

# TGW Releases New Zbrush 3.5 Tutorials

## *ZSpheres II Learning Series with Ryan Kingslien*

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The Gnomon Workshop is pleased to announce the release of its first tutorials on ZBrush 3.5. These three new tutorials, by ZBrush guru Ryan Kingslien, focus on ZSpheres II and ZSketching. The third tutorial, ZSketching Workflow for Character Maquettes, demonstrates how to use these new tools to produce a maquette that is then sculpted using ZBrush's advanced brush system. These tutorials are available as Digital Download and are also viewable in two of our new subscription plans.

"Ryan was an important part of the success of ZBrush 3. His blend of a traditional artistic background and technical prowess was key in helping us shape the next-generation of digital sculpting software." Jaime Labelle, COO Pixologic

### TUTORIALS

#### Introduction to ZSpheres II:

Learn everything you need to know about the new ZSpheres in ZBrush 3.5. This 35 minute tutorial covers the fundamentals of working with ZSpheres, Adaptive Skin settings, Unified Skin settings, Classic Skinning from ZBrush 2, and a brief look at ZSketching. Duration 39 min.

#### Introduction to ZSketching:

ZSketching is a new and powerful feature in ZBrush 3.5. This tutorial will guide you through the uses of ZSketching and get you up to speed fast. You will learn best practices as well as detailed information about how ZSketching operates and how to make it work for you. Topics covered include Sketching brushes, Smoothing brushes, Hierarchy of Strokes, Masking, Bulge, Unified Skinning, Adaptive Skinning, and Posing. Duration 60 min.

#### ZSketching Workflow for Character Maquettes:

Follow sculptor, Ryan Kingslien, as he creates a sassy ZSketch, poses her, sculpts her and accessorizes her. This four-chapter tutorial is a working example of how to use ZSpheres and ZSketching to produce a basic model that is then sculpted using ZBrush's advanced Clay brush. Topics covered include ZSketching, Sketching brushes, Smoothing brushes, Masking, Bulge, Unified Skinning, Posing, Clay brush, Transpose, Subtools and much more. Duration 103 min.

#### Instructor Bio:

Ryan Kingslien studied traditional art at the Pennsylvania Academy of Fine Arts and digital art at the Gnomon School of Visual Effects. He was the Product Manager for ZBrush 3 at Pixologic where he worked with programmers and artists to fuse traditional and digital art. While at Pixologic, Ryan consulted

with companies such as ILM, Sony Pictures Imageworks, Bungie Studios, Ubisoft and Electronic Arts to integrate digital sculpting into their production pipelines. Currently, Ryan is a resident artist at The Gnomon Workshop where he continues to sculpt, share his passion for digital art and teach.

More Information at [www.thegnomonworkshop.com](http://www.thegnomonworkshop.com). Image and Video Courtesy of The Gnomon Workshop and Ryan Kingslien