



ZBrush Character Sculpting: v. 1: Projects, Tips & Techniques from the Masters (Paperback) - Common

By (author) Michael Jensen, By (author) Rafael Grassetti, By (author) Jesse Sandifer, By (author) Cedric Seaut By (author) 3DTotal

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Explore the versatile modeling features of ZBrush and learn how traditional sculpting techniques can be applied to 3D character creation.

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