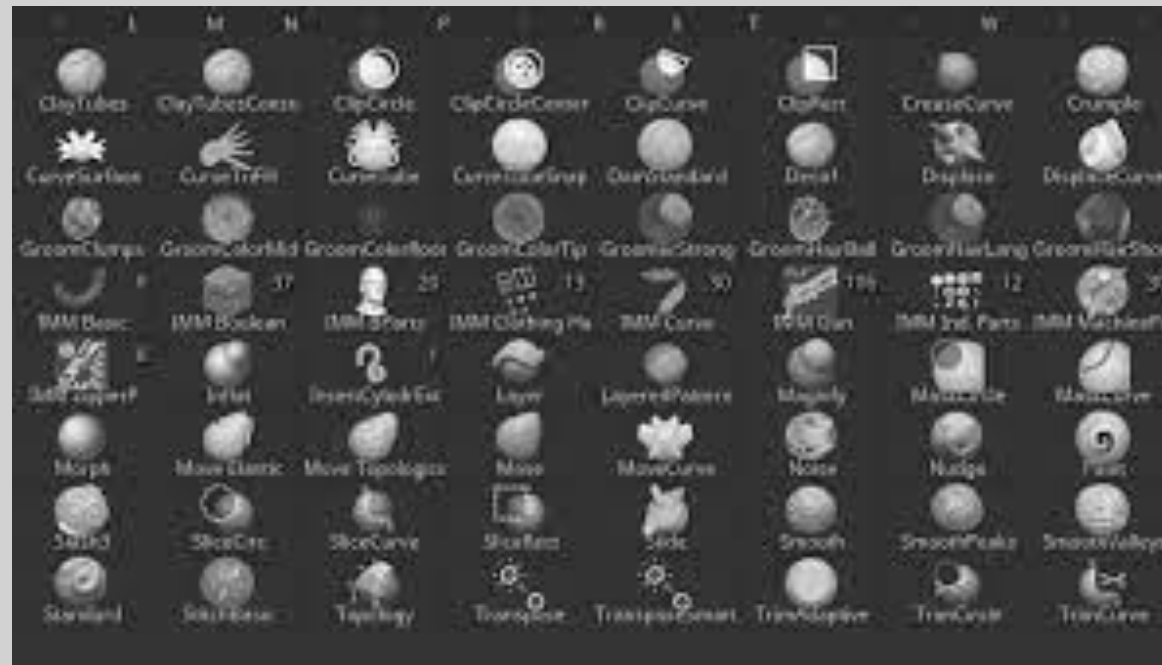
Why Zbrush

- Industry standard



Why Zbrush

- Deep interest in digital sculpting



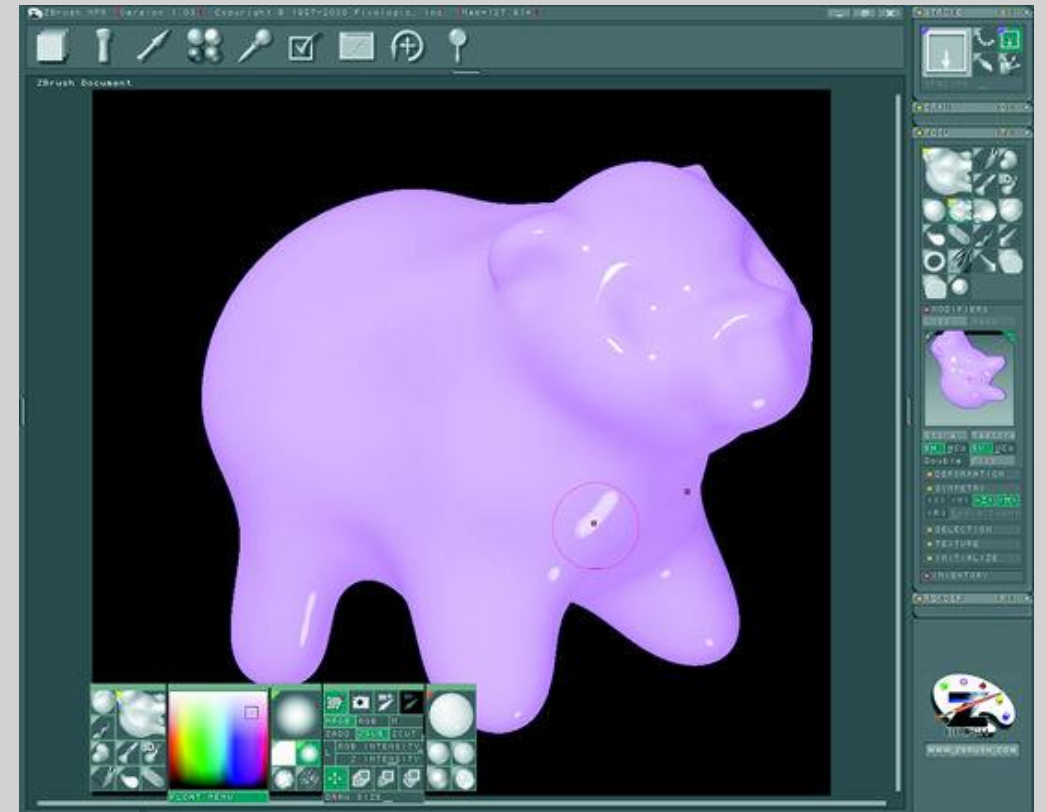
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- Training to be my main specialist software going forward into the industry



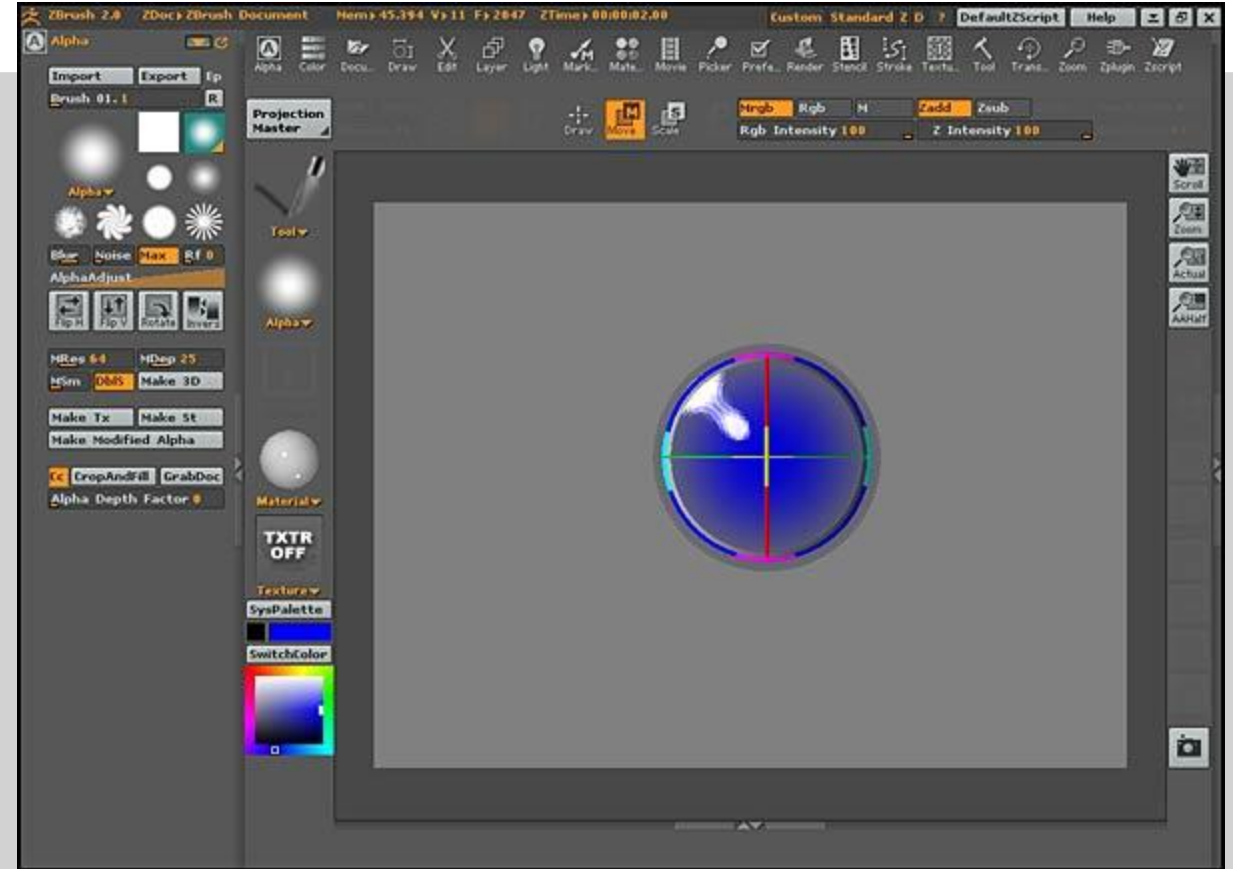
History

- Began as a private use texturing program
- Uses 2.5/3D unlike traditional software
Such as Adobe Photoshop
- Uses Pixol Technology which stores information such as, materials, light and depth

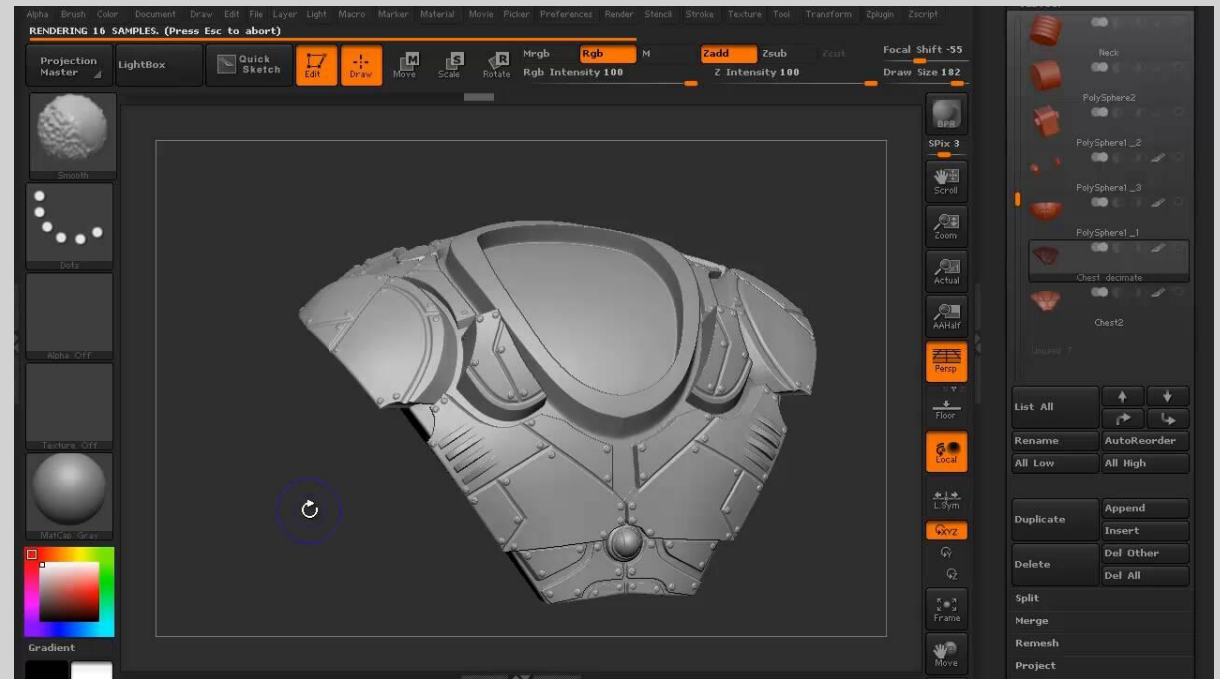
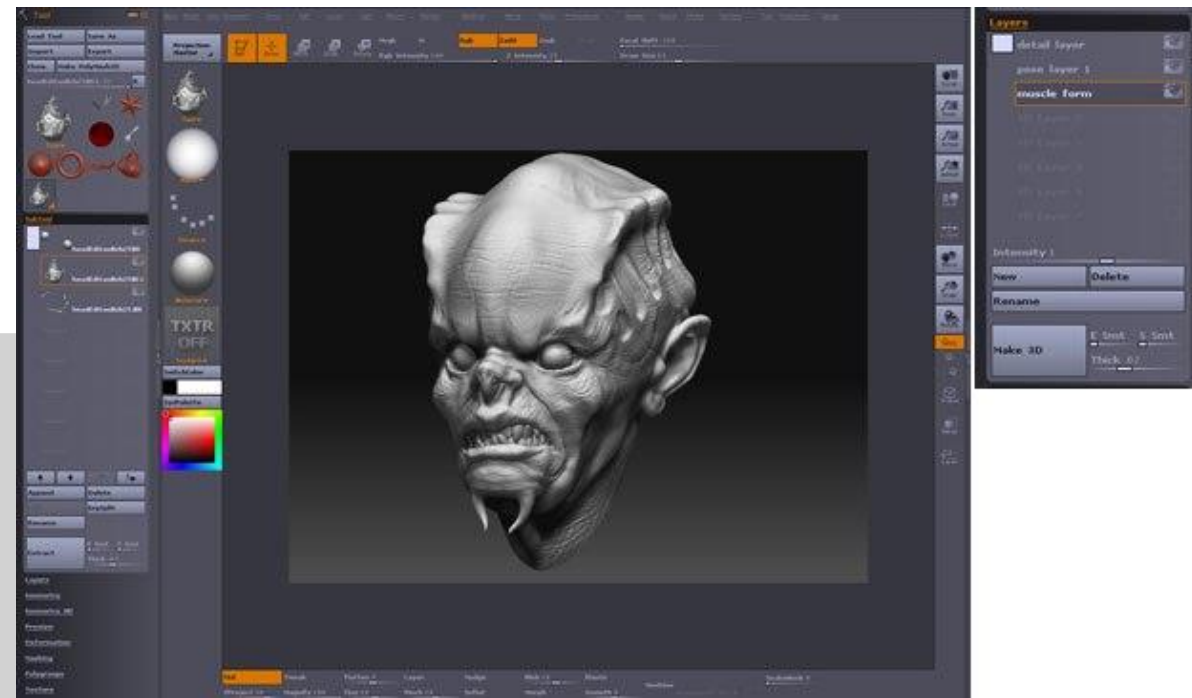
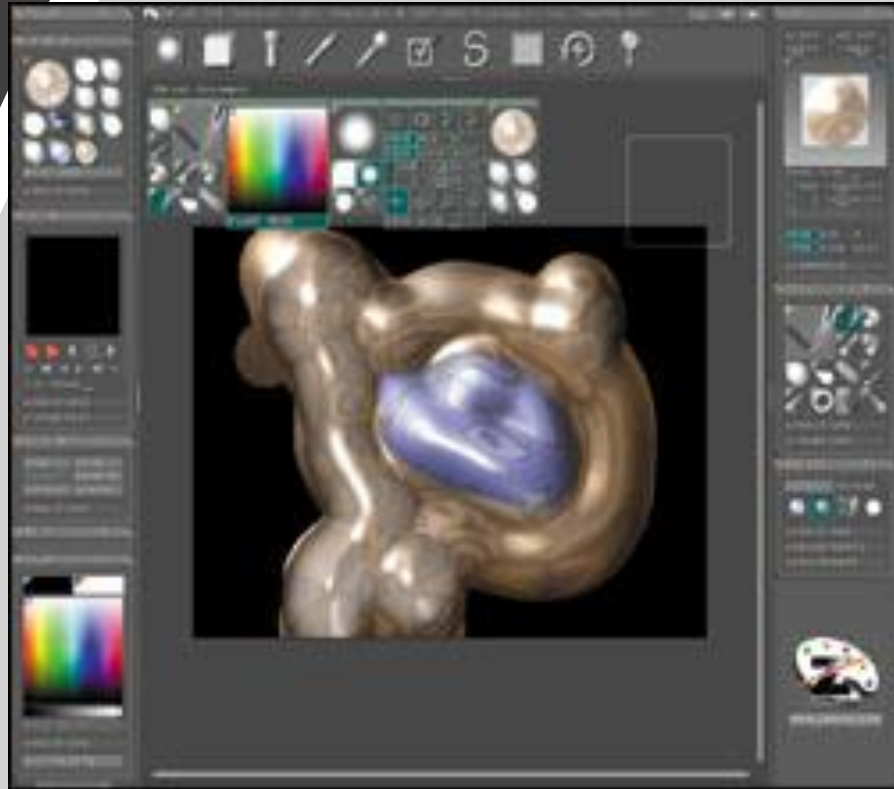


Changing Directions and going commercial

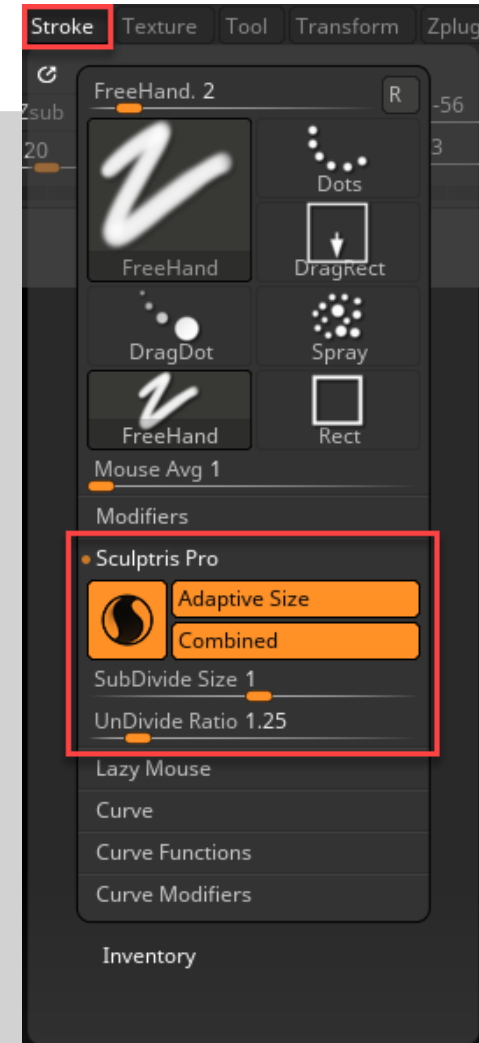
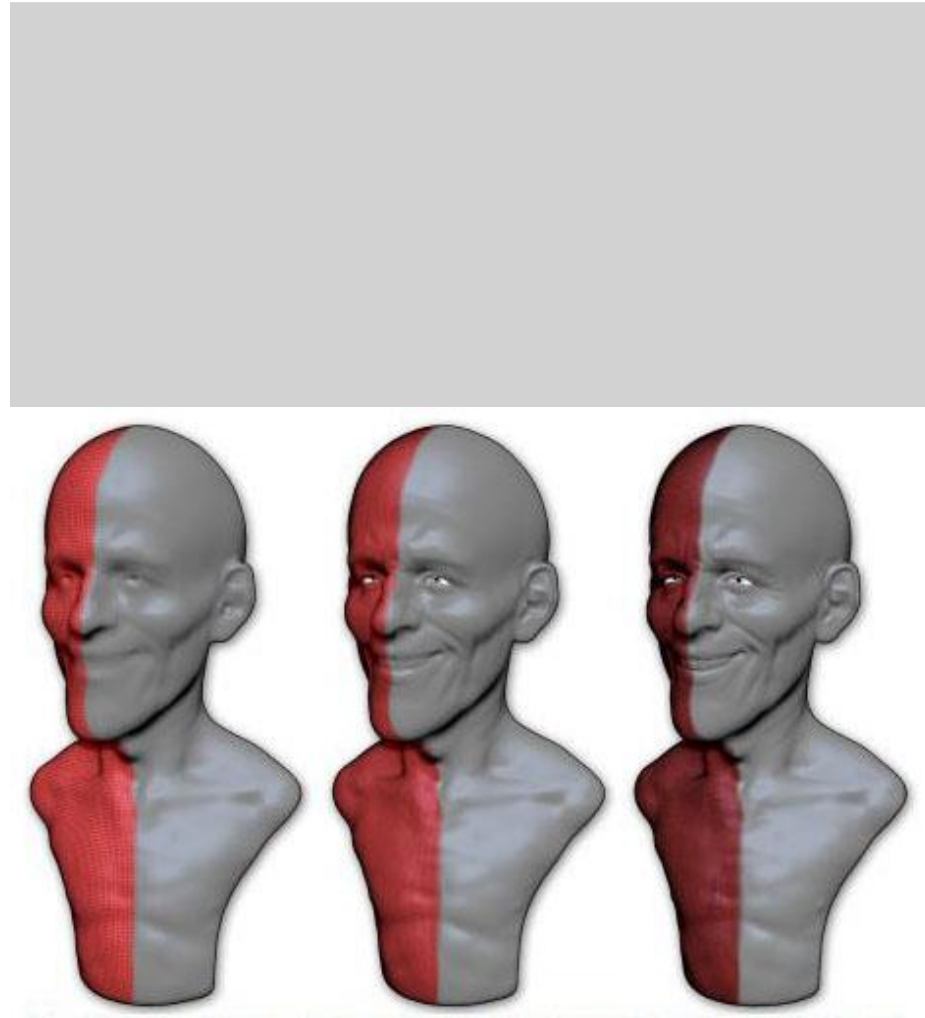
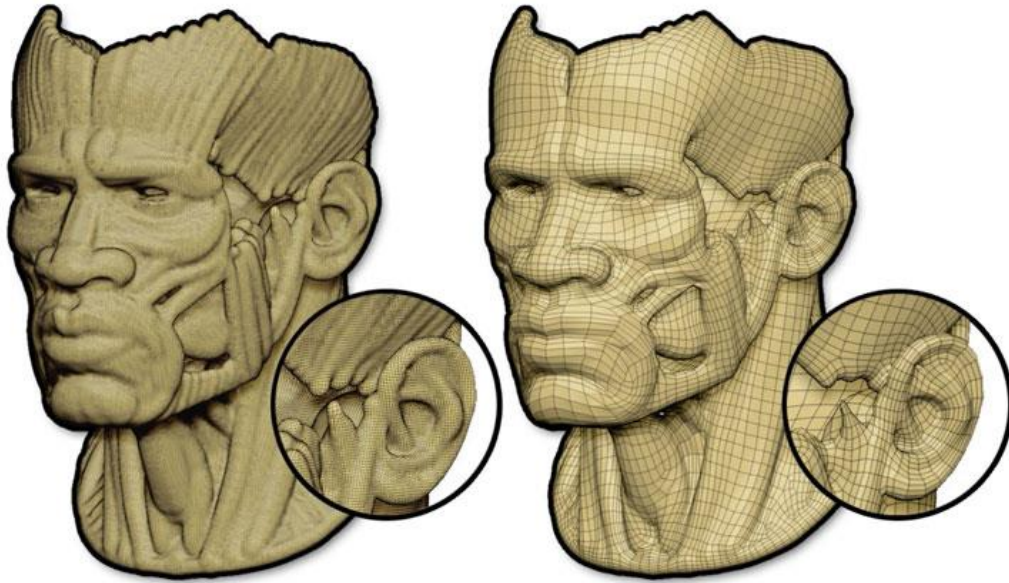
- Based on previous technology they changed direction to a 3D sculpting program
- Uses pixel and vertex technology (pixel when idle vertex when sculpting)
- Presented in 1999
- Created by Ofer Alon and Jack Rimokh



Evolution



Evolution



Industrial Usage

- Became wildly used in 2004 with version x3.xx
- Used as a test case for Lord of the Rings 2004 by WETA
- Is now an integral piece of software used in the industry
- Is able to do what box modelling cannot



The Return of The King - "Attack Troll" Helmet and "Mountain Troll" Head

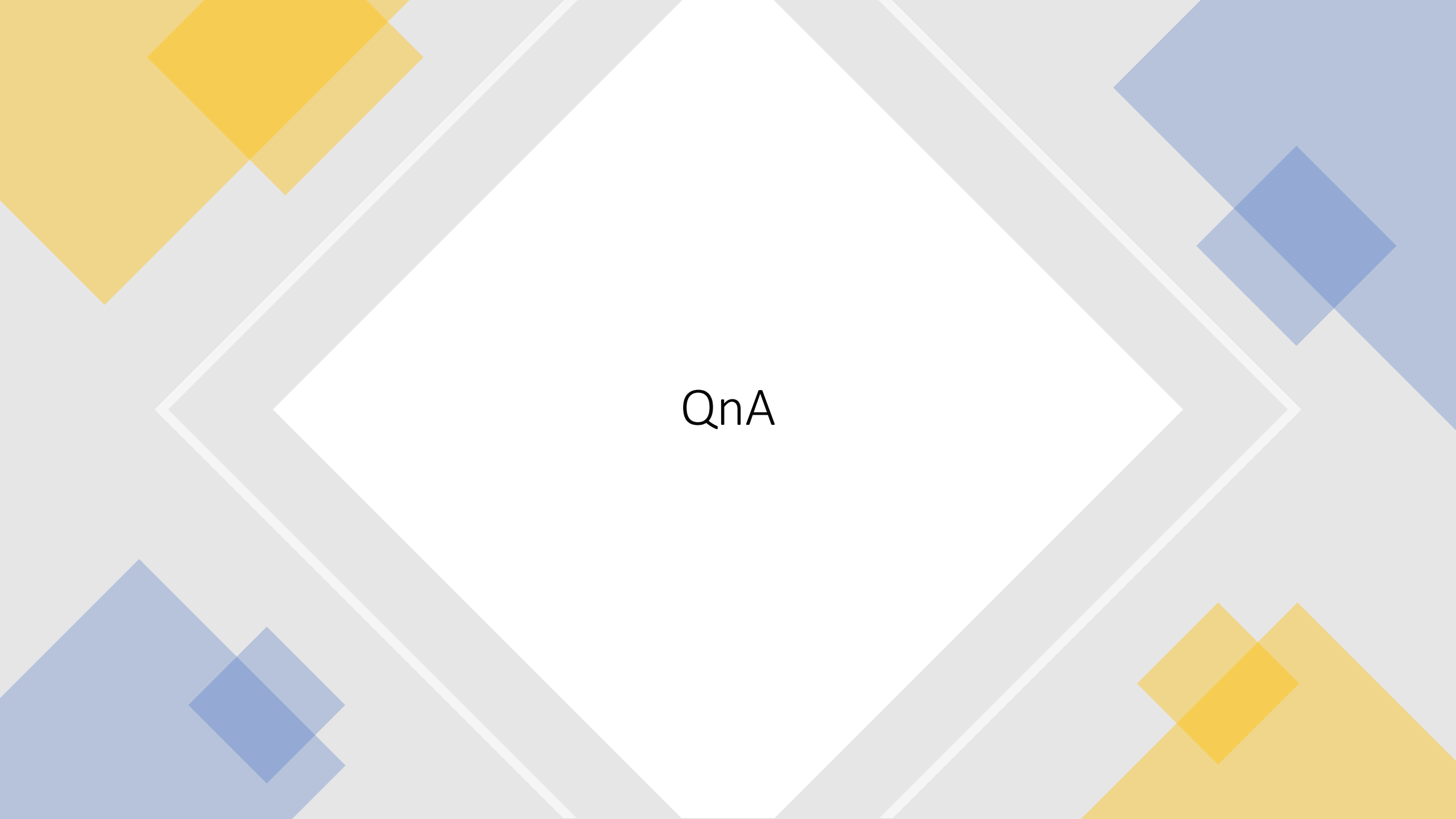
Competitive's and why they fail

- They're just standard sculpting programs, limited by pc specs
- Cannot handle the billions of polygons that Zbrush can
- Contains less features, such as Zremesher, polypainting, custom brushes etc.
- Specialised for sculpting unlike blender
- Industry standard



Personal Work Examples





QnA