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## ZModeler

### Assessment 12: Research

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Marshall, Justin. "ZModeler Workflows." Sign In - Pluralsight, Pluralsight, 24 Sept. 2014, [app.pluralsight.com/library/courses/zmodeler-workflows-2091/table-of-contents](http://app.pluralsight.com/library/courses/zmodeler-workflows-2091/table-of-contents).

Computer modeling is the most important skill I am refining this year through my original work in Autodesk Maya an industry standard 3D modeling software. However, there are many other common pieces of software that are used for 3D modeling work. Particularly Autodesk 3ds Max is a common alternative to Maya though it mainly alters workflow and adds some architectural features that are helpful. Similarly, ZBrush has a strong hard surface modeling workflow in addition to its more well-known sculpting capabilities. However, in comparison to 3ds Max ZBrush adds different features that allow for a strong workflow between Maya and ZBrush for some models. Working between the softwares allows for the features of both to be combined so that more detailed models can be made at higher speeds. ZBrush has some main features that set it apart from other software including QMesh and circular shape creation.

In ZBrush, the QMesh feature is an extrusion based tool that has superior functionality to Mayas extrude tool. The ZBrush QMesh feature welds faces together which eliminates the need to delete internal faces and merge extra vertices. This tool is the most used 3D modeling tool and the welding feature allows for a much faster workflow with less focus on small technical issues. While working on the small tests in ZBrush this feature made the workflow very smooth and allows for more focus on the art. Another interesting feature of ZBrush is the bridge tool which allows for the creation of curved bridges between faces. In addition, there are ways to collapse edges into large points that can be extruded from a surface. This allows for small orbs to be extruded from any surface in perfect circles. This is a very impressive tool as creating circles in Maya is difficult to do without heavy resolution. Through these various tools, ZBrush has a set of tools that makes it superior to Maya.

While ZBrush has many features that make it a strong 3D modeling package it lacks some of the easy functionality of Maya. For example, there are not easy ways to move the vertices and edges of a model. To do this the masking tool has to be used to cover the points that have to remain in place. This is very tedious and not very practical when trying to make large shifts. Additionally, it is quite difficult to straighten a line of vertices when needed. This is difficult to work around particularly when trying to create a topology with good edge flow.

ZBrush has both advantages and disadvantages in the toolset making it a good piece of software to integrate into a workflow with Maya. In conjunction with Maya ZBrush creates a great tool as it allows for the creation of some geometry very easily. To work between the two software OBJs can be exported between the two pieces of software. As a whole, this software

allows for great modeling set between the two to create large scale 3D models with various complicated shapes.