

## **PIXOLOGIC JOINS WONDERCON 2010**

### **Booth #933**

**Pixologic, Inc.**, makers of the award winning **ZBrush** is pleased to announce that it will be exhibiting for the first time at the WonderCon 2010 show in San Francisco April 2nd to April 4th 2010.

**ZBrush** is the leading 2D/3D digital sculpting application for artists today and is used extensively in the film, game, toy and collectible industries.

**Pixologic** will be hosting daily presentations at **Booth #933** where attendees, users and newcomers will see and explore the latest exciting ZBrush features presented live by industry renowned artists – view the [Pixologic/WonderCon page](#)

**Vitaly Bulgarov**

**Kris Costa**

**Ryan Kingslien**

**Andrew Cawrse**

**Akin Bilgic**

**Dave Lesperance**

**Alvaro Buendia**

The Pixologic booth will also be exhibiting special Sideshow Collectibles™ from **Iron Man™** and **Avatar - Neytiri** (designed in ZBrush) and the *Amp suit*.

Outlining the main reasons for Pixologic's appearance at the show, Jimmy Golding, Marketing Director at Pixologic commented:

*"WonderCon is one of the leading comic conventions in the world and expanding every year. ZBrush is the 3D modeling and sculpting program of choice used by leading comic-loving artists so we feel there is a natural creative and cultural synergy for artists and fans alike. Something magical happens when comic characters, fantasy figures and action heroes born in the minds of their creators jump out of the screen and come alive in fine digitally 3D sculpted detail".*

Jimmy added: *"We have a vast array of outstanding and mind-blowing images submitted daily on our on-line community site at [ZBrushCentral](#). [The image](#) and [3D turntable galleries](#) are a great source of inspiration for artists".*

*"ZBrushCentral members are communicating, sharing and learning from each other's work and experiences with fellow ZBrush artists around the globe We would like to extend this opportunity to newcomers, enthusiasts and future talent to 'join the revolution' and freely harness their artistic creativity using ZBrush".*

## **Additional information**

### **Pixologic - Learning Tools - ZClassroom**

A variety of learning tools are available for ZBrush (Win/Mac) ranging from introductory to advanced skill levels, with 100 + video (with voice over) available to choose from free of charge.

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

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

### **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.

### **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 and illustration markets. Pixologic is privately owned and is located in California with offices in Los Angeles, the San Francisco Bay Area and France.

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**Official Blog:** [www.pixologic.com/blog](http://www.pixologic.com/blog)

**Twitter:** [twitter.com/pixologic](https://twitter.com/pixologic)

**FaceBook** [Pixologic Fan Page](#)