

## ZBrush Introduces ZSpheres II

*We Publish a Video Explaining its Features*

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ZSpheres allow you to quickly create a base mesh with clean topology, which can then be sculpted into any form. The power of ZSphere lies with in their simplicity. From a single ZSphere you can easily grow new ones, which can then be scaled, moved, and rotated into any form. Now you can enjoy creating the geometry for your characters while posing in real time.

According to Simon Blanc from Blur Studios, ... "ZSpheres are absolutely the fastest way possible to create a base mesh for you characters. The clean base mesh you get from ZSpheres would take much longer to create in any other 3D application.

I love the flexibility they give to me as an artist! You can create, delete, scale, move, and rotate ZSpheres into any form you want, which can then be sculpted using the rest of ZBrush's powerful tools. ZSpheres are paradise for 3D modelers!"

More Information at [www.pixologic.com](http://www.pixologic.com). Image and Video Courtesy of Pixologic, Inc.