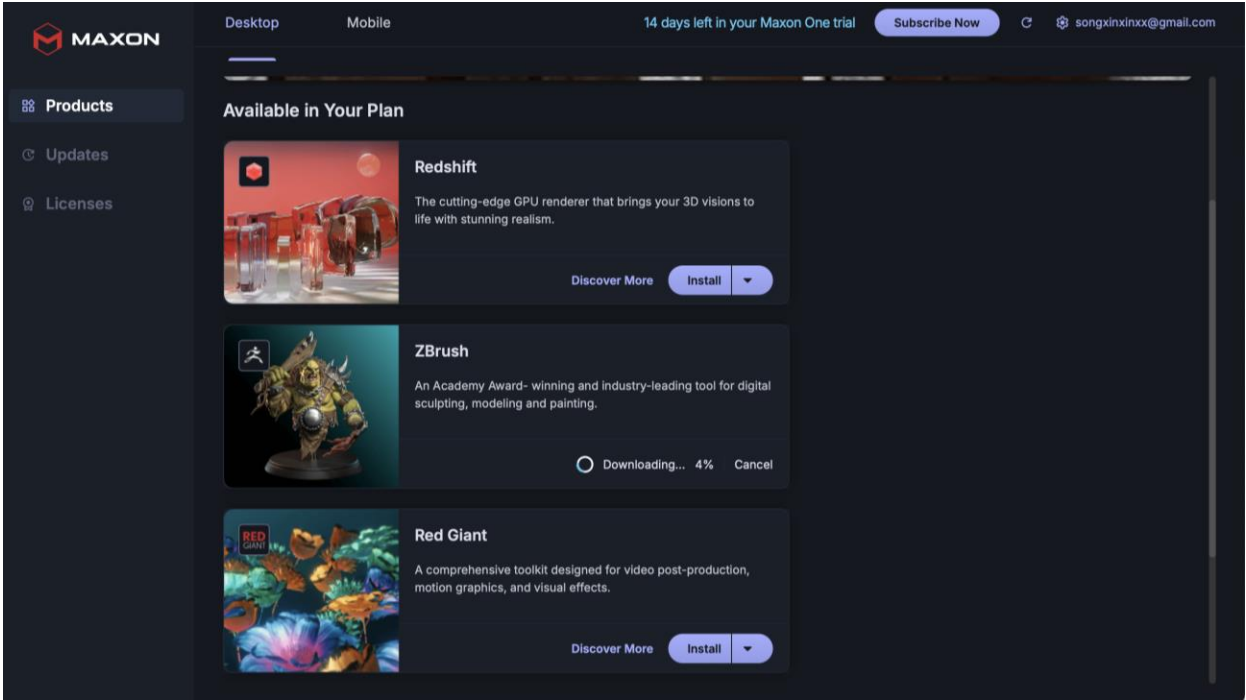
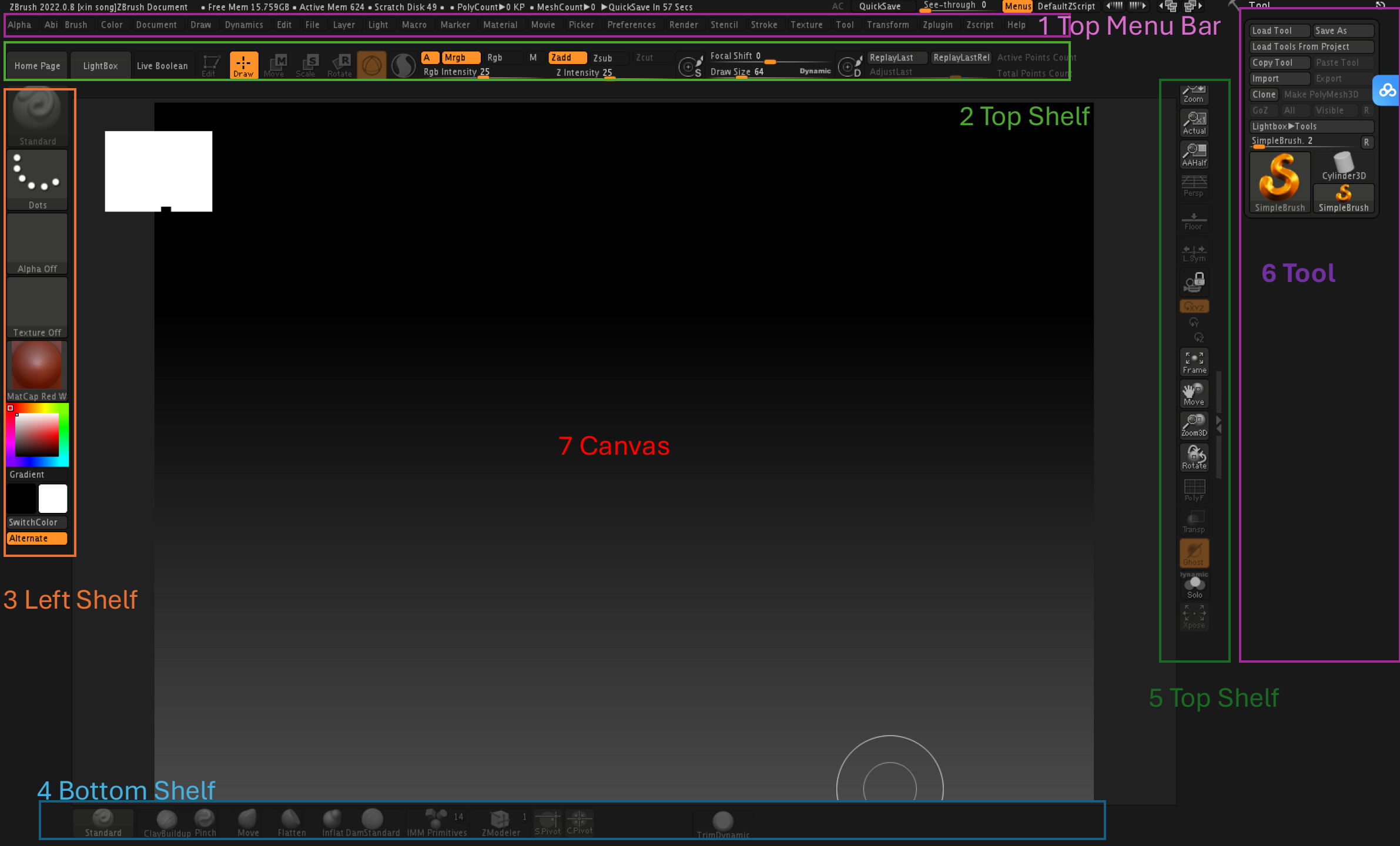


macOS Version	Supported ZBrush Versions	Recommended Version	Notes
macOS 10.13 High Sierra	Up to ZBrush 2021.6	ZBrush 2020 or 2021.1	No longer officially supported, limited features
macOS 10.14 Mojave	ZBrush 2021 series	ZBrush 2021.6	Stable with older Macs
macOS 10.15 Catalina	ZBrush 2022	ZBrush 2022	Good performance on mid-range systems
macOS 11 Big Sur	ZBrush 2022 – 2023	ZBrush 2023.1	Fully compatible, recommended for Big Sur users
macOS 12 Monterey	ZBrush 2022 – 2024	ZBrush 2024	Good performance, supports Apple Silicon
macOS 13 Ventura	ZBrush 2023 – 2025	ZBrush 2025	Fully compatible with recent features
macOS 14 Sonoma	ZBrush 2024.1 – 2025.2	ZBrush 2025.2.1	Latest macOS, officially tested and supported

Windows Version	Supported ZBrush Versions	Recommended Version	Notes
Windows 7	Up to ZBrush 2020	ZBrush 2020	No longer supported, not recommended
Windows 8 / 8.1	Up to ZBrush 2021	ZBrush 2021	Outdated and may be unstable
Windows 10	ZBrush 2021 – 2025	ZBrush 2023 or 2024	Strong compatibility, stable for most users
Windows 11	ZBrush 2023 – 2025.2	ZBrush 2025.2.1	Full feature support, best for high-end systems





1 Top Menu Bar

2 Top Shelf

3 Left Shelf

4 Bottom Shelf

6 Tool

5 Top Shelf

7 Canvas

Sculpting ^^

- **Sculpting from a Base Mesh (Primitive or Pre-made Shape)**

Start with: Sphere, Cube, Cylinder, or imported OBJ/Tool

Quick sculpting, hard surface, starting from solid shapes

- **Sculpting with ZSpheres (Organic Building)**

Start with: Tool > ZSphere

Steps:

Add ZSpheres to build a skeletal structure

Convert to mesh with **Adaptive Skin** (Tool > Adaptive Skin > Make Adaptive Skin)

Begin sculpting once it becomes a mesh

Good for: Creatures, characters, or anything organic and flowing

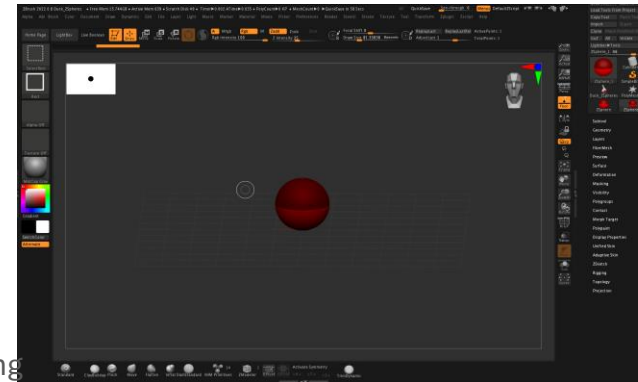
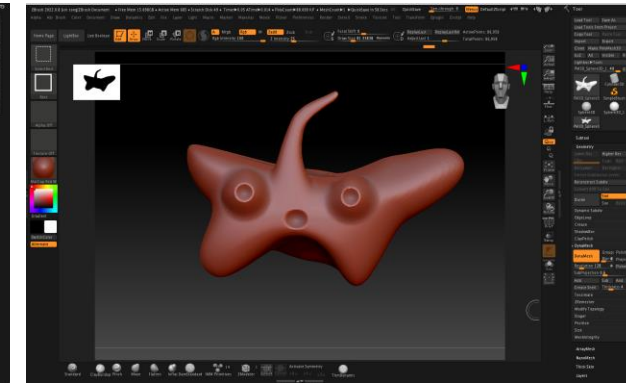
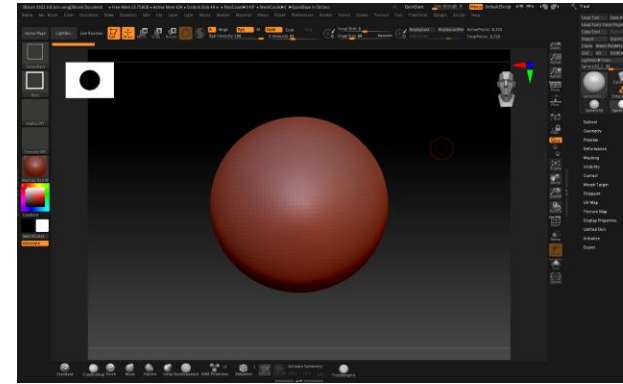
- **What is a Mesh?**

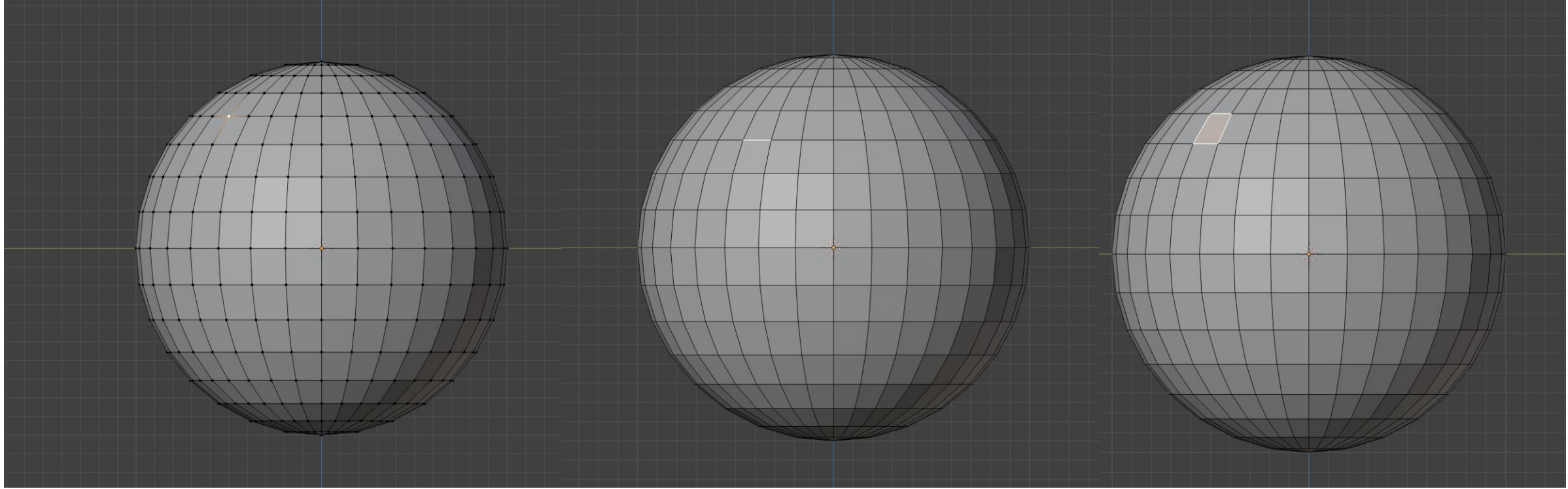
A mesh is the structure of a 3D object, made up of vertices, edges, and faces.

1. **Primitive** - Basic geometric shape - Must be converted to Polymesh3D before sculpting

2. **Polymesh3D** - Editable polygonal mesh

3. **ZSphere** - Ball-and-joint structure tool





Sculpting ^^

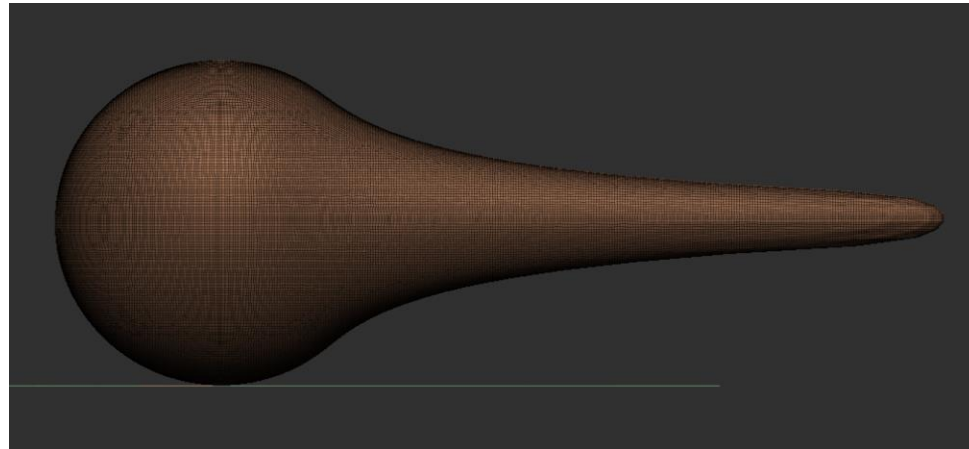
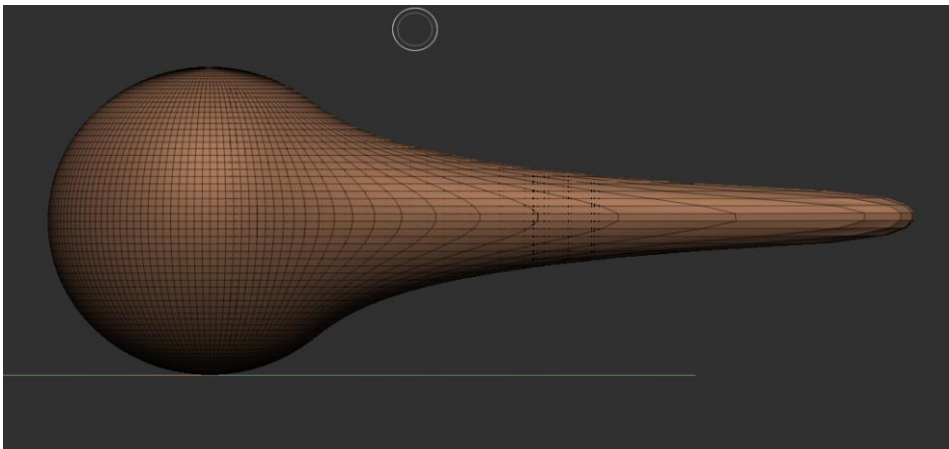
Side tool: quicksave (20min) - lightbox - polymesh3d

- **Hold down Shift + drag on an empty area** to rotate the model.
This will snap the view to the nearest orthographic angle (front, back, left, right, top, or bottom).

- **Step-by-step breakdown: Sphere → Polymesh3D → Sculpt with Brushes → Dynamesh**

Dynamesh

- Great for conceiving — it keeps topology even when you stretch or cut geometry.
- Think of it as working with infinite clay.



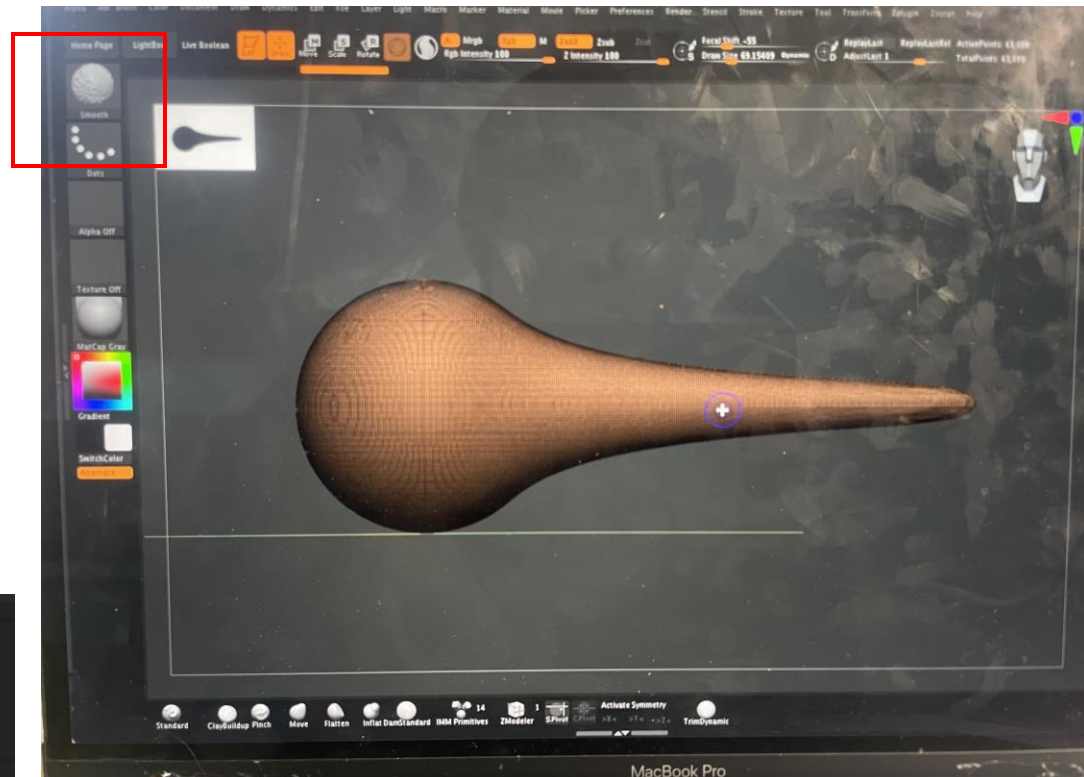
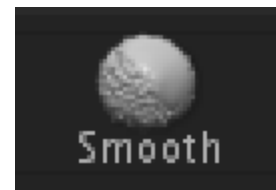
Sculpting ^^

Brushes



The most useful Brushes – smooth

Press Shift



Masking, Extract, Live Boolean

- **Masking** lets you protect or isolate parts of the model for targeted sculpting or actions.

Press control



- **Ctrl + Left-click and drag:** Draw a mask (selection area)
- **Ctrl + Left-click on empty canvas:** Invert the mask
- **Ctrl + Click on an empty area of the model:** Clear the mask

- After masking an area, you can use **Extract** to pull it out as a new SubTool — great for clothing, armor, or accessories.

Tool → SubTool → Extract → Thickness → Accept

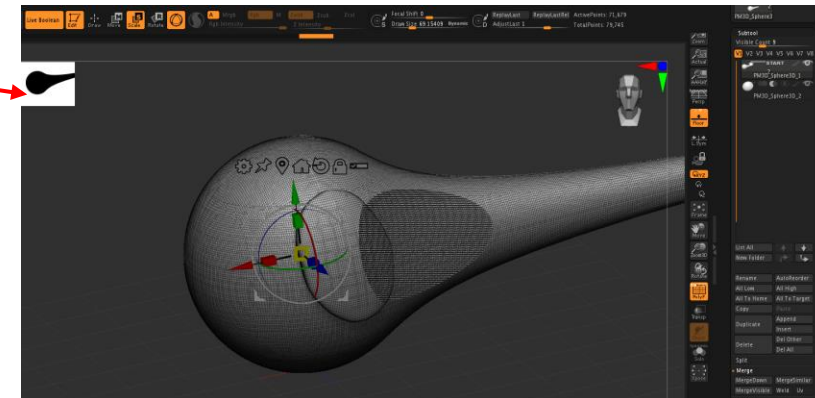
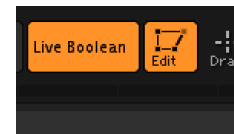
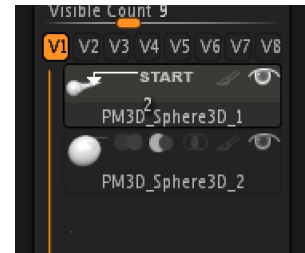
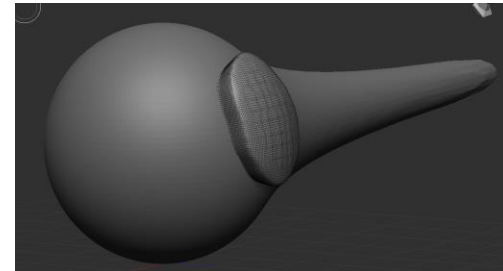
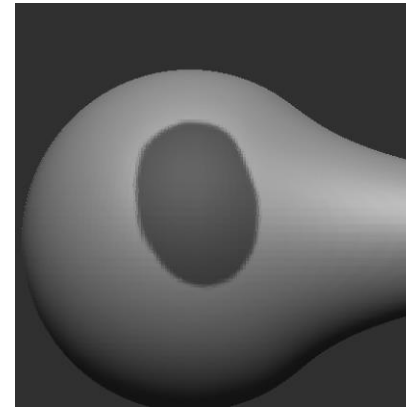
- Live Boolean lets you **add, subtract, or intersect** SubTools in real time, great for hard-surface modeling like machines, armor, or tech shapes.

- Make sure you have **two or more SubTools** (for example: A = the main body, B = the subtractive shape).

In the **SubTool list**, set the Boolean operation of the top SubTool to:

Add (default) / **Subtract** / **Intersect**

- Turn on the **Live Boolean** switch at the top (the small glasses icon). - You will now see the Boolean effect in real time.
- When you're satisfied, go to: **Make Boolean Mesh** → this will generate a new mesh with the Boolean applied.



- **Merge / Split SubTools**

Always remember DynaMesh

- **Fill Holes**

1. Geometry → Modify Topology → Close Holes
2. Rebuilding the mesh with Dynamesh will automatically close all open areas and regenerate even topology.

ZModeler brush /more copulicate

- **Exporting from ZBrush**

1. **Export Whole Model** ← (Exporting a Single SubTool)

/ To export the current SubTool or full model for use in other software, use the **Export** function to save as .OBJ, .FBX, etc.

2. **Exporting Multiple SubTools**

This is useful when exporting an entire character with clothing, props, or separate parts.

- Go to **Zplugin** → **FBX ExportImport**
- Click **Export**
- Choose whether to export all SubTools or selected ones
- Save as .FBX

3. **.ztl**

ZBrush Tool file (model only);

Includes SubTools;

;Only works in ZBrush;

