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SPEED UP YOUR CONCEPT ART WORKFLOW!

The Digital Maquette, Volume Two Art Direction and Digital Sculpting with Zack Petroc

ADD TO CART



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“Zack Petroc’s creative gifts place him at the forefront of the emerging field of digital art direction. Zack’s great talent in all the traditional areas of artistic expression, coupled with a technical ability that takes a back seat to no one, combine to make him a truly unique talent. A rare ability to bring true artistry to life in a highly technical environment helps to set Zack apart.”

Instructor:
 Zack PETROC

Formats: (Mac or PC only)
 DVD-ROM
 System Requirements

\$79.00

Zack Petroc’s Art Directing Series continues with The Digital Maquette, Volume 2, in which he outlines the creation of the Froad Rider, the costume and peripheral accessories using ZBrush. Watch as Zack develops the character from a low-resolution organized mesh for the head, and box meshes for the costume and accessories. After posing the character using ZBrush’s new Transpose tools he documents the process for outputting the character as a 3D print with Gentle Giant Studios. Zack presents the workflow with the artist in mind, highlighting specific tools and techniques and focusing on how they add to the creative freedom of the design process. He also discusses how to define your character from both an art directing and digital sculpting perspective. This lecture is intended for Art Directors and Production Designers who are interested in discovering how digital sculpting can add to their creative process. Additionally, it presents information for artists who are interested in growing their skills as design sculptors.

3 hours of lecture.

Product Code: ZPE03

TOPICS COVERED:

- 2D to 3D Design Translation
- Defining the Character
- Full Pose Sculpting
- Establishing Unified Design
- Form Development
- Gesture Block-in
- Sculpting Cloth
- Outputting the File

CHAPTERS:

- 01: ZBrush 3 Overview and Workflow
- 02: Cloth Form Development
- 03: Body Parts Form Development
- 04: Helmet, Pads & Straps Form Development
- 05: Shoes, Backpack & Misc. Form Development
- 06: Detailing the Cloth
- 07: Detailing the Body Parts
- 08: Detailing Shoes, Backpack & Accessories
- 09: Posing the Froad Rider
- 10: Printing the 3D File

SAMPLE CLIP:

Click [here](#) to view a sample clip from this DVD. Note that while this clip is 640x480 the actual movie size is 1024x768. View the stills to the right to see the actual resolution.

INSTRUCTOR BIO:

Zack Petroc has a Bachelor of Fine Arts degree from the Cleveland Institute of Art with a major in Sculpture and dual minor in Drawing and Digital Media. Additionally, he studied anatomy at Case School of Medicine and figure sculpture in Florence, Italy. He began his career as Model Supervisor on *Sky Captain and the World of Tomorrow* and went on to work with the Conran brothers as an Art Director on *John Carter of Mars*. Production recently began on “Attaboy”, his first Sculpted Novel and he continues to freelance as an Art Director and Concept Designer for feature film and video games. As a member of the Art Director’s Guild Technology Committee, Zack utilizes his strong foundation in traditional art and design to pioneer modern approaches to art direction and digital sculpting.

Go to:
 CGNetworks spotlight on Zack Petroc

RELATED DVDS:

Digital Sculpting: Human Anatomy
 The Digital Maquette, Volume One



Instructor Gallery

