

## Pixologic launches ZBrush Industry pages!

Pixologic, makers of ZBrush, launches its **ZBrush Industry** pages highlighting the creative and practical application of ZBrush in the work place!

ZBrush is a key component in the work flow for a growing network of companies, artists, designers, modelers, illustrators and hobbyists applying 2D and 3D integration and innovative application to their respective industry sector requirements.

Already renowned for its revolutionary impact in movies, VFX and gaming video industries, ZBrush is also used for illustration, figure creation and concept design in 3D printing, toy manufacturing, dentistry, jewelry design, science and medicine!

T.S Wittelsbach, ZBrush artist and Jewelry maker (H.O.W) says: *"ZBrush is the foundation of my jewelry work flow and has now become the most instrumental tool. When I switched to creating jewelry I was initially very reticent about shifting to a computer to sculpt. There is nothing out there that actually has the true feel of tool in hand and material resistance- An absolutely amazing accomplishment."*

The **ZBrush Industry** section links examples of production flow method and working practice, clarifying how ZBrush's intuitive features, powerful sculpting and illustration capabilities are being successfully applied and implemented according to specific industry needs:

Another ZBrush artist Adam Ross (Idol Workshop) says: *"ZBrush allows me to bridge the gap between the digital and physical realms in a way that no other software can. The constantly evolving tool set and close relationships that Pixologic cultivates with its users ensures that ZBrush is always addressing my needs in a definitive and dynamic way. ZBrush has made its way to the center of both my career and company. I've never looked back."*

Pixologic Marketing Director, Jimmy Golding commented: *"ZBrush is widely acknowledged and celebrated for its groundbreaking use in the conceptualization and realization of characters and visual effects in many blockbuster films and video games."*

*The ZBrush Industry pages show other scenarios and business models where the creative application of ZBrush is benefiting and rewarding artists and their clients.*

*We have also created a 'Your ZBrush Industry Post' link to a forum thread, inviting ZBrush artists and professionals to share their stories, discuss experiences and novel ways in which they are using ZBrush in their respective fields of work and professional endeavor".*

Jimmy added *"There are many existing and future work opportunities waiting to be touched by artistic talent and creativity - we hope these pages will help connect and inspire its viewers to explore innovative ways to harness and implement the extensive ZBrush tool palette for successful practical expression and commercial application!"*

## **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>

### **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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