



ZBrush 4R2

Create Without Limits!

Once again, Pixologic changes the way artists create by introducing a brand new suite of sculpting features and expanding the power of the existing ZBrush toolset.

Explore shape creation with Shadow Box, refine hard surface edges with the Clip Brush, manage complex multi-part models with SubTools, remesh and reproject to create any topology you need, use the MatchMaker brush to fit parts together perfectly... the possibilities are endless!

Combine hard surface and organic modelling tools or techniques to create fantastic creatures, superheroes, vehicles, environments and more! Paint your models with the intuitive PolyPainting brushes or use SpotLight to edit and project source images directly onto the surface.

Finally, render your work in ZBrush as an amazing still image or animated turntable using Best Preview Render (BPR). BPR will render the model with shadows, ambient occlusion, subsurface scattering and fibers. ZBrush will stretch your imagination beyond what you ever thought was possible. The flexible toolset is designed to fit your needs and the way you work.

All the Major New Features

This list includes all the main additions or change in ZBrush 4R2.

Dynamesh

- More freedom and flexibility with optimized geometry.
- Boolean-style operations allow you to add, subtract and intersect, without creating untidy polygons.
- By creating an internal shell you can produce specific shapes and optimise a model for 3D painting.
- Dynamesh can be combined with ClayPolish surface modification.
- Projection mode is supported making it easier to convert a detailed model into DynaMesh.
- As the geometry is optimised PolyPaint updates itself.

Geometry

- Retain high resolution detail while editing base mesh topology when you freeze geometry.
- Close Hole functions are now improved.
- To help simulate real clay sculpting, use ClayPolish to sharpen edges and soften surfaces.

Materials

- The new wax modifier makes it extremely straight forward to add a wax like appearance.
- Change hue, saturation, angle settings and much more with the MatCap global modification.
- Get improved background interaction with a new default material shader.

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- With new modes and operators on the shader mixer, you can now modulate your shaders to refine the materials you use.

LightCap

- LightCap Designer allows you to create your own custom lighting environment.
- When using this tool you can add lights while also adjusting their colour, intensity, position and opacity.
- Create exciting LightCap effects by adding alphas and textures.
- There is now a Specular and Reflect mode for LightCaps generated from background images.
- Rotate or change the objects hue or saturations using Lightcap adjustments.
- You can now display the LightCap as a Spherical or Equirectangular preview.

Mesh Insert

- Achieve greater depth and positioning control when inserting a mesh and enabling transparency.
- Modifiers allow you to adjust the proportions of the inserted mesh.
- You can use any existing model as your insert brush.

Curve Mode

- The new curve mode allows you to sweep a current brush along a definable curve.
- Adjust the sweep strokes and update the curves directly after drawing them.
- It is now possible to create new geometry by drawing a curve together with the new CurveFill brushes.

Transpose

- Effortlessly duplicate your mesh with a Ctrl+click.
- Cut into a surface with DynaMesh to duplicate an insert object as a negative mesh.
- Combined with masking it is now possible to extrude faces.

Brushes

- Enjoy the new Slice Brush to support curves while adding an edge loop with new PolyGroups on either side.
- Slice brush and DynaMesh can be combined to create separate solids.
- Use the new Curve Fill brush to smoothly draw an extruded closed shape.

Best Preview Render

- Render more accurately with this new edition of BPR.
- The render pipeline has been upgraded to 32 bits per channel.
- You can now save shadows and other calculation-intensive data, updating only when needed. You can make a variety of colour and material adjustments and not wait for long re-renders.
- You no longer need to subdivide when rendering smooth normal features and polygon edges.
- Achieve smooth transitions between materials when you render with Material Blending.
- Take advantage of the all new real-time wax preview.
- BPR can now support a range of 2:1 ratio background images, along with HDRI for exceptional realism.
- For attractive scene integration use the scene floor grid to slice objects that can be used as a shadow catcher.
- BPR makes it possible to invisibly cast shadows or make an object invisible to shadows.
- In this version of BPR you will find that the SubTools have their own individual settings, for Smooth Normal features and transparency.

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BPR Filters

- It is now possible to render and apply filters to layer changes for post-render enhancements without having to leave the application.

- Blur, Sharpen, Orton, Glow and Noise are just some of the 13 new filters available.
- Modulate these filters by using the various new settings now available, such as Depth, Mask (alpha), Fresnel, Ambient, Occlusion, SSS, etc.

Misc

- The new Alternate mode allows you to use main or alternate colours when PolyPainting, simply hold the Alt key to switch between them.
- By using vertex count you can auto-reorder SubTools.
- SubTools can be instantly moved to the top or the bottom of the list.
- You can now merge similar SubTools quickly with one click.
- All projection operations now function with more speed and accuracy.
- Polish by groups and polish crisp edges with the new global deformers.
- Active SubTool or all other SubTool deformations can be repeated.
- Enable or disable mouse gestures in the preferences.

Pipeline and Productivity

- GoZ with Autodesk Maya (2008, 2009, 2010, 2011), Autodesk 3DSMax (2009, 2010, 2011), Luxology modo 401 (Sp2 to sp5), Cinema 4D R11 and R11.5
- GoZ SDK for integrating GoZ in additional software packages.
- Xpose to explode all SubTools, making it easy to work on a hidden one or create stunning animated effects.
- SubTool Duplicate and Insert, List All + ABC, Merge All for more flexibility when working on complex models.
- Solo mode to quickly isolate the current SubTool.

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