

Pixologic ZBrush Practice Test Questions and Answers

1. What is ZBrush primarily used for?

- A) 2D illustration
- B) Digital sculpting and painting
- C) Video editing
- D) Web design

2. What does "DynaMesh" do in ZBrush?

- A) Creates textures
- B) Maintains uniform polygon distribution while sculpting
- C) Renders the final image
- D) Animates the model

3. Which brush is commonly used for adding fine details and surface textures?

- A) Standard Brush
- B) Clay Buildup
- C) DamStandard
- D) Smooth Brush

4. What is "ZRemesher" used for?

- A) Adding color to models
- B) Creating automatic topology for sculpted models
- C) Exporting files
- D) Creating materials

Answers: 1-B 2-B 3-C 4-B

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