

ZBrush Practice Test Questions and Answers

1. What is FiberMesh in ZBrush?

- A) A plugin for importing FBX hair curves from Maya
- B) A system that grows and grooms polygon fiber strands directly on a mesh surface for hair, fur, and grass
- C) A procedural texture system that simulates fiber weave patterns
- D) A braid and rope generator based on NURBS curves

2. What is a SubTool in ZBrush?

- A) A type of sculpting brush
- B) A separate mesh object within a single ZTool
- C) A layer inside a single mesh
- D) A texture map channel

3. What is a ZSphere in ZBrush?

- A) A spherical polygon primitive with adaptive subdivision
- B) A special object type used to build armatures for posing or base mesh generation
- C) A preset sphere with a built-in material and lighting rig
- D) A UV sphere template for the ZRemesher algorithm

4. What does 'GoZ' do in ZBrush?

- A) Instantly transfers meshes between ZBrush and compatible 3D applications like Maya or Cinema 4D
- B) Exports the mesh to a .goz format only
- C) Activates GPU-optimized rendering mode
- D) Sends the render to an online gallery

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

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