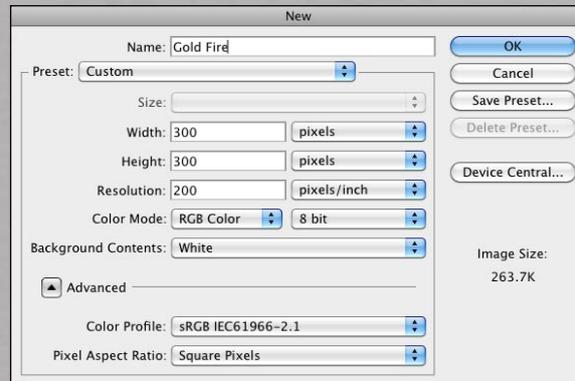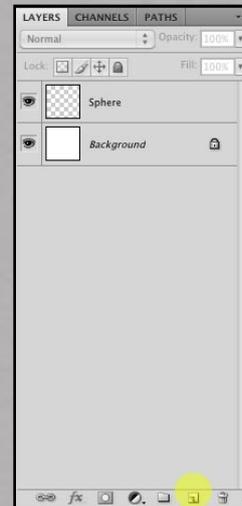## CREATING MATERIALS FOR ZBRUSH

1   In Photoshop create a new document.

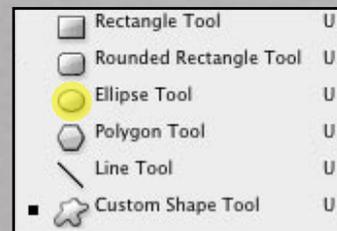300 x 300 pixels @ 200dpi will allow a high enough resolution to produce a nice clear material.

2   Create a new layer.
Call the layer 'Sphere' by double clicking the text area of the layer element.

3   Select 'Ellipse Tool' from the tool bar.
If you can't see this tool, click and hold left mouse button over the tool set and select 'Ellipse Tool'.
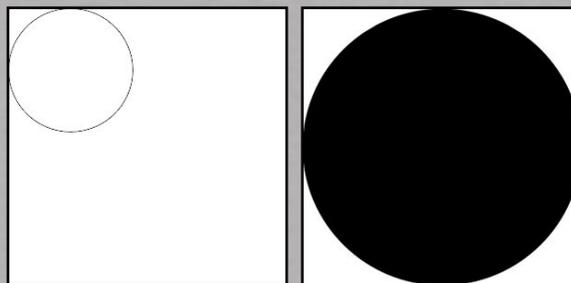
Ensure your 'Fill Colour' is set to Black.

Ensure 'Fill Pixels' is selected on menu bar.

4   Draw your Ellipse by holding down the shift button on your keyboard. Left click and drag the mouse from top left to bottom right.

Once you release the mouse button the Ellipse will automatically fill with black.

You'll notice in the ZBrush tool bar that the Stroke, Alpha, Texture and Materials selectors have a mid gray fill on the background. In the next step we will imitate this.

5   Change the fill colour to a mid gray by clicking on the colour picker at the bottom of the tool bar. It must be a percentage of black with no colour.

6   Drag the 'Colour Picker' vertically to around the half way point and click OK.
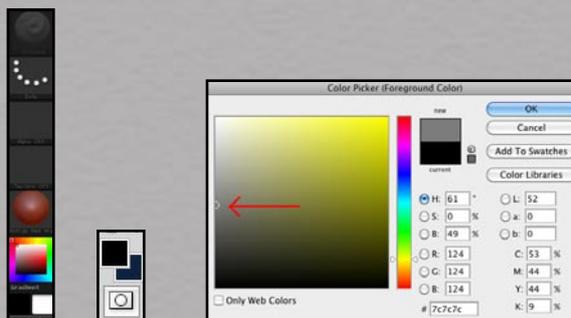
7   Select the 'Background' Layer from the Layer palette and fill the background by selecting Fill from the Edit menu, ensuring you have 'Foreground Color' selected.

8   Next you will need to Lock Transparent Pixels or in basic terms lock the background of your 'Sphere 'Layer. Ensure you have selected the 'Sphere' Layer and click the Lock Transparent Pixels button. This will ensure you only effect the Sphere and not the transparent
background behind the Sphere.

Now you need to make a decision on what colour you want your Material to be when you use it on your model in ZBrush.

9   Choose you colour by clicking on the colour picker at the bottom of the tool bar. Select Fill from the Edit menu, ensuring you have Foreground Color selected, Mode is Normal and Opacy is at 100%. Click OK. The Ellipse (only) will be filled with your selected colour.
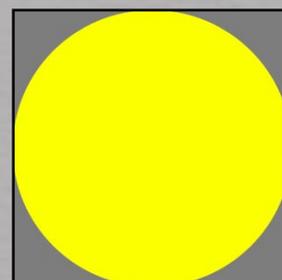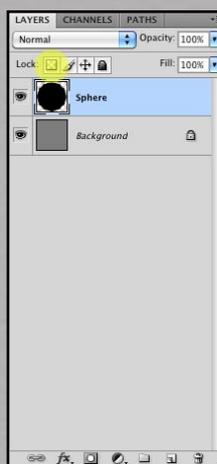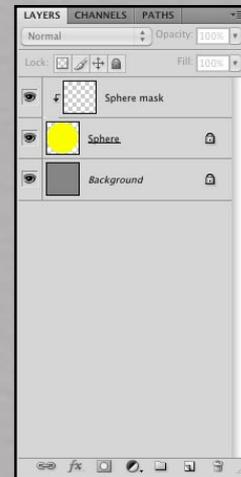
## CREATING MATERIALS FOR ZBRUSH

10 Create a new layer as explained in step 2.
But this time call it 'Sphere Mask'.

11 Hold your mouse cursor between the
'Sphere Mask' Layer and the 'Sphere' Lay-
er. Hold your finger on alt on the keyboard.
You will see a blend symbol appear.
Left mouse click to create the Ellipse mask
layer.

Ensure you have the Brush tool selected
from the tool bar.

12 Bring the Brush Preset menu up by select
Brushes under Window or F5 on keyboard.
Select a soft brush. I find the Airbrush Soft
Round works best for me (size 100).
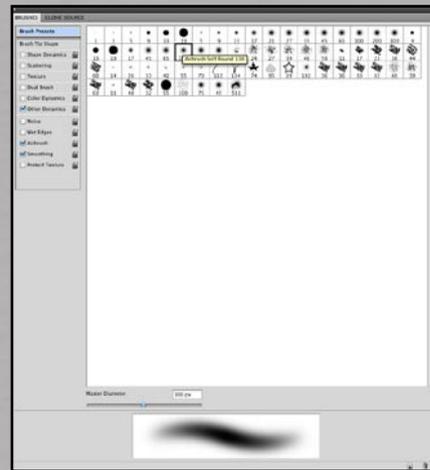
You can view the names of the brushes
if you hover over the thumbnails for two
seconds.

Before you start shading you need to de-
cide on light direction. For this example my
light is coming from top right.

13 Click on the colour picker at the bottom
of the tool bar. This will open the colour
palette.
Drag the 'Colour Picker' vertically to around
the quarter way point and click OK.
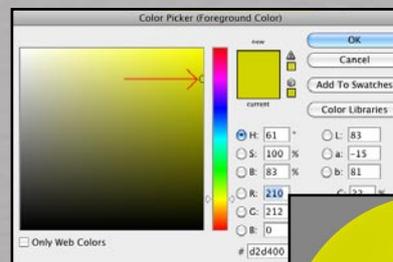
Now using the Brush, darken your base
colour by painting in an arc, leaving a spot
in the area that the light is reflected.
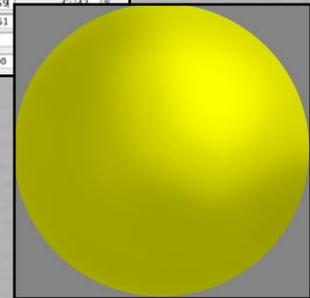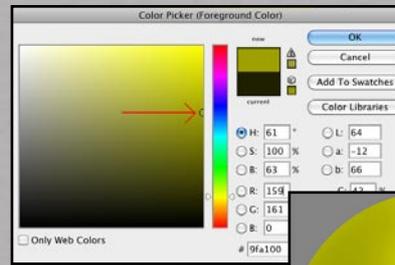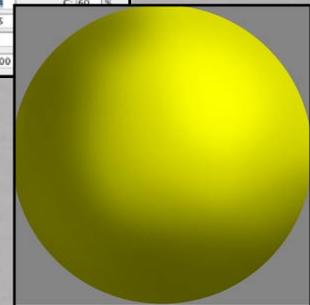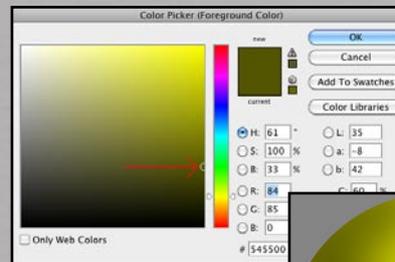
You may need to adjust the Brush size.
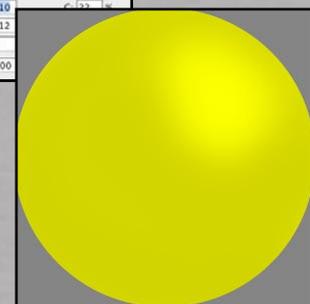
Repeat step 13, adjusting the colour picker down to a darker version of your original colour.Continue the painting process by darkening the base colour and adding to the sphere.

As you shade you may feel the need to view your Material in ZBrush. Go to step 15 for this process.
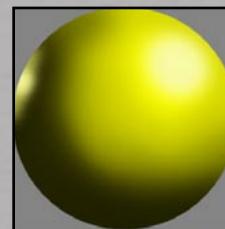

Continue adjusting the colour darker and darker until you achieve the result you are looking for.
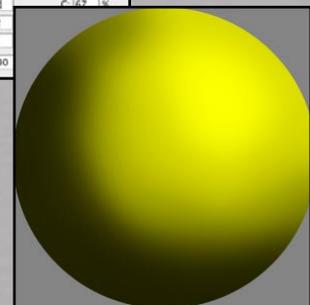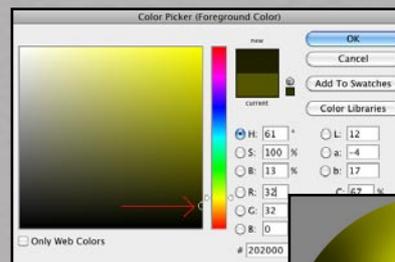
Feel free to experiment with bounce light.

Remember to continually save your work as PSD. You could save in stages 01, 02 etc.

CREATING MATERIALS FOR ZBRUSH

14 When you are happy that you have the
Material you need, Save the work as a
JPG.

15 Open up ZBrush and load the SubTool you
want to add the Material to.
Click on Texture in the tool bar.
Select Import from bottom left of window
and load the sphere you just saved as a
JPG.

16 Select the Materials menu from menu bar
(top) and select Modifiers from within the
Materials menu.

17 Select the current Material at the bottom of
the menu.
This will open the 'User Texture' Menu.
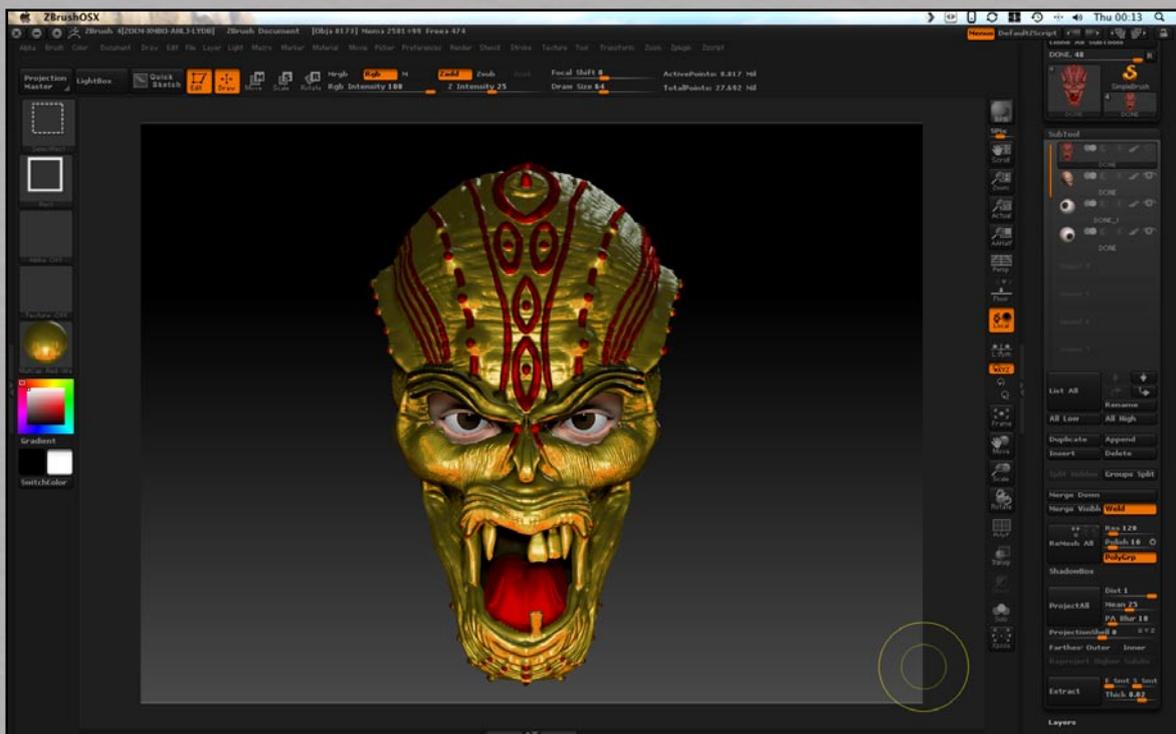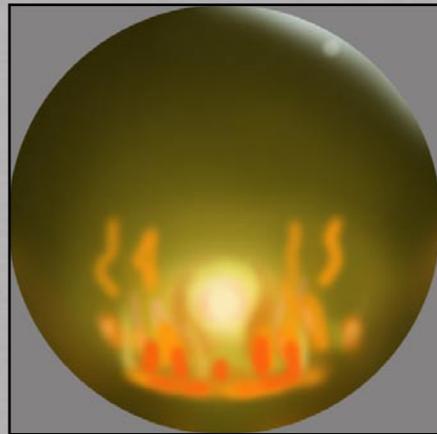Select the sphere you loaded into Textures.

ZBrush loads your newly created Material
onto the SubTool. It also displays it in the
Materials thumbnail view of the tool bar.
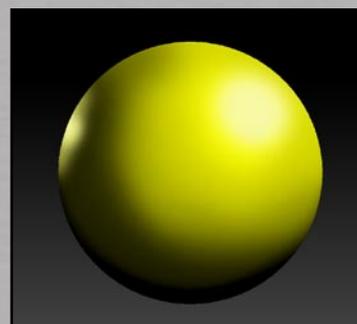
CREATING MATERIALS FOR ZBRUSH

This is the Material I created to apply to 'Flame Fatale'.

END