



Human Zbuilder – Hand

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Human Zbuilder – Hand: HUMAN ZBUILDER-AND THE EASY WAY TO MAKE HUMAN HANDS

Versions of Zbrush that are supported Zbrush versions:

- Zbrush 2020 Win / OSX
- Zbrush 2021 Win / OSX
- Zbrush 2022Win / OSX
- Zbrush 2023Win / OSX

Tool to create accurate human hand models in high polygon in Zbrush

Human ZBuilder Hand is a plugin for Zbrush. This plugin lets you create any human hands and customized hand designs as humans or creatures.

A total of 34 morph layers :

- Six colorized and detailed layers to create different textures
- 26 layers to create distinct hand styles
- Two layers of customization for your custom modifications to the models
- Edit Pose: This will allow you to create basic poses of the model. You may save or download your pose.
- Edit Mode: allows you to edit your model and integrate it into the builder-hand plugin to create an individual preset. Continue to use all builder-hand features.
- Get Model: This will permit you to download the final model to use it for any purpose you wish.
- Presets for Materials dramatic lighting, rendering, SSS, Ao, Shadows backgrounds, etc. For BPR render.
- The models are equipped with UVW maps and are prepared to bake textures from polypaint
- Clean edge loops and topology ready for rigging or animations.
- The models are excellent for close-up renders, presentations, and more.



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