Pixologic introduces the release of ZBrush 3.12B for Mac OS X

LOS ANGELES, Calif., May 27, 2009 –Pixologic Inc., makers of the award-winning sculpting, texturing and 2.5D painting application ZBrush, today announced the release of ZBrush 3.12B Mac OS X, now available for Intel-based Macintosh computers.

With ZBrush 3.12B, Pixologic continues to demonstrate its commitment to meeting the demands of 3D production artists in film, television, games, pre-visualization as well as concept design. This important update contains many optimizations and feature enhancements for the previously released ZBrush 3.12. The update is a free download for all registered users of ZBrush for OS X.

"*ZBrush does things you simply can't do with any other program*."
Rick Baker-Six time Academy Award winning artist

Optimizations and feature adjustments for ZBrush 3.12B include:

Displacement Mapping Enhancements

- Faster and more accurate map generation.

- DPSubPix and adaptive modes may be used together for higher quality maps.

- Seam prevention enhancements.

- Added export controls for 16 and 32 bits maps in Displacement Map SubPalette.

- Added scale factor for 32 bits maps in Displacement Map SubPalette.

- Mid value is used when generating maps. Also allows for positive-only or negative-only maps to be created.

Normal Mapping Enhancements

- Faster and more accurate maps generation.

- Seam prevention enhancements.

- Added Flip Controls in Normal Map SubPalette; Flip V, Flip R, Flip G, Flip B and Switch RG.

Document Enhancements

- Win Size feature matches canvas size to available screen space.

- Resize does not cause rendering artifacts.

Tablet Enhancements

- Several new ways to use pen pressure added to the Brush Palette.

UV Mapping Enhancements

- Improved PUVTiles.

Texture Enhancements

- Import of JPG file format.

Interface Enhancements

- Recorded macros are automatically placed in the Macros sub-Palette.

- Hot-key setting has been addressed.

- Floor Grid opacity setting has been added to the Draw Palette.

- Added Preferences option to turn off edit brush alignment to the surface normal.

Sculpting Enhancements

- Zsub respects backface masking, if active.

- Wrap Mode available.

- Advanced Geometry features (such as Edge Loop) are available regardless of number of SubTools.

- Transpose action line does not lock if all three circles are at the same position.

- Extract produces clean edges.

- Extract thickness can now be given a negative value to extract inward instead of outward from the surface.

- Project All enhanced with a blur/smooth control feature.

- Brush intensities have been equalized when LazyMouse is on or off.

- Intensity control added to the masking-by-ambient-occlusion function.

ZSpheres and Rigging Enhancements

- Skinning has been enhanced to closely match the size of the ZSpheres especially with xyz resolution set to 1.

- Posing the rigged mesh has been enhanced to also use ZSphere twisting/rotating.

General Enhancements

- Various code optimizations and update of existing functions.

These enhancements and additions are designed to maximize the artist's creativity and accelerate the concept-to-completion workflow.

Combining ZBrush's powerful 2D/2.5D painting, texturing in 2D or 3D, and 3D sculpting tools, artists can express themselves in ways never before possible.
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Pixologic - Learning Tools - ZClassroom
A variety of learning tools are available for ZBrush (Win/Mac). Ranging from introductory to advanced skill levels, there are 80 + video (with voice over) available to choose from free of charge. This constantly growing library of Video Tutorials is designed to get you up and running with ZBrush in no time. For additional details, please visit
http://www.pixologic.com/zclassroom/

The ZBrush Win Demo can be downloaded from the Pixologic website by visiting:

http://www.pixologic.com/zbrush/trial/

The ZBrush Mac Demo will be available shortly.

Pricing and Availability
Decimation master and 3D Print Exporter are now available as free plug-ins for ZBrush 3.1 Windows to all registered ZBrush users. The Macintosh versions of the plug-ins will be available for ZBrush 3.12B within 30 days.

ZBrush retails for USD $595.00 and can be purchased and downloaded online at Pixologic's e-store. ZBrush is also available from Pixologic-authorized resellers for both Windows and Mac platforms.

About ZBrush
ZBrush is an integrated modeling, texturing, and illustration environment. ZBrush's innovative

set of real-time sculpting, texturing, and deformation tools is used in major film studios and game companies worldwide. Its instant feedback and real-time response makes it the most natural feeling digital sculpting tool available today. As a stand-alone application, ZBrush offers tremendous flexibility and appeals to a wide audience.

About Pixologic
Founded in 1997, Pixologic Incorporated develops and markets innovative software tools for the film and video, games, graphic design and illustration markets. ZBrush is a graphic application aimed at simplifying the science behind generating computer graphics. ZBrush appeals to a wide audience by providing empowering tools that give users intuitive and visual control over the digital images they create. By providing a unique synthesis of 2D and 3D capabilities in a single stand-alone tool, ZBrush collapses economic and ease-of-use barriers to creating stunning images. For additional information about Pixologic, visit www.pixologic.com.

Pixologic is privately owned and is located in California with offices in Los Angeles and the San Francisco Bay Area.

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