

## Pixologic Releases UV Master plugin for ZBrush 3.5R3 Windows & ZBrush 3.2 Mac OSX

Los Angeles, Calif., February 25rd, 2009 – Pixologic Inc., today announced the release of its latest plugin UV Master for ZBrush Windows and ZBrush Mac OSX.

UV Master is a powerful addition to ZBrush - the Award Winning 2D/3D sculpting, texturing, and painting application. UV Master automatically produces UVs for 3D models created by or imported into ZBrush. The UVs created by UV Master are easily readable while still having the least amount of distortion possible.

UV master is designed to make the creation of UVs easily accessible for all artists who need to create human-readable UV maps for painting textures in any 2D image editor. It is also ideal for those who need to create normal maps, which are traditionally very sensitive to UV seams

In addition to its fully automatic process, UV Master incorporates easy-to-use Control painting modes that let the artist protect areas of the model from automatic seam placement or attract seams toward a particular location. This makes it possible to create high quality UV map in a couple of minutes and in an artist friendly way.

Moreover, "Density mode" allows the artist to paint areas on the 3D model, which will modify the amount of texture space used by the UVs. For example, more UV space can be given to a character's face and less space to the back with only two brush strokes!

Creating quality UV mapping for a model traditionally has a high learning curve to overcome its technical nature. With UV Master this hurdle is now gone. Any artist can now quickly and easily create excellent UV maps. This plugin clearly represents the ZBrush ideal of maximum artistic freedom with minimal technical hurdles! UV Master is provided with full documentation and includes several UV checker textures to help visualization of the created UVs.

*"UV Master is a great tool that saves the user an extensive amount of time. I think people are going to love it, since everything else out there is tedious."*

Josh Tiefer – Character Artist - Namco Bandai Games

*"UV Master is a really right-brain tool... you just PAINT how you'd like the UV to be mapped, and ZBrush does the rest!"*

Szabolcs Mátéfy - Senior Character Artist – Crytek

*"A great new plug-in that provides fast and intuitive unwrapping, UV Master allows me to unwrap everything ranging from the simplest mesh to complex models comprised of multiple polygroups on the fly! Getting my meshes out of ZBrush with clean U's and texture maps has never been easier. Thank you Pixologic!"*

Geert "Etcher" Melis - Art Teacher - Antwerp

To download UV Master, visit [www.pixologic.com/zbrush/downloadcenter/zplugins](http://www.pixologic.com/zbrush/downloadcenter/zplugins)

For more information on the Pixologic's UV Master release, visit the Features section of Pixologic.com:

<http://www.pixologic.com/zbrush/features/UV-Master>

or the announcement on our community forum ZBrushCentral: <http://www.zbrushcentral.com/showthread.php?t=082643>

**Additional ZBrush information**

Pixologic Learning Tools: Zclassroom

A variety of learning tools are available for ZBrush (Win/Mac). Free of charge and ranging from introductory to advanced skill levels, there are over 100 videos with voice over available to choose from. This constantly growing library of video tutorials is designed to get you up and running with ZBrush in no time.

For additional details, visit: <http://www.pixologic.com/zclassroom>

**Pricing and Availability**

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. UV Master is available as free plug-in for all registered users of ZBrush 3.5 R3 Windows and ZBrush 3.2 Mac OS X.

ZBrush 3.1 for Windows (30 days trial) can be downloaded from the Pixologic website by visiting: <http://www.pixologic.com/zbrush/trial>

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

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