



BEVEL TIP IN ZBRUSH USING ALPHAS

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<https://www.artstation.com/artist/orb>

<http://orbfolio.blogspot.com>

<https://gumroad.com/orb>

Step 1: Take a screenshot of your sculpt
And open it in Photoshop

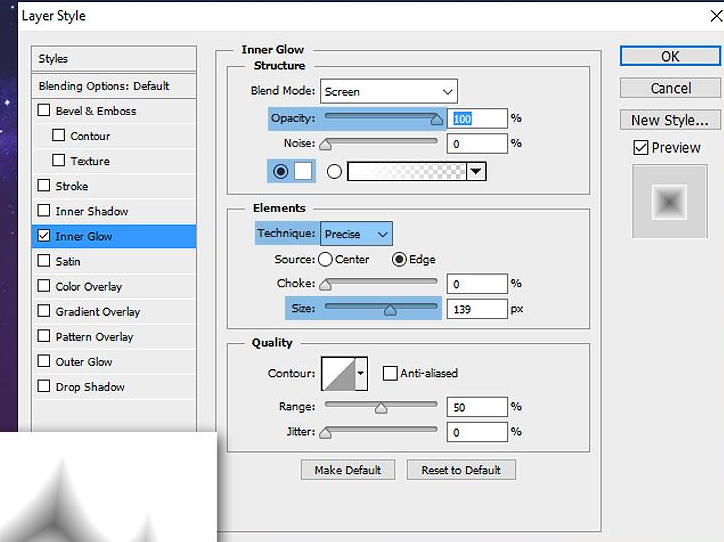
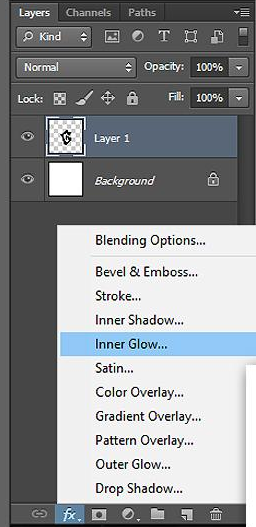


Step 2: Draw your detail on a new layer

A big picture will give better results



Step 3: Apply an "Inner Glow" Fx to your picture



- Opacity at 100%
- White color
- Technique: precise
- Size to control the depth of the bevel

Step 4: Apply your alpha on a subdivided plane

-Using drag rectangle mode

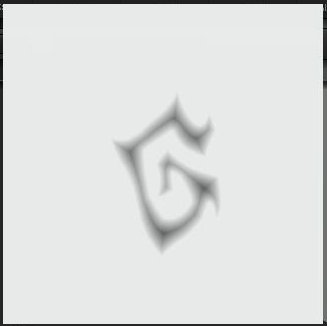
Quick Pick

Alpha Off Alpha 01 Alpha 28 Alpha 58 BrushAlpha rune

Alphas

Alpha 01	Alpha 02	Alpha 03	Alpha 04	Alpha 05	Alpha 06	Alpha 07	Alpha 08	Alpha 09	Alpha 10
Alpha 11	Alpha 12	Alpha 13	Alpha 14	Alpha 15	Alpha 16	Alpha 17	Alpha 18	Alpha 19	Alpha 20
Alpha 21	Alpha 22	Alpha 23	Alpha 24	Alpha 25	Alpha 26	Alpha 27	Alpha 28	Alpha 29	Alpha 30
Alpha 31	Alpha 32	Alpha 33	Alpha 34	Alpha 35	Alpha 36	Alpha 37	Alpha 38	Alpha 39	Alpha 40
Alpha 41	Alpha 42	Alpha 43	Alpha 44	Alpha 45	Alpha 46	Alpha 47	Alpha 48	Alpha 49	Alpha 50
Alpha 51	Alpha 52	Alpha 53	Alpha 54	Alpha 55	Alpha 56	Alpha 57	Alpha 58	Alpha 59	Alpha 60
Alpha 61	Alpha 62	Alpha 63	Alpha 64	Alpha 65	Alpha 66	Alpha 67	Alpha 68	Alpha 69	Alpha 70

Import Export Ep Make Tx Make 3D



rune
Width=2000
Height=2000
Depth=16

5 subdivision

Tool

Load Tool Save As
Copy Tool Paste Tool
Import Export
Clone Make PolyMesh3D
GoZ All Visible R
Lightbox Tools
PM3D_Plane3D.65 R
30 Merged_thone1 9
PM3D_Plane3D MRGB2Grabber
AlphaBrush SimpleBrush
Sphere3D 47 Merged_thone08
Plane3D PM3D_Plane3D

SubTool
PM3D_Plane3D
Unused 1
Unused 2
Unused 3
Unused 4
Unused 5
Unused 6
Unused 7

List All
Rename AutoReorder
All Low All High
Copy Paste
Duplicate Append
Insert
Delete Del Other
Del All

Split

-Make sure to drag your alpha with focal shift 0

122 Draw Size Dynamic
Focal Shift -100
Z Intensity 25
Zadd Zsub Zcut
Draw Move Scale Rotate
Edit Poly Quick Local
Scroll Rotate Move Scale

Draw Size S

Modify
Noise 0 NRradius 0
Blur 0 Max Aa
H Tiles 1 V Tiles 1
100 MidValue Rf 0
Intensity 0 Contrast 1
AlphaAdjust
Mid Value

You can also set the midvalue to 100 to remove any border artifact
Alpha>modify>midvalue



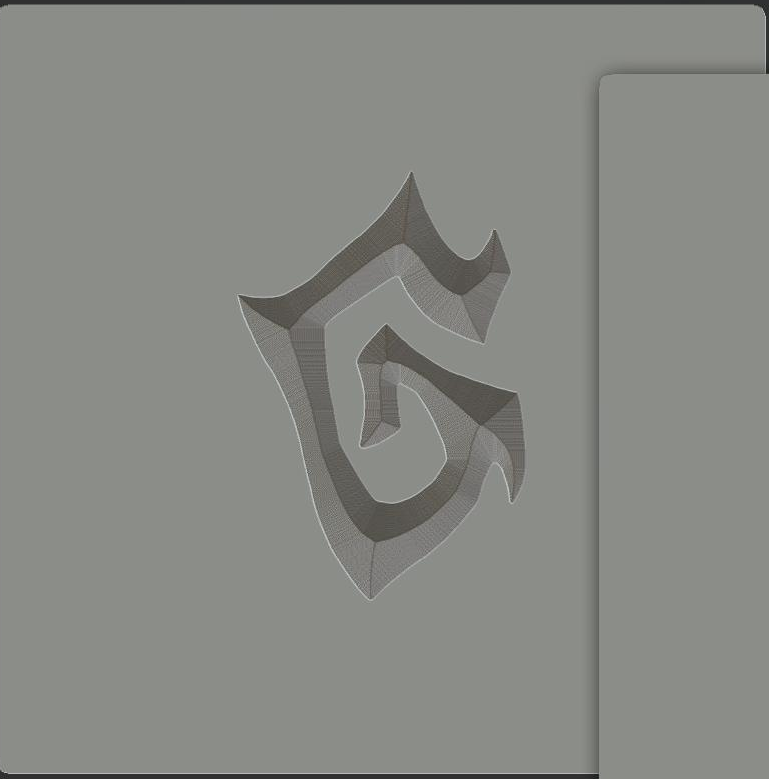
Tool
Load Tool Save As
Copy Tool Paste Tool
Import Export
Clone Make PolyMesh3D
GoZ All Visible
Lightbox Tools
PM3D_Planes3D_1.63 R
SphereBrush
AlphaBrush
SimpleBrush EraserBrush
1.2
cobr33f
Planes3D
PM3D_Planes3D_1
SubTool
Geometry
Lower Res Higher Res
SDiv 6 Cage Rate
Del Lower Del Higher
Freeze SubDivision Levels
Reconstruct Subdiv
Convert BPR To Geo
Divide Smt
Sub RetUV
Dynamic Subdiv
EdgeLoop
Crease
ShadowBox
ClayPolish
DynaMesh
ZRemesher
Modify Topology
Position
Size
MeshIntegrity
ArrayMesh
NanoMesh
Layers
FiberMesh
Geometry HD
Preview
Surface

Step 5: Apply A polish deformation

Tools>deformation>Polish>set the amount to 2

Standard
DragRect
BrushAlpha
Texture: Off
Orb_clay

Gradient
SwitchColor
Alternate



Deformation

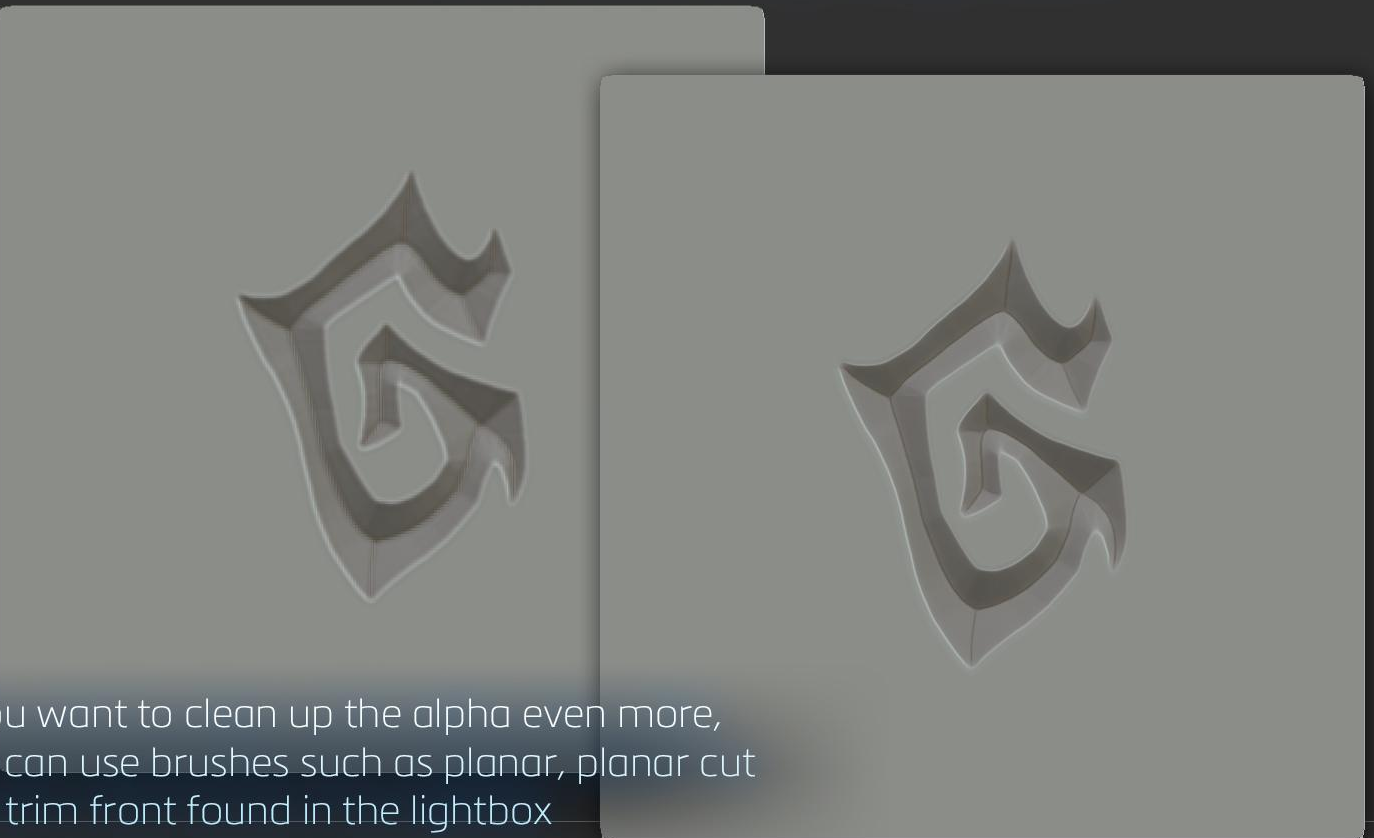
- Unify
 - Mirror
 - Polish
 - Polish By Features
 - Polish By Groups
 - Polish Crisp Edges
 - Relax
 - Smart ReSym
 - ReSym
 - Offset
 - Rotate
 - Size
 - Bend
 - SBend
 - Skew
 - S skew
 - RFlatten
 - Flatten
 - SFlatten
 - Twist
 - Taper
 - Squeeze
 - Noise
 - Smooth
 - Inflate
 - Inflate Balloon
 - Spherize
 - Gravity
 - Perspective
- Repeat To Active
Repeat To Other Mask

- Masking
- Visibility
- Polygroups
- Contact
- Morph Target
- Polypaint
- UV Map
- Texture Map
- Displacement Map
- Normal Map
- Vector Displacement Map
- Display Properties
- Unified Skin

BBR
SPix 3
Scroll
Zoom
Actual
AAHalf
Dynamic
Persp
Floor
Local
L.Sym
XYZ
Frame
Move
Scale
Rotate
Lina Fill
PolyF
Transp
Dynamic
Solo
Xpass

Step 6: Apply A ClayPolish to sharpen the alpha

Tool>Geometry>ClayPolish



If you want to clean up the alpha even more, you can use brushes such as planar, planar cut and trim front found in the lightbox

Tool

Load Tool Save As
Copy Tool Paste Tool
Import Export
Clone Make PolyMesh3D
GoZ All Visible R
Lightbox Tools
PM3D_PlanesD_1.63 R

BBR
SPix 3
Scroll
Zoom
Actual
AAHalf
Nuramis
Persp
w
Floor

Local
L.Sym
Syz
Gyz
Frame
Move
Scale
Rotate
Lipa_Fill
PolyF
Transp
Dynamic
Solo
Xpose

SphereBrush
AlphaBrush
EraserBrush
SimpleBrush
cobj31
PlanesD
PM3D_PlanesD_1

SubTool

Geometry

Lower Res Higher Res
SDiv 5 Cage Rotate
Del Lower Del Higher
Freeze SubDivision Levels
Reconstruct Subdiv
Convert BPR To Geo
Divide Smt
Suv RetUV

Dynamic Subdiv
Edgeloop
Crease
ShadowBox

ClayPolish
Max 25 Min 0
ClayPolish Sharp Soft 0
RSharp RSoft
Edge 0 Surface 0

DynaMesh
ZRemesher
Modify Topology
Position
Size
MeshIntegrity

ArrayMesh
NanoMesh
Layers

Step 7: Use the MRGBZGrabber to create a new alpha

Found on the 2d tools

New generated clean alpha

The screenshot shows the software's tool palette with several sections:

- Quick Pick:** SpheresBrush, AlphaBrush, SimpleBrush, EraserBrush, Plane3D_1, cobra31, Plane3D, PM3D_Plane3D_1
- 3D Meshes:** Spheres3D, Cube3D, Cylinder3D, Cone3D, Ring3D, SweepProfile3D, Terrain3D, Plane3D_1, Circle3D, Arrow3D, PolyMesh3D, Spiral3D, Helix3D, Gear3D, SphereCylinder3D, ZSphere, Fat_Pot, cobra60, FM3D_Spheres3D3, cobra17, cobra321, stairs_bevel, lux_hp, tillable02, cliff_decim, decim, luxoria_watchtowe, tolt_hp76, temple3, cobra31, Plane3D, PM3D_Plane3D_1
- 2.5D Brushes:** SpheresBrush, AlphaBrush, SimpleBrush, EraserBrush, Smudge, HookBrush, FiberBrush, SnakeHookBrush, BumpBrush, DepthBrush, SingleLayerBrush, PaintBrush, DirectionalBrush, DecoBrush, ClonerBrush, MRGBZGrabber, BlurBrush, SharpenBrush, NoiseBrush, HighlighterBrush, GlowBrush, IntensityBrush, ShadingEnhancerBrush, ColorizeBrush, SaturationBrush, HueShifterBrush, HighlighterBrushIII, ContrastBrush, CustomFilter_III, CustomFilter_V, M, MultiMarkers, MatCap

Buttons at the bottom of the palette include: Load Tool, Save As, Copy Tool, Paste Tool, Import, Export, Auto Hide 2D Tools.

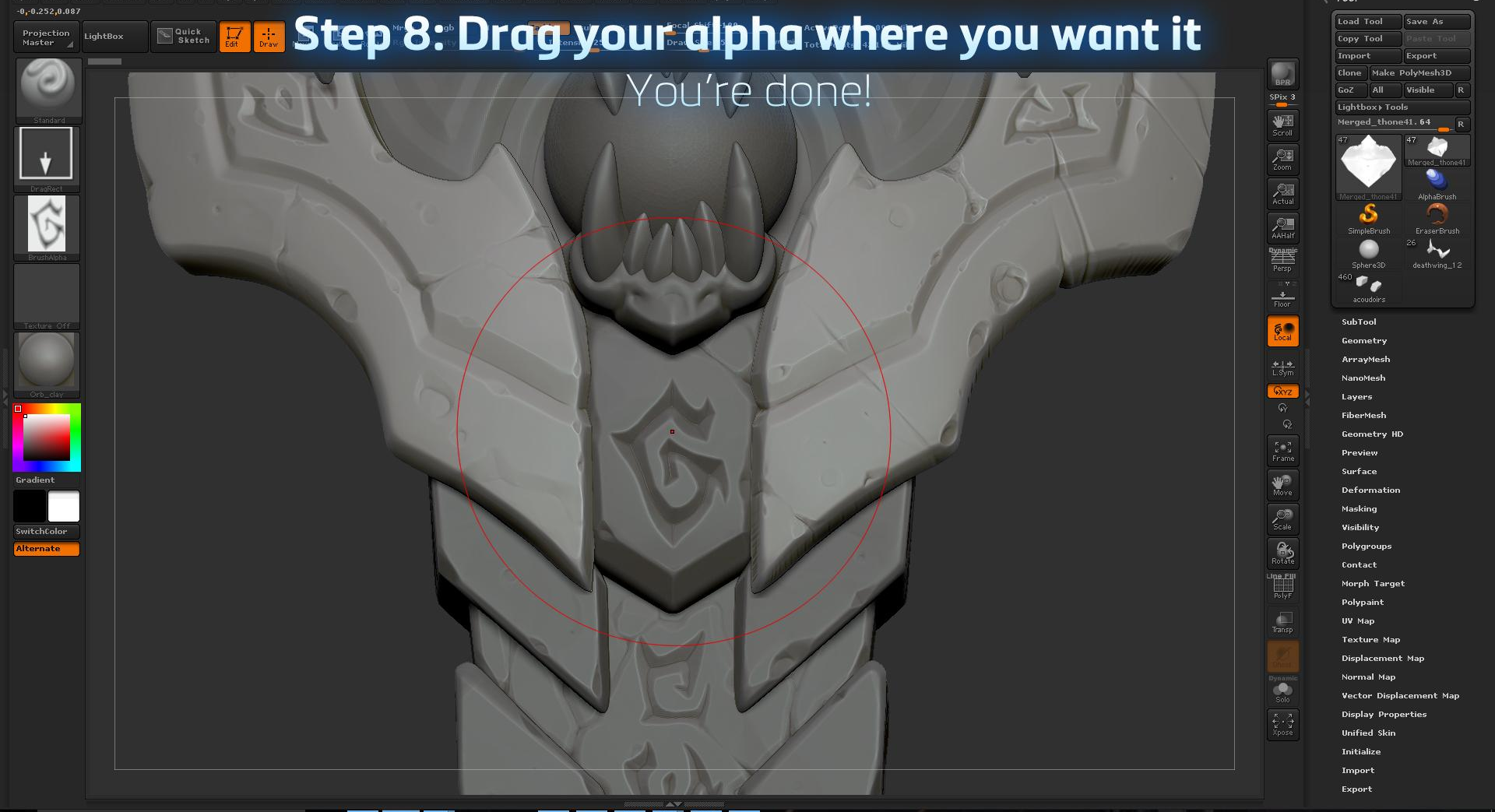


The sidebar contains the following sections and options:

- Tool:** Load Tool, Save As, Copy Tool, Paste Tool, Import, Export, Clone, Make PolyMesh3D, GoZ, All, Visible, R, Lightbox Tools, PM3D_Plane3D_1.63, R
- SubTool:** Geometry, ArrayMesh, NanoMesh, Layers, FiberMesh, Geometry HD, Preview, Surface
- Deformation:** Unify, Mirror, Polish, Polish By Features, Polish By Groups, Polish Crisp Edges, Relax, Smart ReSym, ReSym, Offset, Rotate, Size, Bend, SBend, Skew, SKEW, RFlatten, Flatten

Step 8: Drag your alpha where you want it

You're done!





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