

Domestika – Creation of Characters with ZBrush and Cinema 4D

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Creation of Characters with ZBrush and Cinema 4D: Embark on a creative journey with Zigor Samaniego, a renowned 3D designer specializing in character design. With a portfolio featuring captivating 3D characters showcased on social media and commissioned by prestigious clients like Prada, Maxon, Nickelodeon, and Nestlé, Zigor is set to guide you through designing, modeling, and rendering your characters from scratch.

How to design characters and 4D modeling and texture?

You can learn how to design characters in 4D with the "Domestika - Creation of Characters with ZBrush and Cinema 4D" tutorial.

Where can I download the product?

After subscription, You can download it for free from here.

Gfx plugin details of Domestika – Creation of Characters with ZBrush and Cinema 4D

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Building on his previous successful courses, "3D Lettering: Modeling and Texturizing with Cinema 4D" and "3D Animation for Non-Animators with Cinema 4D," Zigor now introduces you to the world of ZBrush. In this online course, he seamlessly integrates ZBrush with Cinema 4D, giving you the expertise to bring your character designs to life. Uncover the potential of these powerful tools and refine your skills in shaping intricate designs with shapes, colors, and textures.

What's in store for you in this comprehensive course?

- 21 Lessons & 14 Downloads: Dive into a structured curriculum that covers essential concepts and techniques.
- Project: Craft two distinct characters – one soft and gummy, perfect for a candy company, and another furry and fun, designed as a mascot for a shopping mall.

This course is tailored for:


- Designers, Illustrators, and Animators: Explore the fusion of ZBrush and Cinema 4D to enhance your character design capabilities.
- Anyone Venturing into ZBrush: Whether you're new to ZBrush or looking to refine your skills, Zigor breaks down the complexities, making it accessible.

Prerequisites and Materials:

- Basic 3D Knowledge: While Zigor provides comprehensive guidance on ZBrush, a decent understanding of Cinema 4D is recommended.
- Software Requirements: Ensure your computer is equipped with ZBrush, Cinema 4D, and an image editing program like Photoshop. Additionally, it has a rendering engine; Octane is used in the course, but alternatives are acceptable.

Join Zigor Samaniego on this artistic endeavor, unlocking the potential to design, model, and render your unique characters in a captivating 3D universe.

Course Content



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What is Creation of Characters with ZBrush and Cinema 4D?

This course, led by Zigor Samaniego, aims to guide participants through character design, modeling, and rendering using ZBrush and Cinema 4D. The course comprises 21 lessons structured to cover essential concepts and techniques for character design using ZBrush and Cinema 4D. Participants will work on two distinct character designs: one soft and gummy, suitable for a candy company, and another furry and fun, designed as a mascot for a shopping mall.



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