



ZBRUSH 4R2

The next step in digital modeling

ZBrush 4R2 is poised to once again revolutionize the world of digital art.

The groundbreaking **DynaMesh** and **Curve mode** features will afford you the opportunity to be more creative and to create concepts in minutes without relying on another application.

ZBrush 4R2 gives you the ability to integrate models in a 360° environment using **Background Images** (including HDRI support). It also introduces a game-changing method to adjust scene lights using the new **LightCap** feature. Introduced in ZBrush 4, the **Best Preview Render(BPR)** is now drastically enhanced to give you sharper, more realistic renders. Combined with newly enhanced materials and shaders, ZBrush 4R2 offers you more tools than ever before for showing your work to the world.

Discover what has been added in this new release:

Dynamesh

- Enjoy optimized geometry at all times, providing freedom to deform your mesh wherever your imagination takes you.
- Add, subtract and intersect geometry using Boolean-style operations – without producing untidy polygons.
- Create internal shells to develop specific shapes or optimize a model for 3D printing.
- Can be combined with the new ClayPolish surface modification.
- PolyPaint updates as the geometry is optimized.
- Supports Projection mode, which is useful when converting a detailed model to DynaMesh.

Geometry

- Freeze geometry to edit base mesh topology without losing high resolution details.
- Improved Close Hole function.
- ClayPolish to sharpen edges and soften surfaces. Helps simulate real clay sculpting.

Mesh Insert

- Enable transparency when inserting a mesh for better depth and positioning

Pixologic™

makers of **ZBRUSH®**

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control.

- Use modifiers to change proportions of the inserted mesh.
- Use any existing model as your insert brush.

Curve Mode

- New Curve mode sweeps the current brush along a definable curve.
- Update curves after drawing them to adjust the swept strokes.
- Create new geometry by simply drawing a curve together with the new CurveFill brushes.

Transpose

- Duplicate your current mesh with a simple Ctrl+click.
- Duplicate an inserted object as a negative mesh to cut into a surface with DynaMesh.
- Combine with masking to extrude faces.

Surface/Noise Maker

- New Noise Maker interface enhances the Surface Noise feature.
- Supports using imported textures for pattern creation.
- Use black color derived from noise as a transparency modifier in BPR renders.
- Use black color from noise as a negative mesh with DynaMesh.

Brushes

- New Slice brush to add an edge loop with new PolyGroups on either side. Supports curves.
- Combine Slice Brush with DynaMesh to create separate solids.
- New Curve Fill brush to freely draw an extruded closed shape.
- Numerous new preset brushes to get started with many new ZBrush features immediately. (Insert, Curve, etc.)

Materials

- New Wax modifier simulates SSS effects to add a wax-like appearance to your objects without a complicated setup.
- MatCap global modification to change Hue, Saturation, Angle settings and more.
- Improved default material shader with Background interaction.
- Improved Shader Mixer. Modulate your shaders with new modes and operators: Hue, Saturation, Color, Ambient Occlusion, Depth, etc.

LightCap

- Create your own custom lighting environment with the LightCap Designer.
- Add lights, change their color, position, intensity and opacity.
- Background images can be converted for as a LightCap and vice versa.

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- Add alphas and textures to lights and create exciting LightCap effects.
- Specular and Reflect mode for LightCaps generated from Background images.
- LightCap Adjustments make global edits to your LightCap: rotate it, change its Hue, Saturation, etc.
- Display the LightCap as a Spherical or Equirectangular preview.

Best Preview Render (BPR)

- More accurate rendering.
- Render pipeline has been updated to 32 bits per channel.
- The BPR saves shadows and other calculation-intensive data, only updating as needed (such as when rotating the model). Make a variety of color and material changes without needing to wait for long re-renders.
- Smooth Normal feature softens polygon edges when rendering, without needing to subdivide.
- Material Blending renders materials with smooth transitions between them.
- Real-time Wax preview.
- Supports any 2:1 ratio Background image, including HDRI for dazzling realism.
- Scene floor grid can slice objects and be used as a shadow catcher. Excellent for scene integration!
- Make objects invisible to shadows or invisibly cast shadows.
- SubTools can have their own settings for Transparency, Invisible and/or Smooth Normal features.

BPR Filters

- Render once, then use Filters to layer adjustments for post-render enhancements – all without needing to leave ZBrush.
- 13 different filters, including Blur, Sharpen, Orton, Glow, Noise, etc.
- Filters can be modulated using various settings. Examples are Depth, Mask (alpha), Fresnel, Ambient Occlusion, SSS, etc.

Best Preview Render (BPR)

- New Alternate mode allows use of main and alternate colors when PolyPainting. (Hold the Alt key to switch.)
- Auto-reorder SubTools by vertex count.
- Instantly move a SubTool to the top or bottom of the list.
- Merge Similar SubTools with one click.
- Major speed and accuracy improvements with all projection operations.
- New global deformers: Polish by Groups and Polish Crisp Edges.
- Repeat last used deformation on the Active SubTool or all Other SubTools.
- Mouse gestures can now be enabled or disabled in the Preferences.

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