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About Publisher

Brushzim is a new brand created in 2019 by Antonio Neves (myself). I'm a professional 3D Artist, my spacialization is handpainted textures .Initially I'm planning to sell 3D assets and other new products for the near future. The focus is stylized art with a handpainted look.

We ask you please to rate our product if you like it, this is very important

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Contact

Please contact us if you have questions about our products, or personal request for your projects.

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