

## Pixologic Releases Sculptris! (for Windows and MAC)

Pixologic, Inc., maker of the Award-Winning ZBrush software is pleased to announce the latest release of Sculptris (for Windows and MAC).

For the past 10 years Pixologic has been recognized for its ground-breaking innovation, 'cool' creativity and tools that are as user friendly as they are powerful and natural-feeling. These tools enable artists in many industries to open new vistas of possibility with their skills and imagination.

The development and latest release of Sculptris is consistent with the Pixologic ethos and spirit to help artists both shine at and enjoy creating art -- intuitively, without having to worry about technical barriers!

### 3D Sculpting and Painting Become Easy with Sculptris

Sculptris is an elegant and simple 3D modeling solution, offering artists a platform to harness their imagination and create 3D sculpts in a way that is unique to the digital world.

Tomas Pettersson, the bright young programmer and brainchild behind Sculptris commented: *"I trust that, with this version, Sculptris will be more accessible for all people on both PC's and Mac's. Everyone should be able to sculpt!"*

Sculptris introduces a dynamic tessellation system, giving its user the capability to sculpt or paint freely on any part of the surface without having to worry about underlining geometry. With Sculptris, triangles are automatically added as needed, and only to the areas where a stroke has been applied to the surface.

Users can do just about anything that's possible with real clay. For example, they can pull, twist and pinch the surface, easily adding volume as needed without the rigorous attention to underlying structure that is typically associated with 3D modeling programs.

Pixologic envisions Sculptris as an entry level 'eye opener' for a new generation of artists wishing to explore 3D sculpting and digital creation. Fun to use, it's also a truly effective tool that can be embraced by hobbyists and professional artists, alike.

For those wishing to explore further, Sculptris is seen as a perfect ground level upon which to build one's skills while advancing to the substantial 'world of ZBrush'.

### GoZ

With the new **GoZ** integration in Sculptris, artists can now seamlessly move their creations between Sculptris and ZBrush with the click of a button.

### Navigational Controls

The navigation controls in Sculptris have been enhanced from earlier releases of the software and are now similar to those in ZBrush. This makes it effortless to go between the two applications while also helping Sculptris to serve as a stepping stone toward mastery of ZBrush.

### Availability

The new version of Sculptris is currently available as a free download at: [www.pixologic.com/sculptris](http://www.pixologic.com/sculptris)

Experienced Sculptris users and first timers alike are encouraged to try out the new release, have fun playing with it and, most importantly, make great artwork. All are invited to share their creations in the Sculptris forum at [ZBrushCentral](http://ZBrushCentral). The forum provides a common ground for Sculptris artists to share and communicate with other Sculptris users, as well as the many industry-leading artists who frequent ZBrushCentral.

For more info, images, videos, features and specifications visit: [www.pixologic.com/sculptris](http://www.pixologic.com/sculptris)

## **Additional Information:**

### **About Sculptris**

Sculptris was originally developed by Tomas Pettersson before being acquired by Pixologic in 2010. Tomas continues to spearhead its ongoing development, creating a 3D sculpting and painting tool that is as easy to use as it is powerful. Sculptris is currently provided as a free tool for artists of all skill levels and backgrounds.

### **About Pixologic**

Founded in 1997, Pixologic Incorporated develops and markets innovative software tools for the film and video, games and illustration markets. Pixologic is privately owned and is located in California, with offices in Los Angeles, the San Francisco Bay Area and France.

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**Website:** [www.pixologic.com](http://www.pixologic.com)

**ZBrush Community:** [www.ZBrushCentral.com](http://www.ZBrushCentral.com)

**Sculptris Community Forum:** [www.zbrushcentral.com/forumdisplay.php?f=110](http://www.zbrushcentral.com/forumdisplay.php?f=110)

**Blog:** [www.pixologic.com/blog](http://www.pixologic.com/blog)

**Twitter:** [www.twitter.com/pixologic](http://www.twitter.com/pixologic)

**FaceBook:** [www.facebook.com/pages/Pixologic/154468544767](http://www.facebook.com/pages/Pixologic/154468544767)

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