

Updated on 27/05/2024

Sign up

## ZBrush training

3 days (21 hours)

### Presentation

ZBrush® sets the industry standard for digital sculpting. Its features let you use customizable brushes to shape, texture and paint virtual clay in a real-time environment. This modeling software is perfectly suited to the creation of high-resolution models and objects, and can be used in a wide range of sectors including the film industry, advertising, animation, video games, design... With this powerful polygonal 3D modeling tool from Pixologic® and its exclusive "Pixols" technology, your art will change forever.

When you use ZBrush, you'll be using the same tools used by film studios, game designers, toy and collection makers, jewelry designers, automotive/aviation designers, illustrators and artists the world over.

ZBrush 2019 continues on the path of creativity and productivity with major new features enabling artists to work even faster, with a particular focus on creating hard surface and mechanical shapes with greater ease.

While working or composing, you'll be able to produce stunning non-realistic renderings with instant feedback.

ZBrush 2021 also helps you to be more efficient with its new folder organization system, rewritten automatic retopology tool and new camera system.

In this professionally-led training course, you'll be able to perfect your skills through an adapted design methodology. You'll discover how to use the latest version of [ZBrush 2021 6.6](#) and all its new features.

### Objectives

- Understand and master the software interface, menus and windows.
- Prepare your workflow before starting work.
- Know the different problems to avoid and anticipate them.
- Know how to use the main modeling tools (primitives, ZSpheres).
- Know how to use the various Brushes and keyboard shortcuts.
- Know how to use Subtools.
- Know how to use materials.
- Know how to use polygroups.
- Know how to use masking.

## Target audience

Anyone wishing to improve their knowledge of ZBrush, speed up the production of their work or learn 3D modeling in High Poly.

## Prerequisites

A recent laptop with at least the latest free 30-day version of ZBrush

## Further information

We also offer comprehensive training on the [3D-Coat](#) tool.

## Our ZBrush training program

### Day 1: Introduction to 3D modeling with ZBrush

- Introducing the software philosophy
- Prepare your workflow before you start. (moodboard)
- Interface presentation
- Basic commands
- symmetry tools
- Camera tools
- The different Brushes for modeling
- The principle of using alphas
- Using subtools
- Using Booleans

### Day 2: Different modeling tools

- Subdivision
- ZSpheres

- Dynamesh
- ZRemesher
- ZModeler
- Sculpttris mode
- Shadow mode
- Using Spotlight

## Day 3: Color tools

- The concept of polypainting
- painting with textures
- Colouring with materials
- Low poly retopology
- UV unfolding
- Texture and normal map baking

## Complementary module (2 additional days)

- Hard Surfacing
- Human anatomy
- Animal anatomy
- Using rendering in BPR or NPR

## Companies concerned

This training course is aimed at both individuals and companies, large or small, wishing to train their teams in a new advanced computer technology, or to acquire specific business knowledge or modern methods.

## Positioning on entry to training

Positioning at the start of training complies with Qualiopi quality criteria. As soon as registration is finalized, the learner receives a self-assessment questionnaire which enables us to assess his or her estimated level of proficiency in different types of technology, as well as his or her expectations and personal objectives for the training to come, within the limits imposed by the selected format. This questionnaire also enables us to anticipate any connection or security difficulties within the company (intra-company or virtual classroom) which could be problematic for the follow-up and smooth running of the training session.

## Teaching methods

Practical course: 60% Practical, 40% Theory. Training material distributed in digital format to all participants.

## Organization

The course alternates theoretical input from the trainer, supported by examples, with brainstorming sessions and group work.

## Validation

At the end of the session, a multiple-choice questionnaire verifies the correct acquisition of skills.

## Sanction

A certificate will be issued to each trainee who completes the course.