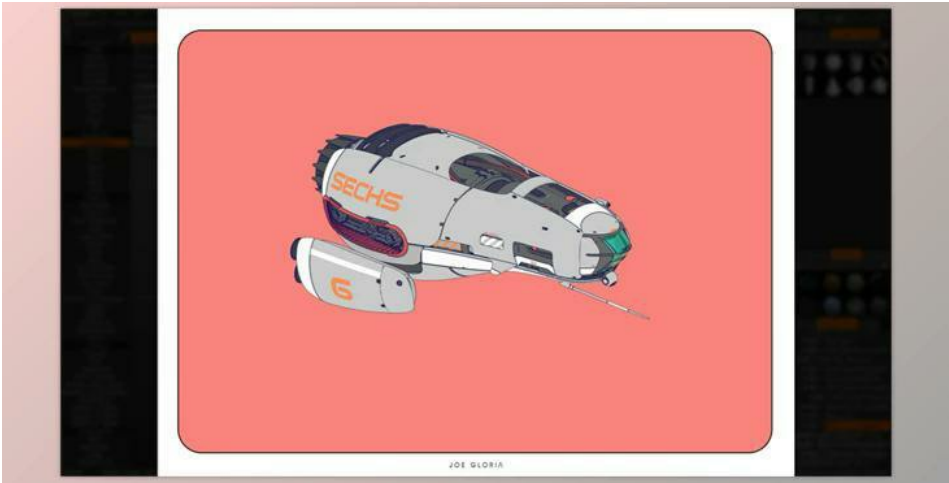




The Gnomon Workshop – Concepting Spaceships for Film & Games

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The Gnomon Workshop – Concepting Spaceships for Film & Games: In a comprehensive workshop, Senior Concept Artist Joe Gloria unveils his streamlined process for crafting detailed 3D spaceship designs using 3D-Coat, ZBrush, and KeyShot. Tailored for artists of all levels, Joe simplifies his approach while maintaining high-quality results.

Starting with 3D-Coat for initial shape block-outs, Joe then transitions to ZBrush for intricate hard-surface modeling, where designs flourish. He shares invaluable insights on leveraging ZBrush for concept art, enabling swift upgrades and comprehensive presentations from every angle. Whether your aspirations lie in movies or games, this workshop equips you with the skills to produce meticulously controlled designs primed for production. Joe delves into optimizing concepts for near-final quality and imparts techniques for crafting portfolio-worthy turntables.

Throughout the workshop, you'll grasp the significance of form, balance, and curves in the design, mastering color choices' impact and maintaining flexibility in the design journey. The workshop includes Joe's 3D-Coat, ZBrush, KeyShot, and Photoshop files, enriching your learning experience.

CHAPTER LIST:

- Preview
- Overview of 3D Hard-Surface Concept Design Pipeline
- Introduction to 3D-Coat
- Fundamentals of ZBrush
- Spaceship Modeling in 3D-Coat
- Refining Spaceship Details in ZBrush
- Rendering Spaceship Concepts in KeyShot
- Crafting a 360° Final Turntable Presentation
- Conclusion



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