Intro To Prop Sculpting And Texturing Usb Download

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About This Series

In this tutorial Seth Thompson teaches how to model, sculpt, texture, light and render realistic 3D props.

Software Demonstrated:

ZBrush 20 5d3b920ae0

Title: Intro to Prop Sculpting and Texturing

Release Date: 1 Oct, 2018 Country: United States Video Resolution: 1080p Aspect Ratio: 16:9 Audio: Stereo Chapters: 19

Chapters: 19 Bonus Video

Minimum:

OS: Windows 7

Processor: Intel Core 2 or AMD equivalent

Memory: 1 GB RAM

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