



ZBrush 3.1 gives you access to unparalleled power and control previously unknown in digital art creation software. Controls enable sculptors to create with a stylus and a tablet as intuitively as if they were using their hands on a block of clay. ZBrush further extends the creation experience, harnessing technology and providing artists with a multitude of creation-enhancing tools.

## Sculpt

ZBrush 3.1 brings you the next step in sculpting, letting you create with shadows, alphas, providing you with a huge palette of brushes, and the ability to create even more. This powerful, scriptable tool lets you control your sculpt as never before. Using a number of mimic materials, you can simulate gravity, create numerous variations atop your original, or even using your original geometry to give your model a whole new wardrobe. And if you're new to ZBrush, Rapid Start lets you dive into creating with the smallest possible learning curve.

### 3D Sculpting With Alphas



### 3D Layers



## Paint

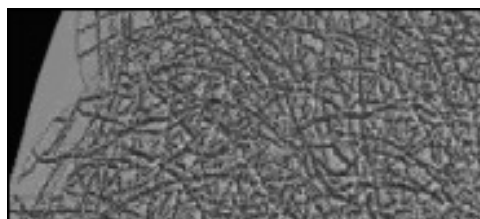
ZBrush 3.1 releases you from the restrictions of traditional software, giving you the freedom to create the same way you have since you picked up your first crayon. Paint directly on your model, on your canvas, or directly on a texture map you wrap to your model; switch seamlessly between ZBrush and your favorite image editing software. The options are as infinite as your imagination.

### Poly Painting



Paint directly onto your model. If you like, you can transfer all your detail to a texture map when you've finished painting.

### Cavity Masking



## Zaplink V3

ZAppLink 3 is a ZBrush plugin that allows you to seamlessly integrate your favorite image editing software into your ZBrush workflow. Call up your image editing package while in ZBrush, use it to modify the active ZBrush document or tool, and then go straight back into ZBrush.

