



Digital Media Net, January 2001

Author: Dave Nagel

www.creativemac.com

On the 2D/3D front, our Best of Show award goes to ZBrush from Pixologic, which made its Mac debut just in time for the big show. I've been playing around with the prerelease version for some time now and have been enthralled with the program's novel approach to art through a combination of 2D and 3D tools. The full release ... packs even more into this affordable and intuitive program. I'm sure I can't adequately describe ZBrush in this space. It paints like a painting program. It uses 3D primitives and deformation tools. It has textures and reflection maps. It renders in real time. Its brush strokes contain depth information for layering strokes on top of one another.... Just download the demo and play with it for a while, and you'll understand what I'm getting at.

