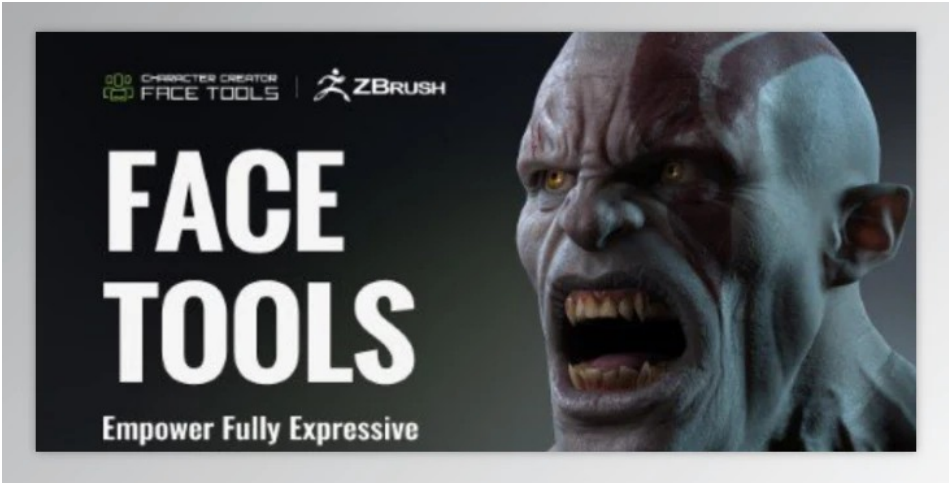




ZBrush Face Tools (v1.01 Character Creator 4)

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ZBrush Face Tools (v1.01 Character Creator 4): Introducing Face Tools: Empower Fully Expressive 3D Facial Animation

Base Model Sculpting: Craft lifelike facial models with precision using the Character Creator (CC) base model and facial morphs. Seamlessly transition your character to ZBrush for sculpting and poly painting, then effortlessly update the details to the CC model when ready.

Custom Expressions: Tailor expressions to capture unique personalities by transferring core expressions from CC to ZBrush. Customize expressions as desired and update them in CC for immediate adjustments.

Wrinkle Patterns: Generate dynamic wrinkles with high-fidelity textures sourced from ultra-high subdivision levels in ZBrush. These textures, including diffuse, normal, ambient occlusion, and redness maps, enhance realism within the dynamic wrinkle system.

3D Scan & Stylized Pipeline: Easily create digital doubles with lifelike resemblance and precise facial expressions using FACS scans. Utilize Headshot 2.0 to convert high-resolution meshes into CC base topology, efficiently translating intricate details into optimized texture maps for real-time performance.

Iterate Rapidly with Universal Topology: Deploy rapid look dev using the CC base model and facial morphs to approximate the character's appearance. One-click sends the character to ZBrush for sculpting, and updates can be easily applied to the CC model with baked maps.

Personalize Facial Morphs: Transfer all 13 core expressions to ZBrush as editable layers, allowing fine-tuning of facial elements for flawless exaggerations and squash-and-stretch effects. Deformable facial elements play a vital role in enhancing expressions.

Pre-Rigged for Animation: Export characters tailored for 3D games, films, AR, and VR seamlessly. Utilize iClone facial controls and facial motion capture for precise lip-syncing. Auto-setup plugins ensure compatibility with prominent 3D platforms like Unreal, Unity, Blender, and Maya.

3D Scan & Stylized Modeling Pipeline: Craft animation-ready facial models effortlessly using FACS scans and Headshot 2.0. Transform neutral 3D scanned head models into expressive characters, exploring various animation styles and character designs.

Face Tools empower artists of all levels to create lifelike facial animations with unparalleled realism and expressiveness, revolutionizing the animation process.



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