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Jul 25, 2020 The R3DS Zwrap v1.1.3 plugin for ZBrush . It has Full support for all the latest and supported software. R3DS . A: Zbrush itself has dedicated functionality and plugins to view and texture your ZBrush Modelled geometry. It's really useful and powerful What You Need: Zbrush Blender(optional) The ZBrush NURBS Toolkit (z_nut) A 3D file(s) of your geometry to texture A 3D viewport ZBrush/Znut A 3D viewport Blender Blender viewport Settings for UV, Texture, viewport, etc. If you use Blender, you may also render your ZBrush Modelled geometry. Align your desired 3D viewport and ZBrush/nut Align your desired 3D viewport and ZBrush/Znut Assign a Material to your object in the 3D viewport Add the Material into your 3D viewport ZBrush Material Create the texture to your object Add texture to your 3D viewport Step By Step: Step 1 ZBrush/Blender, Step 2 Create a Curves texture using this tutorial: Step 3 ZBrush/Nut/Viewport (under "nurbs" tab) Step 4 Align your desired 3D viewport and ZBrush/Nut Step 5 Texture for your object in the 3D viewport, and align the texture Step 6 Add the texture to your 3D viewport Step 7 Add the Material into your 3D viewport Step 8 Do your work and re-export out the ZBrush/Nut You can export into ZBrush, to enable to see any changes you made Step 9 Import your ZBrush export into Blender and render as you prefer. NOTE: It requires additional software to use the Yufan's NURBS toolkit and viewer. Please follow these links for more info: ba244e880a

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