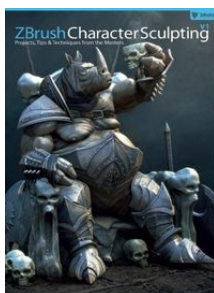# ZBRUSH CHARACTER SCULPTING: VOLUME 1

ZBrush has quickly become an integral part of the 3D industry, particularly when it comes to modeling characters. ZBrush Character Sculpting: Volume 1 explores the features and tools on offer in this groundbreaking software, as well as presenting complete projects and discussing how ZSpheres make a great starting point for modeling. Drawing on the traditional roots of classical sculpture, this book also looks at how these time-honored teachings and techniques can be successfully applied to the 3D medium to create jaw-dropping sculpts fit for any portfolio.Featuring industry experts including...

ZBrush Character Sculpting: Volume 1

Author	**Rafael Grassetti**
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