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"Smart Software"

"I don't decide what to make of the stone – I only bring out what's inside it". Not an accurate quote, but I hope I managed to get the essence of this sculptors words.

And what has this to do with software, you might ask?

Well, judging by my feeble attempts at woodcarving in school, I will never be able to make a living as a sculptor.

But a new program is out that brings hope to us keyboard-jockeys with sculptor-aspirations: ZBrush from Pixologic.

On startup, you may feel a bit daunted. I know I did. The interface sure looks different from Photoshop! But, all the different buttons, selectors and modifiers have tooltips: keep the cursor still for a few seconds, and an explanation pops up.

But what does ZBrush do?

Imagine having a lump of clay – but not the ordinary, gray stuff. This lump can be changed however you wish, and you have a huge array of tools to manipulate, transform and color it. You can make it opaque or metallic, change the texture of it – to make it short, you can do just about everything you want with your lump (OK, I am sure some of the more dirty-minded Mensans out there can think up a few thing you can't do with it).

This review will be rather short. Not because of lack of things to write about ZBrush, but because there's such a lot to write about. So

why don't you jump on over to <http://www.pixologic.com> and download a trial? It is fun, easy to use and a great tool for artists who feel restrained by Photoshop's 2D-world and at the same time confused by ordinary 3D-programs complexity. If you want the full program, it cost \$585 but you may still be able to get it at its introductory price, which is 50% off.