

ZBrushCentral

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Administrator
Member # 1

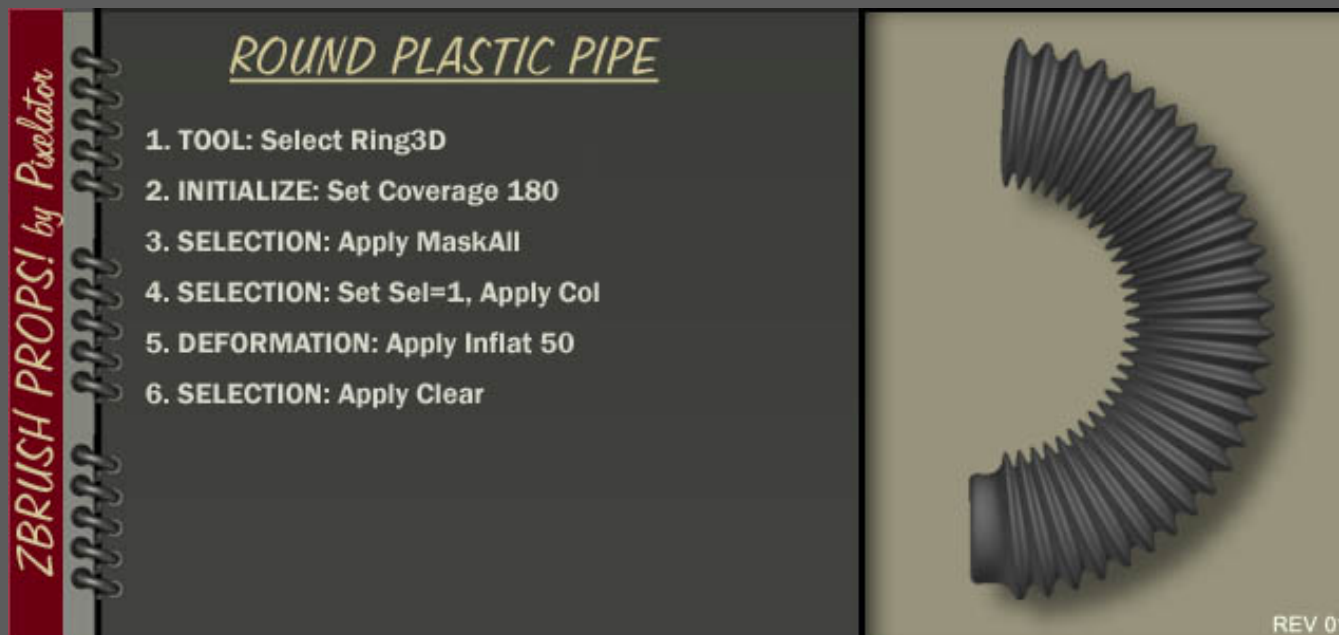
posted April 19, 2001 07:49 PM

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Hi 😊,

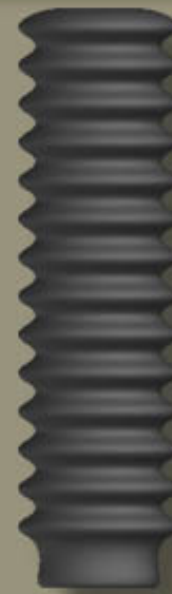
While creating ZBrush images, I have created many simple objects that I have used as props. These objects have been created by simply using the DEFORMATION controls and without any further editing. There are literally hundreds of objects that can be created by following few simple steps. Below you'll find 7 images that are the first attempt in mini ZBrush Props tutorials. (As time permitting, I will add many objects to this list.)

Please let me know whether you find this information useful, and what do you think should be changed and improved about this format.



PLASTIC PIPE

1. TOOL: Select Cylinder3D
2. INITIALIZE: Set X Size=20, Set Y Size=20
3. SELECTION: Apply MaskAll
4. SELECTION: Set Sel=1, Apply Row
5. DEFORMATION: Apply Inflat 100
6. SELECTION: Apply Clear



REV 01

ROUND METALIC SPRING

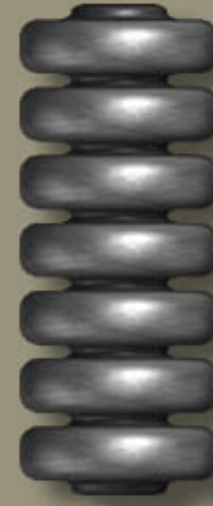
1. TOOL: Select Ring3D
2. INITIALIZE: Set Coverage=180
3. SELECTION: Apply MaskAll
4. SELECTION: Set Sel=2, Apply Col
5. DEFORMATION: Apply Inflat 50 twice
6. MATERIAL: Select Textured Metal



REV 01

METALIC SPRING

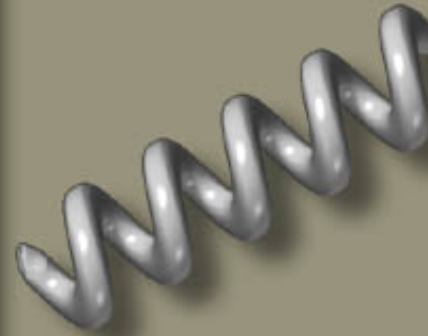
1. TOOL: Select Cylinder3D
2. INITIALIZE: Set Z Size=20, Set Y Size=20
3. SELECTION: Apply MaskAll
4. SELECTION: Set Sel=2, Apply Row
5. DEFORMATION: Apply Inflat 100 twice
6. MATERIAL: Select Textured Metal



REV 01

TELEPHONE CORD

1. TOOL: Select Cylinder3D:
2. INITIALIZE: Set X Size=5, Set Y Size=5, Set VDiv 128
3. DEFORMATION: Apply MovX -20
4. DEFORMATION: Apply Twist 100, 10 times
5. DEFORMATION: Apply Inflat 25



REV 01

A BOLT

1. TOOL: Select Cube3D
2. INITIALIZE: Set X Size=20, Set Y Size=20
3. INITIALIZE: Set Sides=6, Set HDiv=30, Set VDiv=45
4. SELECTION: Apply MaskAll, Set Sel=32, Apply Row
5. DEFORMATION: Apply Size XY 50, Apply SFlat 5
6. SELECTION: Apply Inv
7. DEFORMATION: Apply Twist 100 x 6 times
8. SELECTION: Apply Clear
9. MATERIAL: Select Textured Metal



REV 01

THE TIRE

1. TOOL: Select Sphere3D.
2. INITIALIZE: Set Z Size=50
3. DEFORMATION: Apply Sflat 25, Apply Inflat 100
4. SELECTION: Apply MaskAll, Set Sel=32, Apply Row
5. SELECTION: Set Sel=3, Set Skip=1, Apply Col
6. DEFORMATION: Apply SizeXY 10
7. SELECTION: Apply MaskAll, Apply Row
8. DEFORMATION: Apply Twist 40
9. SELECTION: Apply Clear



REV 01



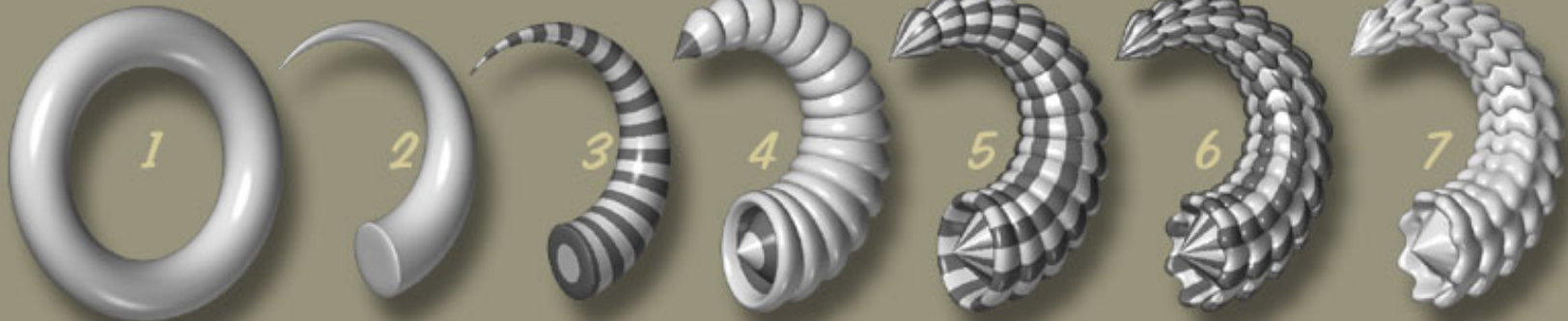
CREATURE TAIL

1. **TOOL:** Select Ring3D
2. **INITIALIZE:** Set Radius=50,Coverage=220,Scale=0
3. **SELECTION:** Apply MaskAll, Set Sel=2, Apply Col
4. **DEFORMATION:** Apply Inflat 100, RotZ -20, Inflat 50
5. **SELECTION:** Apply MaskAll, Apply Row
6. **DEFORMATION:** Apply Inflat 25, Smooth 100
7. **SELECTION:** Apply Clear



REV 01

Here is an image that shows that 7 steps that have been used to create the "Creature Tail"...



REV 01

jaime

Member # 694



posted August 07, 2001 11:39 PM

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EDIT POST

I have seen lots of new Zbrush users.
Just a reminder of these simple step tutorials...

Post your findings 😊

jaime

Posts: **71** | From: **Los Angeles** | Registered: **Jul 2001** | IP: [Logged](#)

thelonious

Member # 488



posted August 08, 2001 12:08 AM

PROFILE

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EDIT POST

Looks great, very inspiring.

Thelonious

Posts: **285** | From: **UK** | Registered: **Jun 2001** | IP: [Logged](#)

aurick



Member # 348



posted August 08, 2001 11:45 AM

PROFILE

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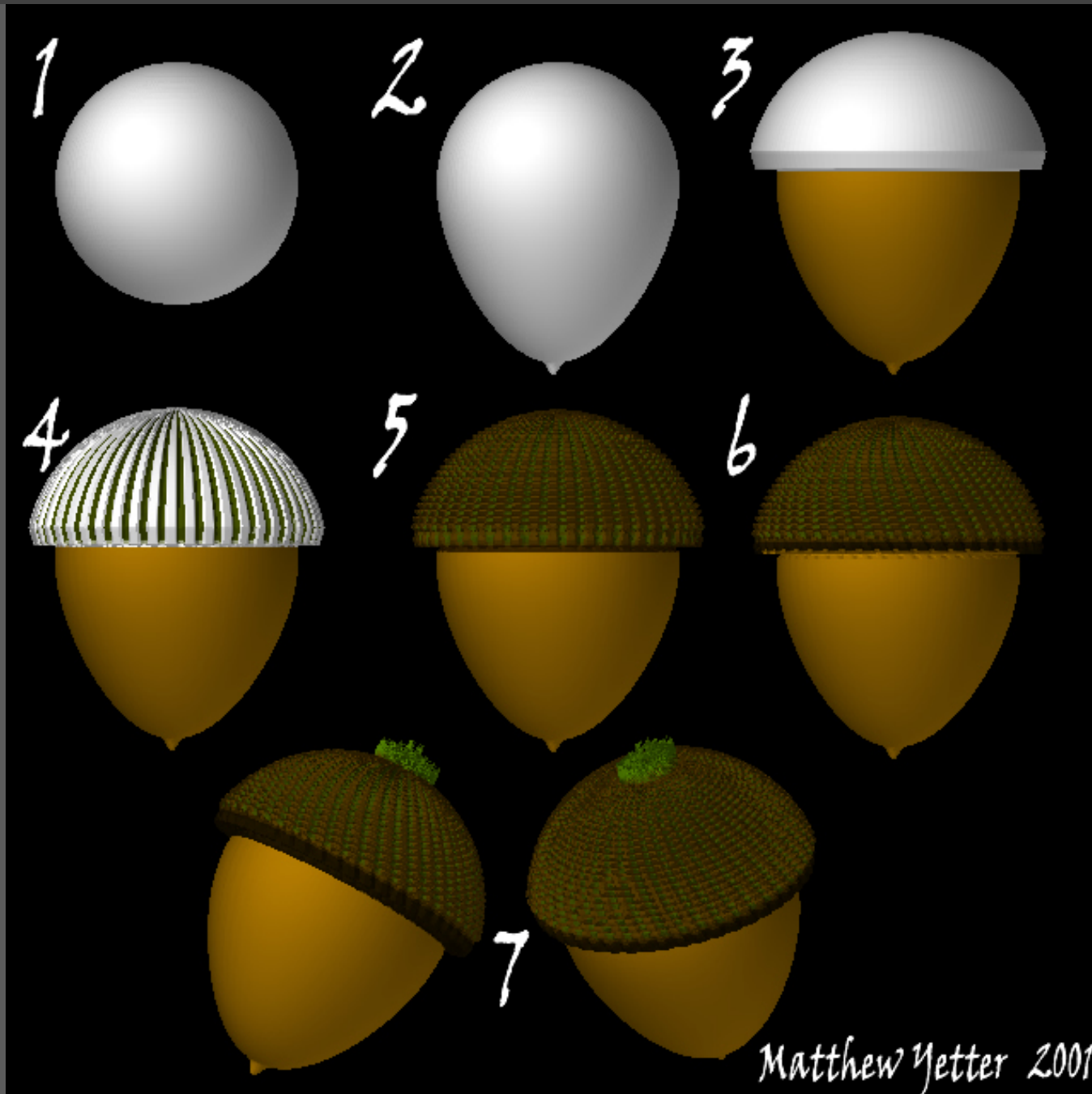
PRIVATE MESSAGE

EDIT POST

I remember the first time I encountered this tutorial, Pixolator. It's still my favorite, and did more than anything else to open my eyes to the power of ZBrush. Being able to completely reshape an object with just a few clicks of the mouse is probably the most powerful part of the whole program.

Here's a quick tutorial that I just put together for how I did the acorns in [Autumn Puddle](#). It applies the same masking/deformation techniques, plus applies color along the way.

Hope someone finds it useful!



- Begin with a Sphere3D. Set the HDivide and VDivide to 128. Set the X Rotation to 90, Y and Z to 0. Draw your object, enter Edit Mode, and in the Color Palette click Fill Object to officially color it white.
- With Edit-Move and a fairly large draw size, pull the bottom down. With a very small draw size, pull the bottom point down even farther.
- From the Alpha palette, select the one that looks like a white plane. Still in Edit-Move mode, hold down the control key and click-

drag across the lower part of the acorn to mask this area. In your Tool-Deformations, Inflate 100 twice to create the cap. Divide twice to increase the cap's polygon count. Invert your mask and fill with a nice acorn brown.

- Invert your mask again. You use the INV button in the Tool-Modifiers-Selection menu to do this, by the way. In the same menu, set your Sel to 5 and Skp to 3. Click Columns. Invert the mask again. Inflate -30 and fill with a dark greenish brown.
- Clear your mask and remask the cap. In Selection, click Rows. Invert. Inflate -30. Fill with the same color. Click Selection-Columns and ctrl-drag to also mask the bottom. Fill with a light greenish brown color.
- Clear the mask. Remask the bottom of the acorn. In the Deformation menu, Twist 20.
- Mask all but the very top of the acorn. Inflate Z only by 100 or so. Squeeze XY by negative values until it looks right. Clear your mask.


That's it! Enjoy your acorn. It's really amazing what the deformers can do when combined with some creative masking.

Finally finished the first phase of my website/gallery. You'll find it at [The Aurickle \(www.aurickle.com\)](http://www.aurickle.com). I'm actively seeking scripts, tools and materials for the Resources section, so please let me know if you have some favorites that you would like to share!

Posts: **1287** | From: **Las Vegas, NV** | Registered: **May 2001** | IP: [Logged](#)

jaime

Member # 694

 posted August 08, 2001 02:24 PM

PROFILE

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EDIT POST

Great tutorial aurick.

In addition to conventional tutorials, ZScripts can also be posted. Another way to teach and inspire 😊


Thanks,
jaime

Posts: **71** | From: **Los Angeles** | Registered: **Jul 2001** | IP: [Logged](#)

aurick



Member # 348

 posted August 08, 2001 02:36 PM

PROFILE

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EDIT POST

Thanks. Unfortunately, I'm still not very proficient with ZScripts. So until then, I do it the old fashioned way. 😊

Finally finished the first phase of my website/gallery. You'll find it at [The Aurickle \(www.aurickle.com\)](http://www.aurickle.com). I'm actively seeking scripts, tools and materials for the Resources section, so please let me know if you have some favorites that you would like to share!

Posts: **1287** | From: **Las Vegas, NV** | Registered: **May 2001** | IP: [Logged](#)