

Pixologic Releases ZBrush3.2 For Mac OSX

LOS ANGELES, Calif., July 1st, 2009 - Pixologic Inc., makers of the Award-Winning 2D/3D sculpting, texturing and painting application ZBrush, released significant updates to ZBrush for Mac OSX: **ZBrush3.2, GoZBrush, Decimation Master and 3D Print Exporter.**



Pixologic is pleased to announce the latest ZBrush release for the Mac OSX - **ZBrush3.2.**

ZBrush 3.2 for Mac OSX contains many optimizations and feature adjustments of the previous version, including early ZBrush 4 core adjustments to facilitate the new GoZ features.

ZBrush 3.2 is a free upgrade for all ZBrush OSX registered users.



GoZBrush released for the Mac OSX

One of the core functions of ZBrush has always been to provide artists the ability to create in an environment that allows for complete freedom of expression. The lack of technical barriers that make working within ZBrush feel like real world sculpting and painting is why so many have created such ground breaking work.

With GoZ there is no need to invest time in setting up shading networks for your normal, displacement, and texture maps. With a single click of a button, GoZ will transfer your mesh to a GoZ-enabled application of your choice, and instantly set up all the appropriate shading networks for you. Upon sending your mesh back to ZBrush, GoZ will automatically remap the existing high-resolution details to the incoming mesh. GoZ will take care of simple operations such as correcting points & polygons order as well as more advanced operations that require complete remapping. The updated mesh is immediately ready for further detailing, map extractions, and transferring to any other GoZ-enabled application.

"GoZ has completely changed the way I work between Maya and ZBrush! It's amazing how fast I can now transfer work between the two. The speed it brings to my workflow allows me to be much more productive than I have ever been. I love how it lets me focus on just being creative."

Brandon Fayette -Lead Artist, Bad Robot

For the latest GoZ information visit www.gozbrush.com



Decimation Master released for the Mac OSX

With Decimation Master you will be able to easily reduce the polygon count of your models in a very efficient way while keeping all their sculpted details. This solution is one of the fastest available and is able to optimize your high poly count models from ZBrush, allowing you to export them to your other 3D software packages.

Sculpt your model with ZBrush, add all your small details and push your artistic skills, then optimize your ZTool. Export it to your favorite 3D package, which will now be able to open your sculpt to create specific textures like Normal Maps or Ambient Occlusion maps by baking the high resolution mesh information on a low resolution mesh.

Another use is to export your model for a Rapid Prototyping process (3D printing) and bring your virtual art to a real object but also display your model in a real-time viewer such as PDF 3D. The possibilities are infinite!

"I've really enjoyed working with the Pixologic team during the development of Decimation Master. The results are very clean, and the plug-in makes the process of getting models from ZBrush back into 3ds Max as painless as possible. I love the ability to process all SubTools at once, and then dump them all out into a single .obj file. Decimation Master is now an integral part of our pipeline because it saves a lot of time, and allows us to process an insane amount of detail at a fraction of the original poly count."

Shane Caudle -Technical Art Director, Epic Games

"I have been decimating everything today and taking it all into Mental Ray for renders, what a time saver!!! The masking rocks as well! I will most likely be using it this week for some 3D prints. I have only scratched the surface but this is going to be one of my favorites!!!"

Scott Patton - Lead Character Designer, Legacy Effects

"If ZBrush is a rock factory, Decimation Master is the catapult: 2,000,000 points down to 100,000 without noticeable difference... You really have to press the wireframe button to believe it! It was definitively the missing plug-in in our previous production pipeline for Tom Clancy's Ghost Recon Advance and Warfighter. Using Decimation Master now greatly improves quality and efficiency for our next games."

Vincent Delassus - Art Technical Director, Ubisoft Paris



3D Print Exporter Released for Mac OSX

With 3DPrint Exporter you will be able to export your favorite ZTool in STL and VRML file formats, opening you to the world of 3D Printing.

Who has never dreamed about having your virtual sculpting in "real" 3D, standing on your desk? Now it's possible for you to print your ZBrush models.

Sculpt your art with ZBrush, optimize if needed with the Decimation Master plug-in, then export it with 3D Print Exporter

Press Release End

For more information on the Pixologic's ZBrush3.2 release visit the following link:
<http://www.zbrushcentral.com/zbc/showthread.php?t=072584>

For the latest GoZ information visit: <http://www.GoZBrush.com>

For the Latest Decimation Master information visit: <http://www.DecimationMaster.com>

Additional ZBrush information

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/>

ZBrush for Windows 30 days trial can be downloaded from the Pixologic website by visiting:

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

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he ZBrush Mac Demo will be available at a later date.

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. Decimation master and 3D Print Exporter are available as free plug-ins for ZBrush 3.1 Windows to all registered Windows ZBrush users. The Macintosh version of the plug-ins are also available to all registered ZBrush Mac users free of charge.

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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