How to export from Zbrush to Maya (Using displacement)

Step 1 (In Zbrush):

- Select the sub tool you want to export and name it what it is then High Poly.
- Duplicate that sub tool then re-name this the same but Low Poly .
- Hide the High Poly model.
- Make sure low poly is selected then go to the Geometry tab and then open the Zremesher tab.
- Once open select “Half” and make sure that’s the only option that’s selected
- Click the “Zremesh” button (This will take a while so don’t worry Zbrush hasn’t crashed”
- Repeat this step until your poly count is between 10,000/20,000 (Closer to 10K is better) it should also be around 5 clicks.
- Once that’s done go to “Divide”, press these 5 times (Once again this will take a while) each time make sure you watch your total points as you want this to be as close to the High poily models.
- Now that’s set the model now has to have the High Poly details projected onto the Low Poly model, Go to the “Subtool menu” and open the sub tab “Project”. (DONE PRESS YET) I use the defult 0.02 setting on dist. Navigate back to the sub tool and now un hide the High Poly model. Now you should have both the Low and high poly models unhidden, make sure nothing else is being un-hidden in the Sub tool. Select the Low poly model and then press project (Once again this takes a while so just wait).
- Now this is done you can hide the High Poly model, you should now have a low poly model with details that are being projected onto the low poly, the model is also no longer Dyna Mesh and is now a Sub Div model.

Step 2 (In Zbrush):

- Navigate along the top to “Zplugin”, drag this tab to one of the sides so is easier to use.
- Open the “UV Master” tab.
- Click “Work on clone” (This will automatically make the model into its lowest sub div level, it's also in a new document but more on that in later steps)
- As a test you can press Un-wrap, don’t press Un-wrap all, this should not take too long.
- Once that has finished click “flatten” this will now should you the UV tile.
- Then Press “Unflatten” (Important)
- If the UV is fine and no pieces are unattached or not how it should be, skip the next section.

    - Sub Section for UV
    - If the UV is not correct it’s an easy process to fix.
    - Click “Enable Control Painting” (This will allow you to draw where the seams should roughly go)
    - Under there is two options you will need to use, these are “Protect” and “attract”
    - The easiest way to do is click on Protect and then paint the whole model Red.

    - Once this is done make the brush size smaller and select Attract. Now paint a few lines around areas where there should be seams. (This sometimes just has to be a few lines down the centre)
    - After this is done repeat the Step above to then Un-Wrap, re-flatten and see if the Uv is better. (This might take a few try's)

- The next thing to do is click “Copy Uv”.
- Once this is pressed navigate back to the Tool menu and click on the Main Document.
- Once open go back to the UV master tab and after making sure the Low poly model is selected click on Paste UVs.
- To see if the UVs pasted you can test by going down to the Displacement map tab and if it's not blanked out and the Option to created Displacement is clickable then its worked. (DON’T CLICK CREATE MAP).

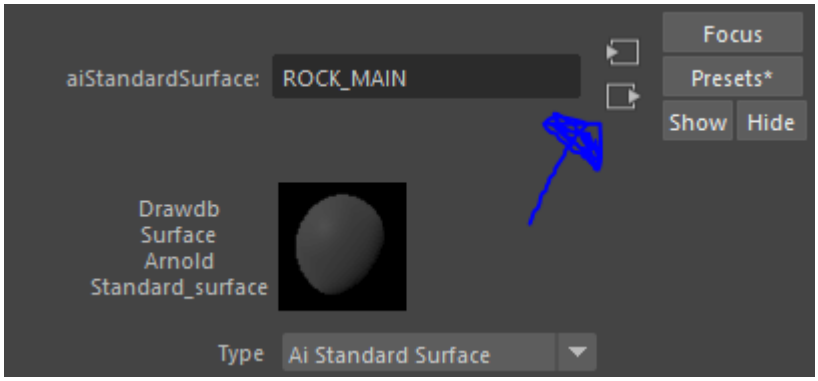
Step 3 (In Zbrush):

- Once all the UV and Projections are sorted it's now time to export the maps.
- Go back to the Zplugin menu and go to “Multi map exporter”.
- Uncheck all the maps except Displacement
- PLUG IN THESE SETTINGS (thing that can be changed is map size, I suggest 4K as more detial)

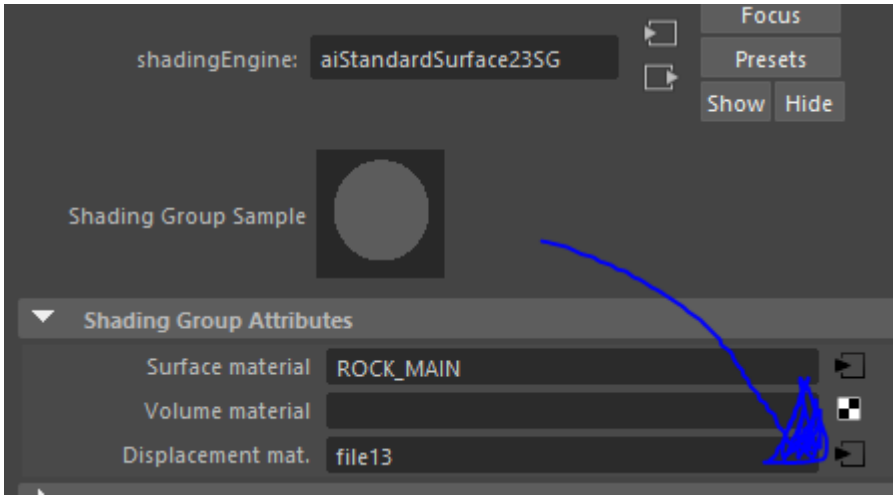
- After making sure all of these settings are correct the next thing to do is click “Create All Maps”, this will ask you to save the Texture (Make sure its organised as they get named in a weird way. It also can take a while so just wait, it hasn’t crashed its just loading)
- Now its time to export the model, go back to the subtool and make sure the low poly model is selected.
- Go to the Geometry tab and drag the Sub Div slider down to 1
- Go back to the tool tab and click export, when promoted back sure its set to “OBJ” (Once again save is a good known area, Prefrably same folder as the TEX)
- This is now ready to be set up in maya

Step 4 (Maya)

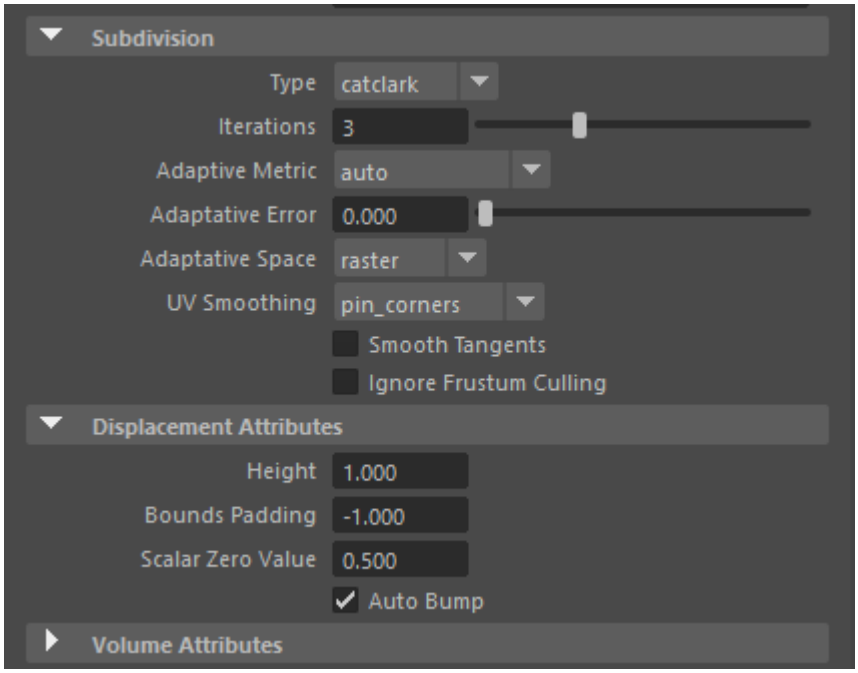
- Open the scene file you want the model to be in, or create a new one if it’s a test or no scene yet.
- Go to import and import the “Low Poly” version of your model.
- Assign a new AiStandardSurface
- Click the back arrow to go to the shader



- Then click



- Go into you displacement and choose the DISP map that was just made.
- Turn the Filetering to “Off”
- Next is to select the Low Poly model that’s in the scene.
- Go to the shape tab of the model and the then the “Arnold” tab.
- Open both the “Subdivision” and “Displacement Attributes” tabs
- Then Plug these settings into the boxes



- Make Sure the Type is “Catclark”
- Now everything Is set and can be test rendered. If it doesn’t work right you will have to re do all these steps and find where the issue is.
- If you want the Displacement to be more intense change the “Height”. Do this in small values as it can change very quickly. (Side note render times do take quite long as it calculates the displacement so that’s normal)