

Press Release Sculpteo
Paris and San Leandro, August 29, 2017

ZBrush designs can now be automatically 3D printed on Sculpteo

Sculpteo today announces a partnership with the leading sculpting software ZBrush to easily print 3D designs



Paris and San Leandro, August 29, 2017 – After Dassault and Autodesk, it is with ZBrush, the 3D sculpting, modeling and texturing software edited by Pixologic and used by millions of people worldwide, that Sculpteo, leader in online 3D printing and digital manufacturing, today announces a new partnership. Now Sculpteo’s solution is integrated to ZBrush software, allowing users to directly export their 3D models and print them from their platform.

ZBrush is a 3D sculpting and modeling software that uses a “3D pixels” technology similar to sculpture, and not to CAD (Computer Aided Designs), like most of the other software. These 3D pixels, called Pixols, are defined, besides their color, by their depth. Built on an architecture entirely based on these Pixols, ZBrush is more intuitive and easier to manipulate than any classical software. Several millions of people use it daily, artists as well as video game companies and cinema studios.

Thanks to this new partnership integrating the Sculpteo solution to ZBrush software, users will be able to print their 3D models on the Sculpteo platform in *one* click. It was a technical challenge for Sculpteo considering that ZBrush’s uniqueness is to do modelling with a process inspired by sculpture and this does not allow taking into consideration the precise size of the models. To meet this challenge, Sculpteo in conjunction with Pixologic developed a plugin that can easily define the dimensions of the part that needs to be 3D printed.

According to Clément Moreau, co-founder of Sculpteo: *“3D printing is taking a new step forward, as ZBrush’s millions of users no longer need to click on the Sculpteo button to receive their design printed in 3D. This manufacturing process is almost instantaneous and merges even more the frontier between digital and material.”*

According to Jaime Labelle, COO of Pixologic: *“Sculpteo naturally stood out as our ideal partner, providing an optimized user experience with powerful and simple software tools combined with high-quality manufacturing”.*



About Sculpteo

Sculpteo, pioneer and specialist of digital manufacturing, offers a service of online 3D printing, from 3D model transfer to the order of the object, and wants to make this technology easy and accessible to all. Based in San Francisco and Paris, Sculpteo offers on-demand 3D printing and manufacturing in large scale for start-ups, SMEs and design studios. The offer of Sculpteo resembles more than 100 combinations of materials with multiple colors and finishing options, as well as a technical analysis and superior repair of files. The Sculpteo factories use professional 3D printers and laser cutters with a very fast execution and a global delivery. Sculpteo was created in 2009 by Eric Carreel and Clément Moreau.

For more information: <http://www.sculpteo.com>

About Pixologic Inc.

Founded in 1997, Pixologic Incorporated develops and markets innovative software products for digital artists. The privately funded company is based in Los Angeles, California, with Research and Development located in Silicon Valley.

For more information: www.pixologic.com

About ZBrush

ZBrush is an integrated sculpting, modeling, texturing and illustration environment. ZBrush's innovative set of real-time sculpting, texturing, and deformation tools is used in major film studios and game companies worldwide. Its instant feedback and real-time response makes it the most natural feeling digital sculpting tool available today. As a stand-alone application, ZBrush offers tremendous flexibility and appeals to a wide audience.

ZBrush retails for \$795.00 and can be purchased and downloaded online at Pixologic e-store. ZBrush is also available from Pixologic authorized resellers for both Windows and Mac platform. The ZBrush 4R7 Demo can be downloaded from the Pixologic website by visiting the *Try ZBrush* page at Pixologic.com.

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