

## **Pixologic unveils ZBrush Version 4.0 (for Win and Mac) at Siggraph 2010!**

**Booth #709 Los Angeles Convention Center, July 27<sup>th</sup> -29<sup>th</sup>, 2010**

**Pixologic, Inc.**, makers of the award winning **ZBrush** is pleased to announce that it will be unveiling the latest software in the Pixologic line - **ZBrush Version 4.0** (for Win and Mac) at Siggraph 2010 show Los Angeles Convention Centre 27<sup>th</sup>-29<sup>th</sup> July 2010.

Pixologic also announced that following the 'sneak preview' at Siggraph 2010, ZBrush 4.0 will be available to the public for purchase and download on **8/9/10 (Monday 9<sup>th</sup> August 2010)**.

Those visiting the Siggraph exhibition floor will have the opportunity to pre- purchase a special edition package of ZBrush 4.0 at the Pixologic Booth!

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

Pixologic will be hosting hourly demonstrations at **Booth #709** where attendees, users and newcomers will see and explore the latest exciting ZBrush 4.0 features, presented live by industry renowned character modeling artists and supervisors- from Disney Animation Studios, Blur Studios, Naughty Dog and other top film and gaming studios.

View the [Pixologic/Siggraph 2010 page](#) for a complete list and profile of presenters:

Bryan Wynia – Character Artist, Naughty Dog  
David Lesperance – Environmental Artist  
Jeff Feligno – Character Artist, Sucker Punch Productions  
Jelmer Boskma – Freelance Artist  
Joel Mongeon – Microsoft Game Studio  
Leonardo Sanchez Barbossa – Disney Animation Studios  
Neville Page – Concept Designer  
Steve Jubinville – Lead Character Artist, Meduzarts  
Sze Jones – Character Modeling Supervisor, Blur Studios  
Tully Summers – Freelance Artist  
Zack Petroc – Zack Petroc Studios

Jimmy Golding, Marketing Director at Pixologic commented:

*“This is the 10<sup>th</sup> anniversary year of ZBrush! We are looking forward to a very exciting show and the opportunity to reveal the latest features of ZB4 to our fans, community, newcomers and future talent.”*

## **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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