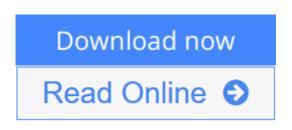# ZBrush Creature Design: Creating Dynamic Concept Imagery for Film and Games

By Scott Spencer

ZBrush Creature Design: Creating Dynamic Concept Imagery for Film and Games By Scott Spencer

Zero in on the most cutting-edge trend in creature design for film and games: ZBrush!

ZBrush allows you to develop a creature for film and games in realistic, 3D format. With this book, you will learn how to create a unique creature from start to finish and search for and repair any foreseeable problems. Clear instructions guide you through using Photoshop in combination with ZBrush to finely render a creature so you can see how it will appear on screen. Experienced ZBrush author and designer Scott Spencer shows you how to start with your concept in ZBrush as a preliminary digital model and then further refine it in Photoshop in order to fabricate a hyperrealistic image.

- Guides you through artistic concepts to visualize your creature
- Walks you through the process of conceptualizing a creature in ZBrush
- Details techniques for using Photoshop to refine your design
- Encourages you to use ZBrush as a sculpting and designing tool and then use Photoshop as a painting and finishing tool

ZBrush Creature Design helps you bring your creature concepts to life.

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Editorial Review

From the Back Cover

Design Your Concepts in Live 3D

Still sketching ideas on paper? Start brainstorming with ZBrush, and you can design and sculpt your best ideas in dazzling 3D. In this unique, projects-based book, veteran 3D artist and author Scott Spencer shows you how to conceptualize for games, films, and toys using ZBrush to sculpt and paint in 3D and Adobe Photoshop® to finish. You'll create four distinct creatures while polishing your 3D painting, sculpting, rendering, and 3D printing skills, as well as reviewing the basics of design, form, color, and composition.

Learn professional techniques that enable you to create not only your own provocative 3D concepts, but also concepts for studio-scripted creatures that can be handed off, complete with 3D design assets, to studio production teams for further development. This is how many studios and concept artists operate today.

- Review the basics of form, gesture, balance, proportion, and color
- Recognize key terms—character vs. creature, thumbnails vs. maquettes, and others
- Work from a brief—a director's written description of a character—and create a unique design in 3D
- Hone your design skills by creating an alien, a bio-mechanical hybrid, a mystic, and a forest spirit
- Learn how to select and add skin tones, fur patterns, and environmental effects
- Master the latest techniques for sculpting a character for 3D printing to create a finished physical model of your character design
- Leverage the power of ZBrush and Photoshop for designing in today's fast, budget-driven development pipelines

Use high-quality references to create fantasy characters grounded in reality

Combine the power of ZBrush and Photoshop to create dynamic character concept imagery

Learn expert techniques for creating detailed creature designs

The accompanying DVD includes all the files you need to complete the projects in the book, along with helpful videos to drive home concepts.

About the Author
Scott Spencer has worked as a character designer and sculptor at The Weta Workshop in Wellington, New Zealand, since 2009, most recently on The Hobbit. He has taught ZBrush digital sculpting at Gnomon since 2005 and was previously an artist at Gentle Giant Studios. His credits include films such as Alice in Wonderland, the game Golden Axe for Sega, and dozens of other projects. He is the author of *ZBrush Character Creation* and *ZBrush Digital Sculpting Human Anatomy*.

Users Review

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Ronald Kleiman:

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