

# How to Sculpt Faces and Fan Art with ZBrush



<b>Product Name:</b>	<a href="#">How to Sculpt Faces and Fan Art with ZBrush</a>
<b>Product ID:</b>	48255
<b>Published Artist(s):</b>	<a href="#">Digital Art Live</a> , <a href="#">magbhitu</a>
<b>Created By:</b>	N/A
<b>Release Date:</b>	2017-11-06

## Product Information

- Required Products: *None*

Fan art is an incredibly useful tool for channelling inspiration and motivation into a real project that can get your work noticed. After all, the most useful inspiration is that which is acted upon, rather

then left in the back of our minds.

Creating fan art can generate understanding of design and techniques during the process, which may not have otherwise been learned.

In this live tutorial, John Haverkamp provides live sculpting of the character Tywin Lannister (played by Charles Dance) from the Game of Thrones! You'll see John model and paint the character's head step by step. Included are two BONUS videos that will give you a great education on how to sculpt a face in general terms and learning about the ground rules of facial anatomy.

In this fan art tutorial you'll learn:-

The importance of strong proportional and anatomy knowledge so the photo reference doesn't mislead.

"Reading" the reference correctly to get essential particulars of the features; starting from broad to narrow.

Using a reference to inform details like wrinkles and skin pores.

The sculpt technique with the paintover process

Adding and Subtracting: standard brush, clay build-up brush and dam standard brush. Smoothing and trimming: smooth brush, trim dynamic brush and trim curve brush

Use of the move brush, move topological brush and snake hook brush.

Tutorials Videos Included

"Sculpt of Thrones" fan art : 1 hour and 45 minutes HD 1920 x 1080

How to Sculpt a Face Part 1 : 1 hour and 38 minutes HD 1920 x 1080

How to Sculpt a Face Part 2 : 1 hour and 27 minutes HD 1920 x 1080

Skills Required/Software Used

Basic familiarity of ZBrush (4R6 and upwards)

ArtRage painting software

About the Presenter : John Haverkamp

John Haverkamp was born in Ohio and then moved to the pristine Blue Ridge Mountains of Virginia at a young age.

There he spent a semi-isolated childhood re-enacting the Lord of the Rings and being corrupted by Dungeons and Dragons. Always with the fondness for the fantastical and medieval, Art school drove him deeper into Luddite territory by granting him the skills of a traditional metal-smith. This meant post-college jobs making copper fountains, welding and steel fabricating, casting and finishing bronze sculptures, and working for an architectural blacksmith throughout his twenties.

Digitally, John got sucked into cyberspace and the arcane mysteries of 3D studio max. The perfect software match for John was Zbrush discovered eight years ago. Now he teaches digital arts part time, and constantly endeavours to improve his craft as a digital-sculptor and visualizer through personal work, illustration and indie game projects.

## Product Notes

### Installation Packages

Below is a list of the installation package types provided by this product. The name of each package contains a [Package Qualifier](#), which is used as a key to indicate something about the contents of that

package.

- 3 General

Not all installation packages provide files that are displayed to the user within the interface of an application. The packages listed below, do. The application(s), and the location(s) within each application, are shown below.

## Additional Details

Below is a list of files provided by the [How to Sculpt Faces and Fan Art with ZBrush](#) product.

## Core

### How to Sculpt Faces and Fan Art with ZBrush

- **Content :**
  - /General/Digital Art Live/Fan Art/SculptOfThrones\_FanArt.mp4

### How to Sculpt Faces and Fan Art with ZBrush

- **Content :**
  - /General/Digital Art Live/Face Sculpting 1/FaceSculptingSession1.mp4

### How to Sculpt Faces and Fan Art with ZBrush

- **Content :**
  - /General/Digital Art Live/Face Sculpting 2/FaceSculptingSession2.mp4

## Resolved Issues

- *None*

## Known Issues

- *None*

# Support

Visit our site for [technical support](#) questions or concerns.

From:

<http://docs.daz3d.com/> - **Documentation Center**

Permanent link:

[http://docs.daz3d.com/doku.php/public/read\\_me/index/48255/start](http://docs.daz3d.com/doku.php/public/read_me/index/48255/start)

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