

# ZBrush



## E-LEARNING COURSE



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**ZETLAN TECHNOLOGIES**

# COURSE MODULES

## Module 1: Introduction to ZBrush

- Overview of ZBrush and its capabilities
- Understanding the user interface (UI)
- Navigating in 3D space (move, scale, rotate)
- Customizing UI and hotkeys for efficiency
- Introduction to Brushes and Sculpting basics

## Module 2: Sculpting Basics

- Understanding DynaMesh and its importance
- Using basic brushes (Clay, Move, Standard, Smooth, etc.)
- Working with Subtools and Polygroups
- Masking and Transposing objects
- Introduction to Symmetry and Radial Symmetry

## Module 3: Intermediate Sculpting Techniques

- Creating detailed forms with Alpha Brushes
- Using ZRemesher and Decimation Master
- Sculpting Hard Surface objects
- Understanding Subdivision Levels
- Working with Layers and Morph Targets

## **Module 4: Advanced Sculpting & Detailing**

- Creating High-Resolution details
- Using Surface Noise and Alphas for texture
- Advanced Hard Surface modeling with ZModeler
- FiberMesh for hair and fur sculpting
- Using MicroPoly and NanoMesh

## **Module 5: Character & Creature Sculpting**

- Anatomy fundamentals for character sculpting
- Sculpting faces and expressions
- Creating clothing and armor using Extract & ZModeler
- Posing characters using Transpose Master
- Refining details for realism

## **Module 6: UV Mapping & Texturing**

- Understanding UV Master for efficient UVs
- Polypainting and using color for details
- Texture mapping and exporting for external software
- Baking details onto a lower poly model

## **Module 7: Rendering & Presentation**

- Using ZBrush's BPR (Best Preview Render)
- Lighting and material setup
- Exporting renders for portfolio showcase
- Using Photoshop for final compositing

## **Module 8: ZBrush for Game & VFX**

- Retopology techniques for games & film
- Exporting models to Maya, Blender, or 3D software
- Normal Maps, Displacement Maps, and Ambient Occlusion
- Creating assets for 3D printing