Zenith Presentation

LUCY GOOD

wtf (what the freak) is a

Zenith?

"The time at which something is most powerful or successful."

- Our Lord and Savior Google™

Essentially: aim to create our best work at Freestyle.

What did I decide to make?

A sculpture! A digital one, to be specific, using Zbrush.

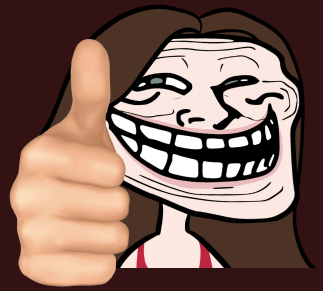
What is Zbrush?

A digital 3D modeling & sculpting program. People use it mostly to create 3D models and digital sculptures. Somewhat infamous for having a horrendous UI.

21st Century Skills

01. Technological Literacy

"...what technology is, how it works, what purposes it can serve, and how it can be used...to achieve specific goals."



02. Self Direction

"the ability to set goals...plan for the achievement of those goals, independently manage time...and independently assess the quality of learning and any products that result from the learning experience."

What did I do????????

01.
Practice

Relearn how to use Zbrush. Try sculpting a face and experimenting with making hair.

02.
Brainstorm & Make Sculpture

Think about what I actually want to make for my final sculpt. Then make it lol duh

01.

Practice

Refamiliarize myself with Zbrush!!!

Previous experience

Character Model

Couldn't find the non colored version lol srry

Weapon Model

Previous experience

Skull Model

Head Model

How to start?

Mess around with Zbrush!!

First, I went into Zbrush and just messed around a bunch. I just used my previous knowledge and got used to the controls again.

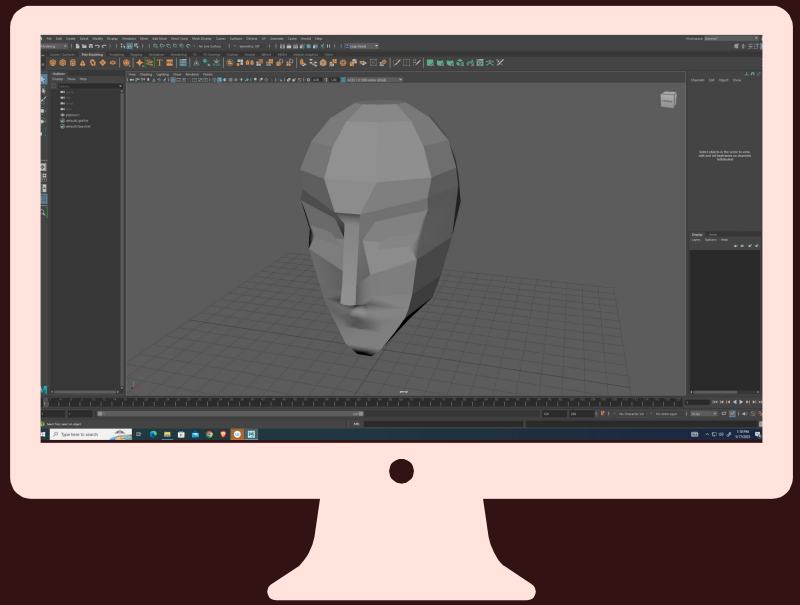
Use online resources

After refamiliarizing myself with Zbrush, I knew I needed to expand my knowledge more, and looked up some online tutorials.

Practice Screenshots

(it's actually only one shot sorry)

Progress shots of a practice piece. I tried making base models in Maya (another 3D modeling program) and importing them to Zbrush for further refinement, but I gave up on that. That ended up being the only screenshot I could get since Zbrush has been broken for like a week 🙃



I hate Zbrush

live Lucy reaction

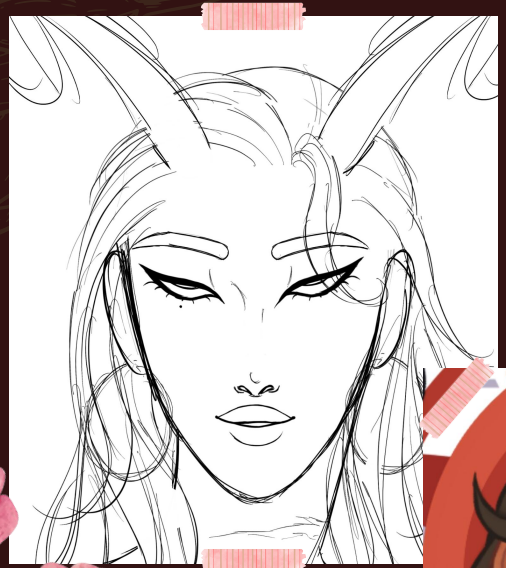
why

I also experimented with sculpting hair, and eventually I felt confident enough to start on the final sculpture. It would be really nice if you could see what I'm talking about ahaha!!

02.

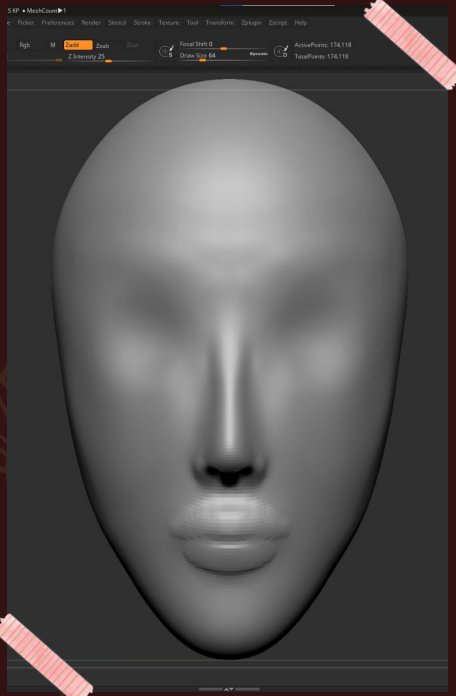
Sculpting

Think about what I want to make and make it



the Decision™

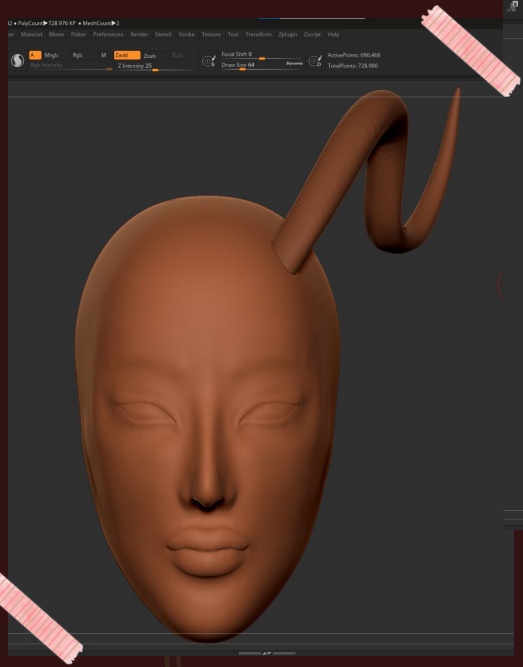
After deliberating a bit (“a bit” lol) I settled on the character I wanted to feature in my sculpture.

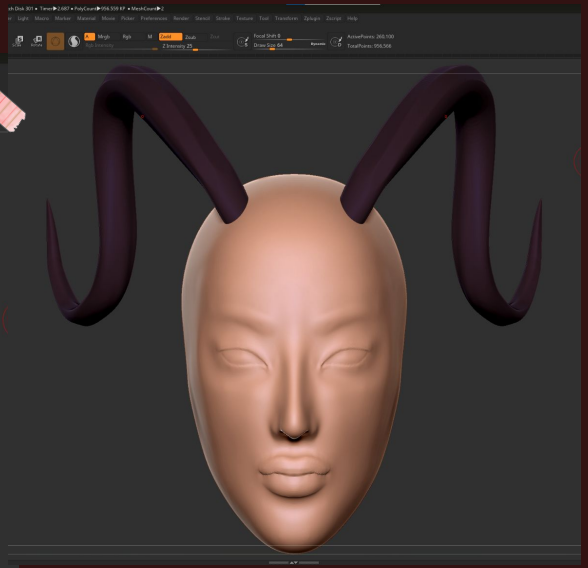


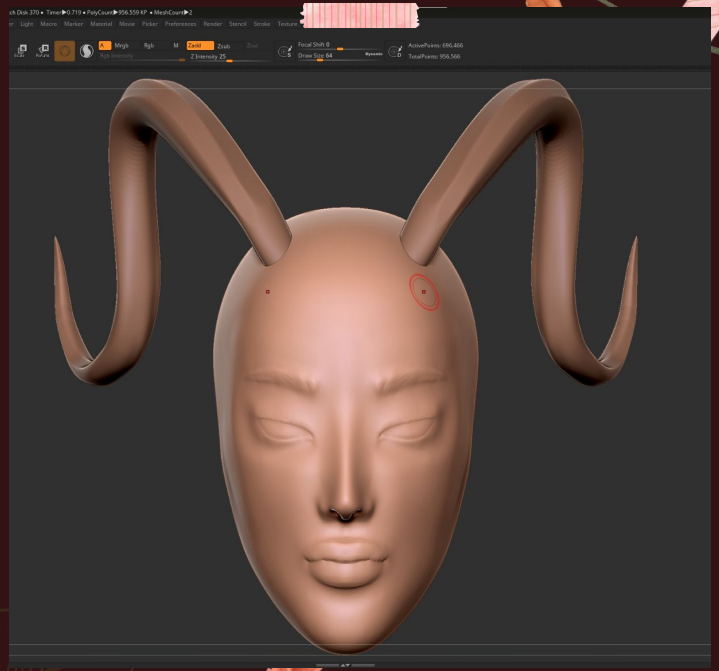
Finally sculpting omg

To begin sculpting the face, I start out with a simple sphere, and use the move tool to create vague facial features. From there, I refine with other brushes.

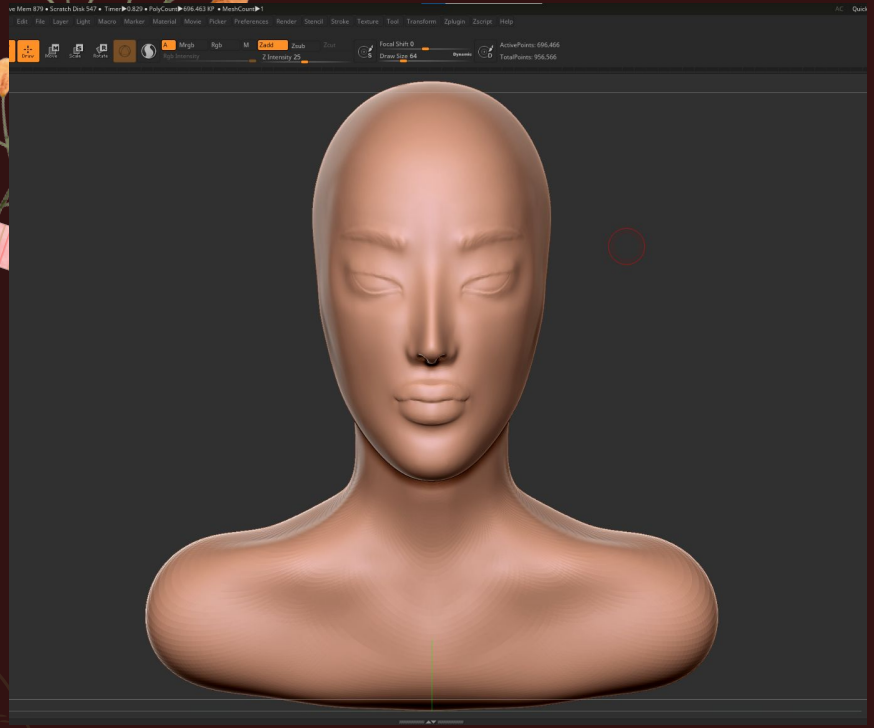
More progress shots; adding horns & subtle changes to facial features to capture my image of the character better.







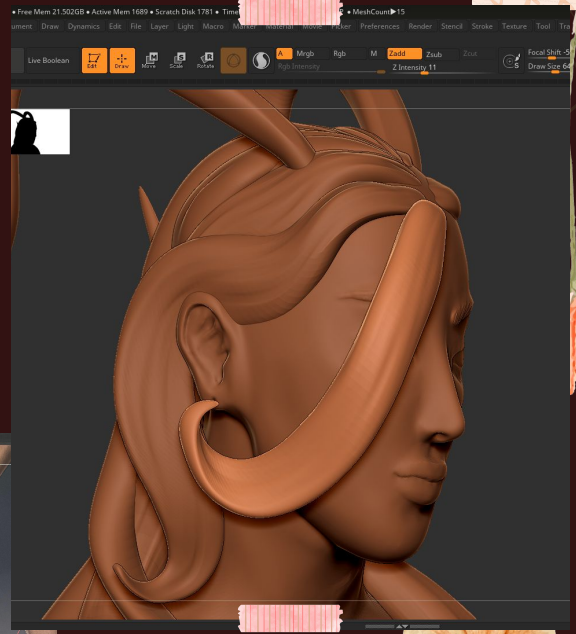
Sculpting the Body

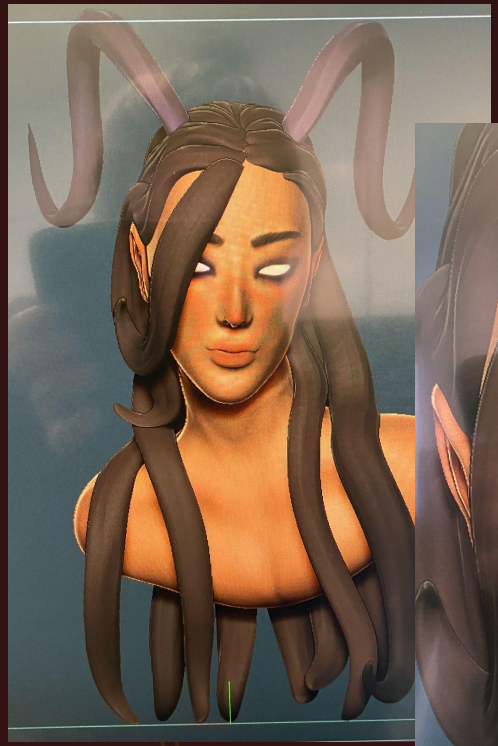


This was done by masking the general area where her neck would be and using the move tool to expand it into the vague shape of a neck and shoulders. Like the face, this part was further refined with other brushes.

Sculpting Hair

I adjusted her position a bit to make it more dynamic, and began on the hair. For every “piece”, I just created a new sphere subtool, expanded it into a long oval, and then adjusted its shape with the move tool and added texture.





Coloring the Sculpture

Zbrush has a feature called Polypaint, which is essentially just a coloring tool, and what I used to color the sculpture.

LUCY TUNES
"That's all Folks!"

THANKS YALL!!!