

BARK & WOOD

SCULPTING BRUSHES



- **14 Layering detail brushes**
- **71 Sculpting brushes**
- **27 Basic Drag Alpha brushes**
- **2 Random discovery brushes**
- **1 Custom Slash brush**



ZBrushGuides

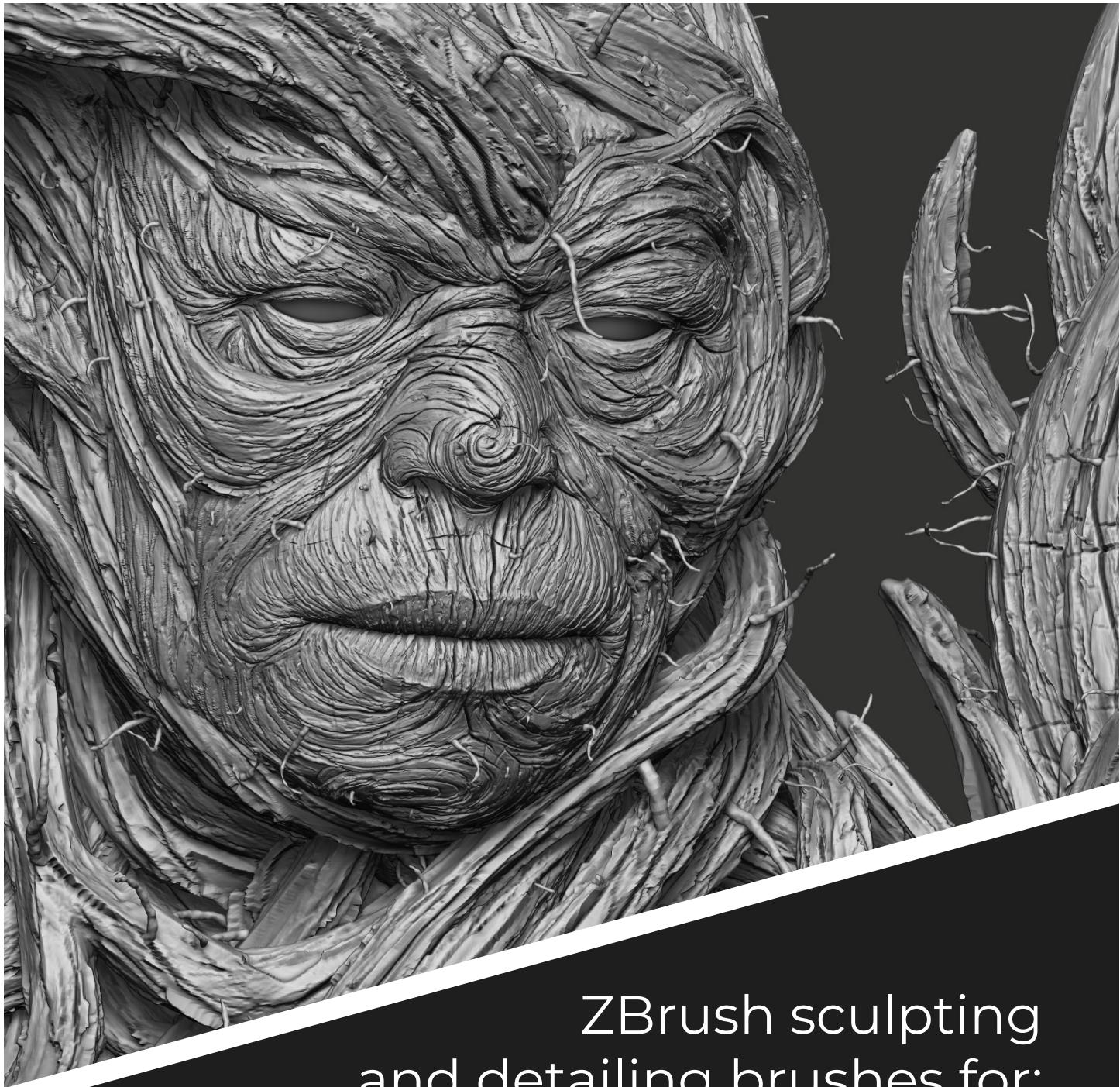
**Hello
and thank you
for the support!**

If you generate numerous assets featuring Bark or Wood finishes, this brush pack is tailor-made for you.

Beyond its primary application, this resource extends its versatility to enhance the detailing of creatures and various organic objects.

This brief guide offers insights into effectively utilizing and customizing these brushes to meet your specific requirements.

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ZBrush sculpting
and detailing brushes for:
BARK & WOOD

All the brushes from this pack were created with ZBrush 2022.0.5. In order to load and use these brushes correctly, you'll need a working copy of ZBrush 2022.0.5 or higher.

Type of brushes in this pack



FUN EXTRAS



BASIC ALPHA-BASE



SCULPTING DETAILS



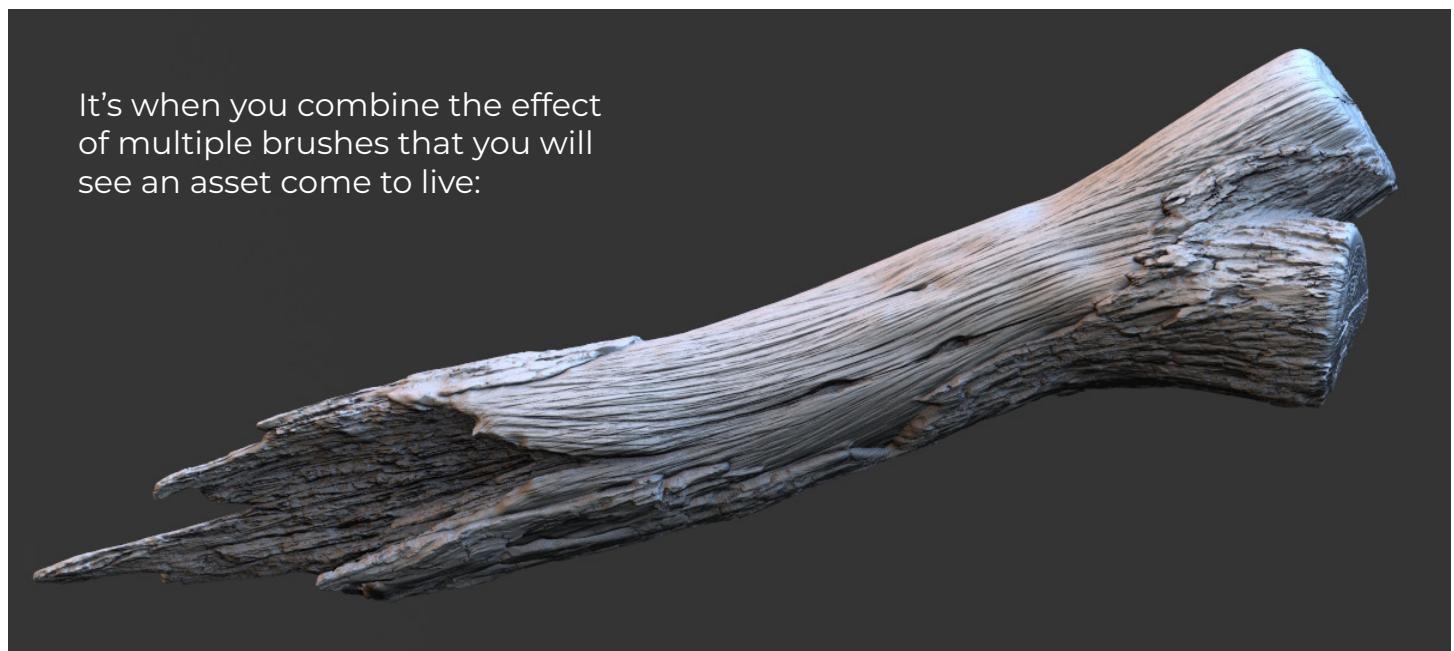
LAYERING BRUSHES

Understanding this pack is pretty easy once you know the type of brushes I'm including: The bulk of the brushes are called 'Sculpting Brushes,' and they are great to add complex details and patterns to the surface of your object while controlling the 'flow' of the details.

The really cool brushes are the 'Layering Brushes,' which will add a 'new height' level with every stroke, so try to add as many details with a single stroke to keep the model clean. These brushes allow for some of the most interesting details and patterns, but they will eventually reveal the surface quite a bit, so keep that in mind.

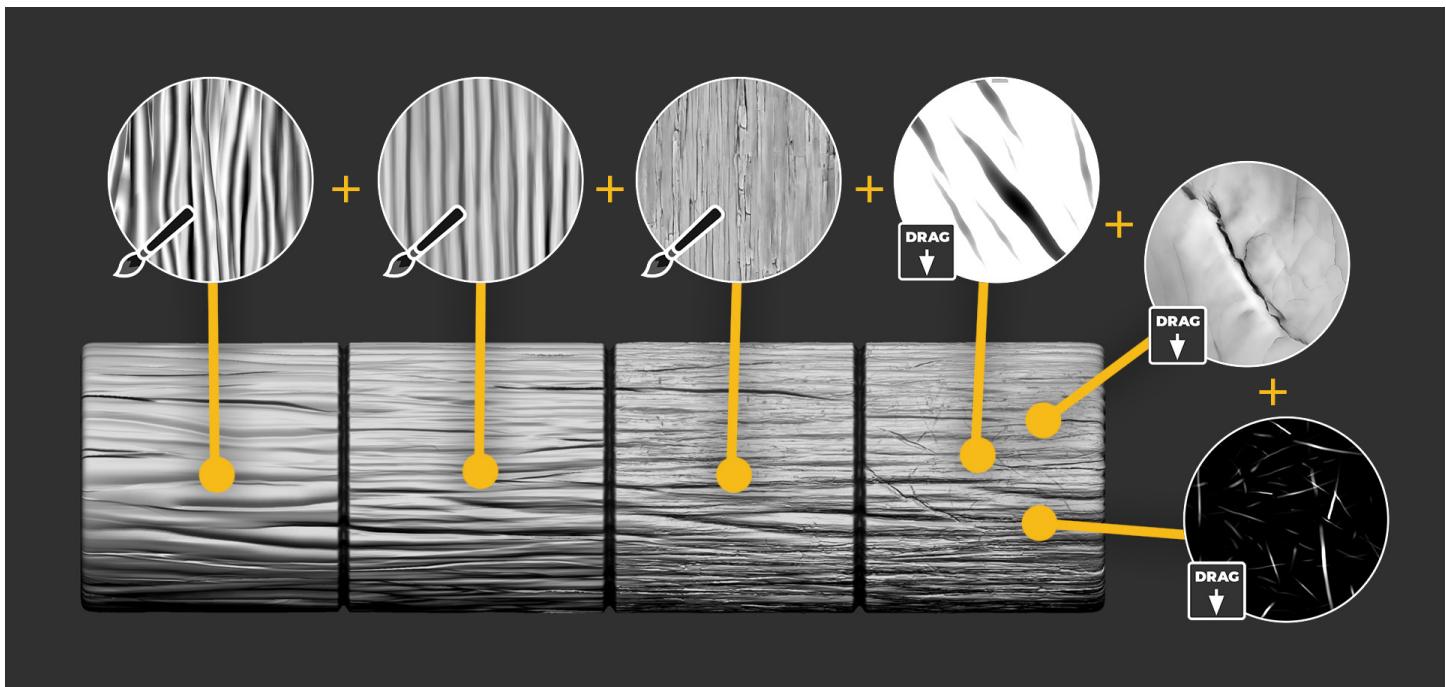
Finally, you have the 'Basic Alpha-based' brushes, which are your usual detailing brushes where you can click and drag to add a specific pattern based on the alpha.

There is a fourth category I called 'fun extras' with only 2 brushes, and these are very experimental, so play around with them (they work great on tubular shapes to add a base layer of details with 'wood-like veins').

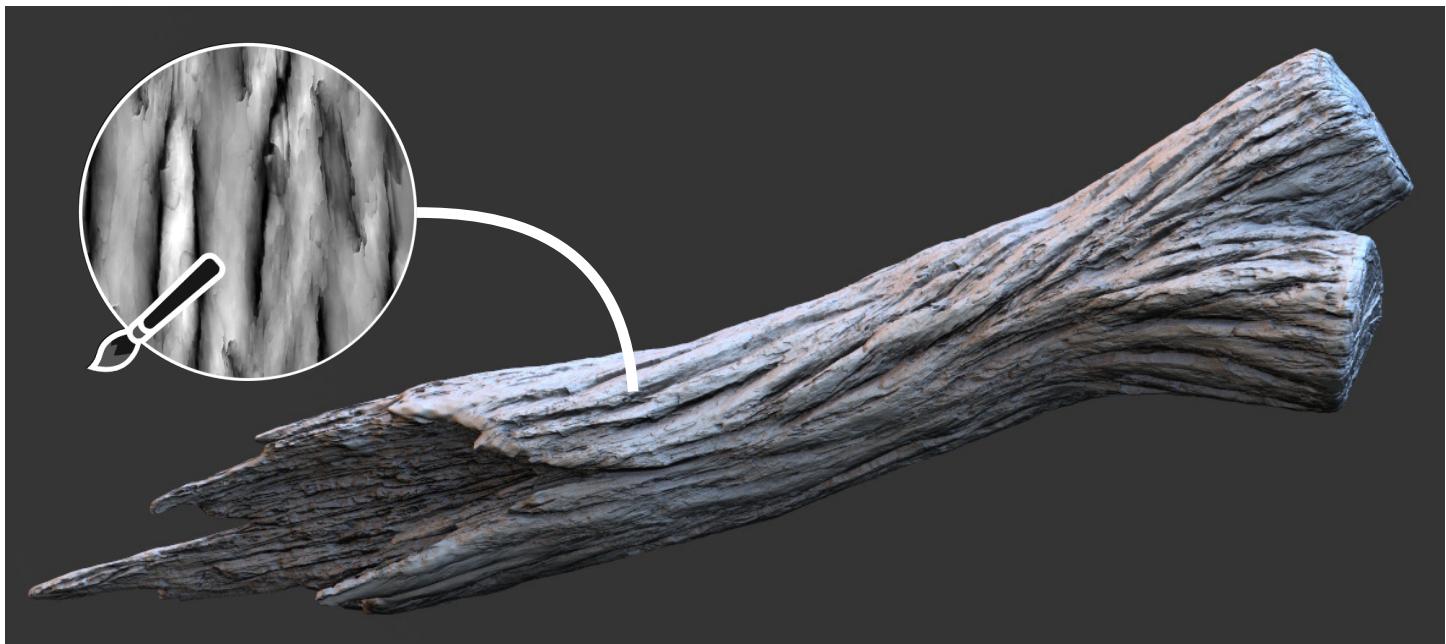


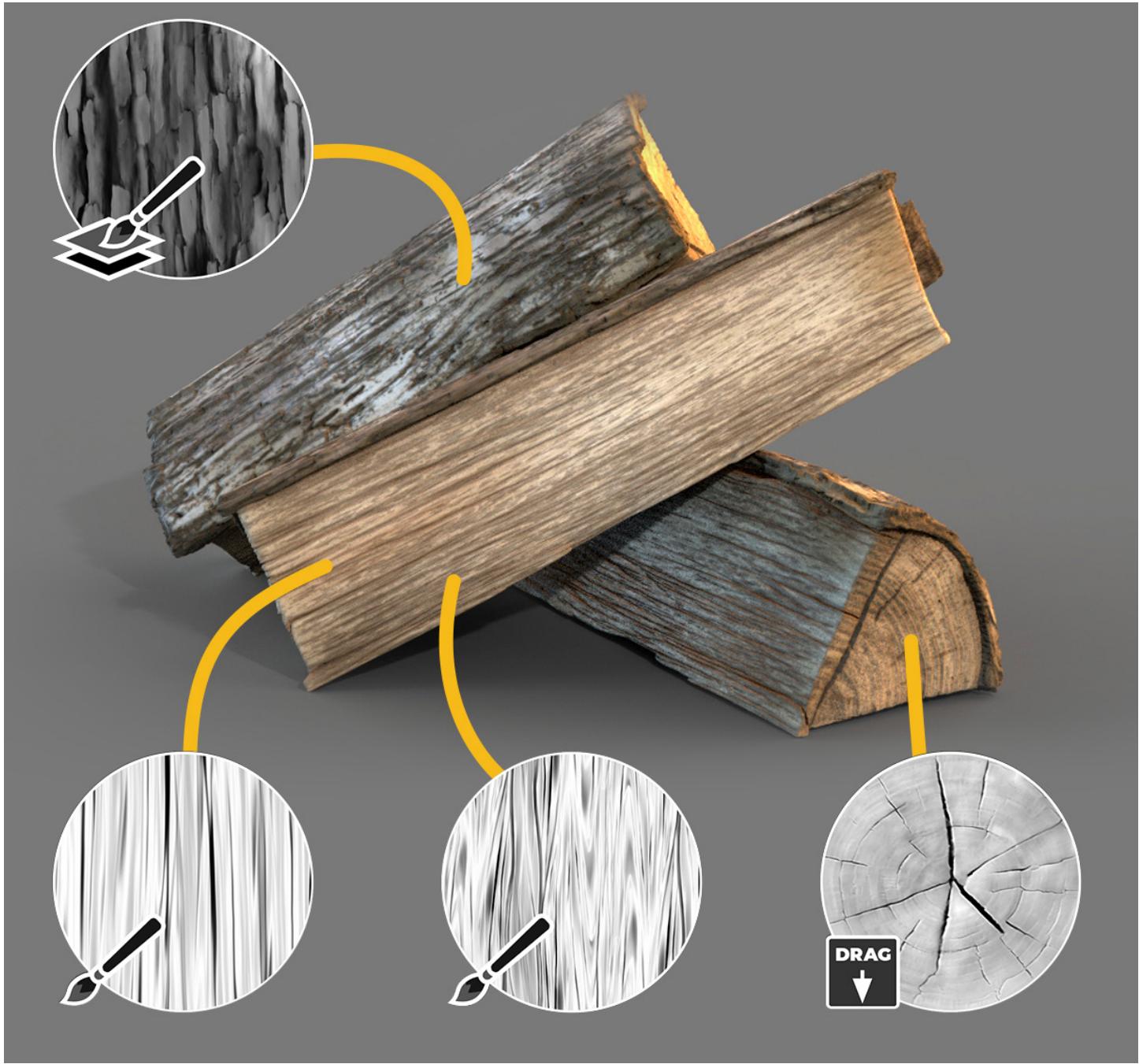
Building up Complexity

If used individually, some brushes have a very stylized effect, but when you combine a few of those more 'stylized patterns,' you can produce a very convincing and more realistic effect. It is all about the 'layering' of details, so you can use multiple sculpting layers and apply each effect in separate layers to control their influence independently.



Some other brushes, on the other hand, help you achieve a very complex and realistic effect without any additional brushes.





The use of sculpting layers is one of the most common things in ZBrush when you are detailing an object, so with these brushes, it's no exception.

Explore the various effects on a simple object, and once you have an idea of what to do, you can sculpt the effect of each brush in separate layers.

For instance, in the piece of wood above, I have four different layers to control their influence independently.

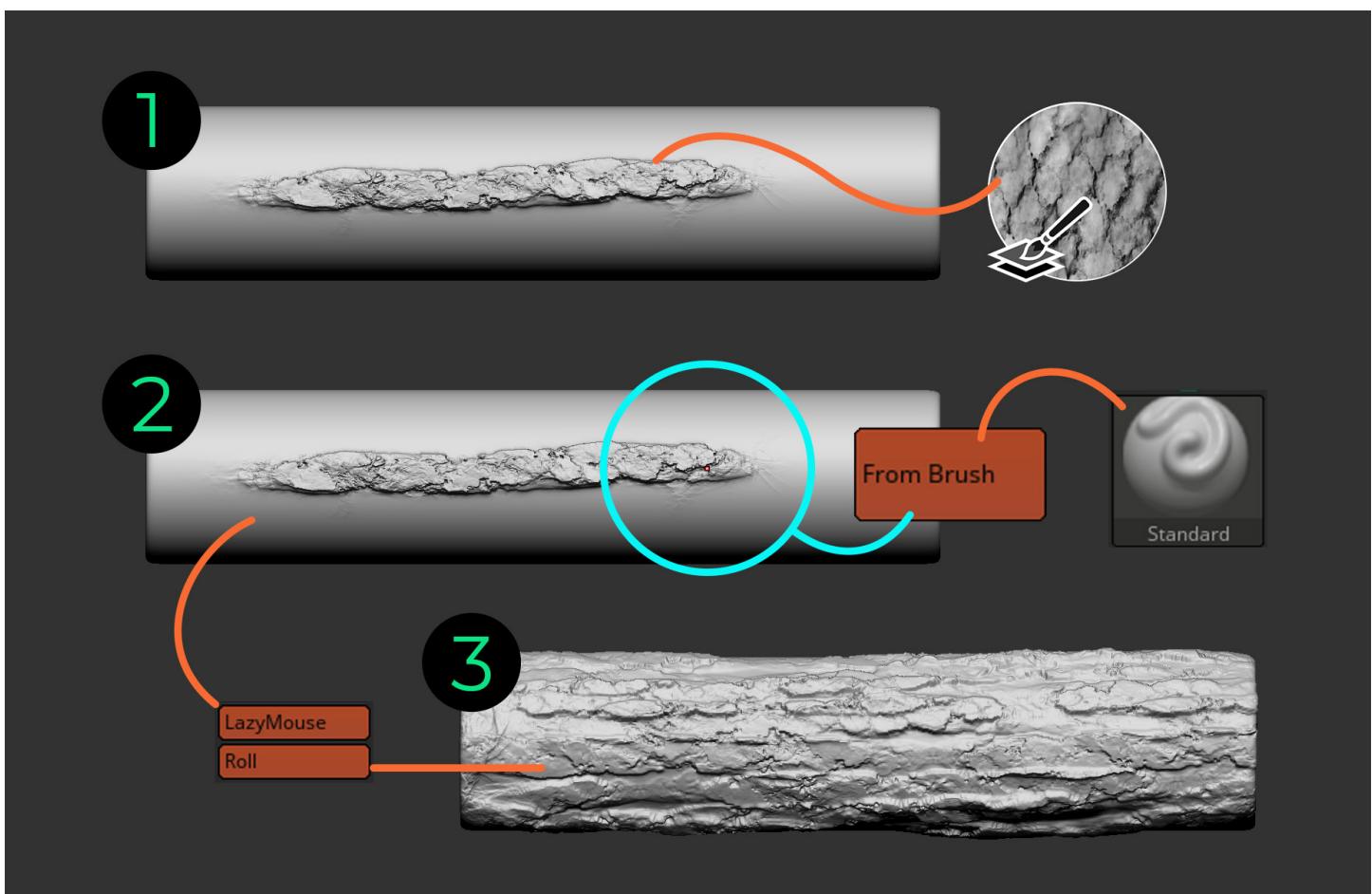


Build your own brushes!!!

One of the most exciting things about the pack of brushes I share online is seeing how other people use them. For this set of resources, I thought I'd share a simple but very effective way to create your own brushes out of the pack.

1. Load a cylinder or a similar mesh with enough resolution to describe the details. Choose one of the brushes from the pack and **create a simple stroke** with the effect of the brush (keep it simple).
2. Switch to a Standard brush, then from the Alpha palette, **enable the 'From Brush' switch or press 'G' on your keyboard**. Your cursor will turn light blue, and you can click and drag along the detail you created to convert that detail into a new alpha.
3. Step 2 will automatically generate a new alpha and attach it to your current brush (standard brush). Now, all you have to do is make sure your Lazy Mouse is enabled and also **activate the 'Roll' modifier from the Stroke palette**.

That's it! You now have a custom sculpting brush you can use to produce a completely new pattern of bark and wood!





As I mentioned earlier, these brushes can be used to create all sorts of intricate patterns for organic models. In this 'tree man' character concept, I used various brushes to produce the patterns of all the roots and even the details around the face.

Keep in mind that some of these brushes are great to establish the 'first pass' of details, but you can always go with other sculpting brushes and refine those details to improve the look.

Important things to know...

If you want the brushes to appear in your ZBrush **Lightbox**, all you need to do is save them into the folder called 'ZBrushes' in the installation folder of ZBrush.



If you have **ZBrush 2022.0.5**, you can find the installation folder somewhere like:

Program Files \ Pixologic \ ZBrush 2022 \ ZBrushes >>

I would also recommend creating a new folder within ZBrush so you can put all your brushes in there and keep things organized.

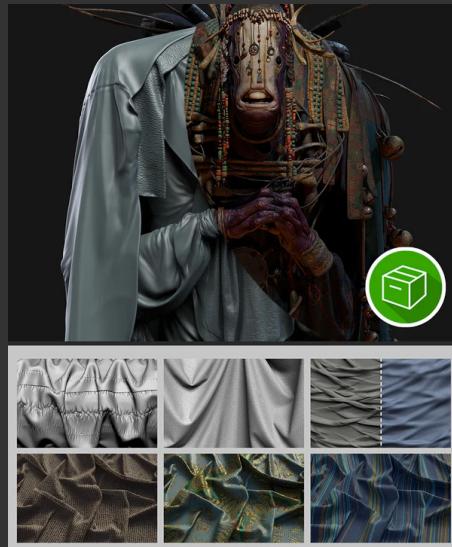
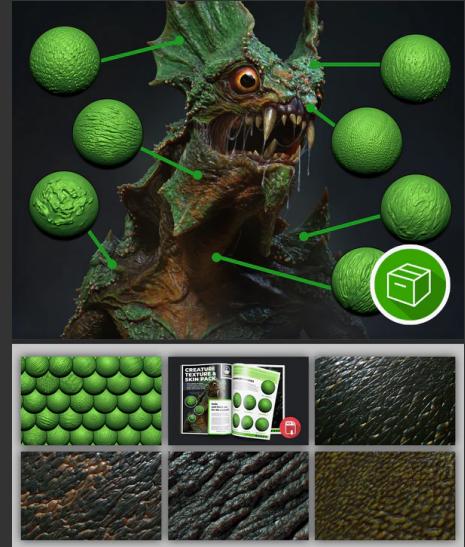
If you have another version of **ZBrush like 2023 or 2024**, you'll find the path within the Maxon installation folder:

Program Files \ Maxon ZBrush 2024 \ ZBrushes >>

If you want any of the brushes to automatically load every time ZBrush opens, you can copy and paste it into **ZStartup \ BrushPresets** folder. Just keep in mind if you add too many brushes here, it will be very difficult to find them among every other brush, which is why I recommend the Lightbox feature where you can simply double-click the brush to load it when you need it.

Looking for other resources?

Check out the ZBrush Guides store for other resources, from sculpting brushes for human skin to creature detailing resources. You'll also find additional materials and presets for BPR filters, allowing you to create 2D sketches from 3D models.



ZBrushGuides.store