
Sculpting And Rendering An Axehead Demon Full Crack [key]



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About This Video

Learn how to sculpt and render an Axehead demon bust using ZBrush, Keyshot and Photoshop. This video tutorial covers every step of the process and shows you how to create the final image using various techniques. This tutorial was recorded live with voice-over.

Average knowledge of ZBrush, Photoshop and Keyshot required.

Latest ZBrush UI configs available at <http://www.dominicqwek.com/tutorials>

- Chapter 1 - Sculpting Primary Forms
- Chapter 2 - Sculpting Final Detail
- Chapter 3 - Lighting & Rendering
- Chapter 4 - Compositing In Photoshop

Files:

- Keyshot bip file with SSS shaders set up
- ZBrush Decimated ZTL
- PSD with working layers at 1k resolution
- 4 hi-res texture maps used
- ZBrush UI

Title: Sculpting and Rendering an Axehead Demon

Production:

Dominic Qwek Art

Release Date: 2 Dec, 2015

Country: United States

Video Resolution: 1080p(13.2GB)

Aspect Ratio: 16:9

Running Time: 360 minutes

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Minimum:

OS: Windows 7

Processor: Intel Core 2 or AMD equivalent

Memory: 1 GB RAM

Network: Broadband Internet connection

Storage: 200 MB available space

Additional Notes: Network Bandwidth of 5Mbps for 540p, 3Mbps for 360p.

English







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