Z-Modeler User's Guide

Preface

Art takes many forms. Art can fool the eye, creating an entire world on canvas. Art can stir up emotions, and evoke reaction. There are few things so powerful as art. To many, the modeling of real-world objects in a virtual environment does not qualify as art. But when you have seen how realistic, how fantastic, how beautiful these 3D realms can be, you understand that modeling is truly an art form.

Through simulation, 3D modeling and computer graphics can take you to another world. Whether you want to explore an alien landscape, or take to the pitcher's mound of your favorite baseball field, or hop behind the wheel of your dream race-car, many things are possible with 3D simulations. What makes these simulations believable is the 3D artistry that creates our virtual world. Those techniques that mimic reality the best are what make 3d art fool the eye, make us look again and again, wondering, is that a photo?

Creating 3D art is something of a mystery to most people, and indeed, for the most part, it is less accessible than other forms of digital art. The major cause of this is the high cost of 3D-Design packages. The brilliant 3D Studio MAX can cost into the thousands of dollars, the beautiful Maya can be equally costly, whereas something so powerful as SoftImage can cost more than a luxury sedan.

Nevertheless, free 3D software packages have been available and some of them have impressive features. They always seek to mimic and emulate these more expensive software packages, with varying degrees of success. The price for these programs, however, is usually paid with compatibility limitations, less features, less documentation, and less ease of use.

Z-Modeler is one such program. However, Z-Modeler, however, is a powerful, flexible, cross-compatible platform that allows the artist to create professional-quality meshes. When thoroughly learned, Z-Modeler can be used as intuitively as any other application. With this guide, I seek to thoroughly teach it to you. Z-Modeler offers you the ability to learn the art of creating 3D scenery and objects. These are skills that can be applied to more expensive, more robust packages if you choose to do so.

Therefore I encourage you to read on, and start to develop your own aptitude to 3D design.