



GOZ UPGRADE, INCLUDING GOZ FOR PHOTOSHOP

This document explains how to upgrade GoZ from the default version that is installed with ZBrush 4 to the new version that supports Photoshop.

Before upgrading GoZ, make sure that ZBrush and the target applications are closed. You must also be logged into the computer under an administrator account. If you're in a school or business environment, it may be necessary to ask your IT manager to follow these steps for you.

After downloading the GoZ update file you will need to unzip it to reveal its contents. After unzipping, you will find two folders containing several subfolders and files. Included will be a copy of this documentation and all needed to perform the GoZ upgrade.

ABOUT GOZ FOR ADOBE PHOTOSHOP

This GoZ upgrade adds support for Photoshop CS4 Extended and Photoshop CS5 Extended. The Extended versions of Photoshop are what allow use of 3D models created in ZBrush, making it possible to paint directly on your texture rather than using PolyPaint. We invite you to read your Photoshop documentation for more information about the 3D features offered by Photoshop Extended.

Photoshop isn't designed to support large polycount models. This means that you will always need to send low polygon models to Photoshop. You can of course use Decimation Master to reduce polygon counts if necessary. Try to avoid sending models with more than 20,000 to 50,000 polygons to Photoshop unless you have a powerful computer that includes a high end graphics card.

ZBrush will send only the low polygon model and the associated color map (located in the Tool >> Texture Map menu). This means that you must have UVs on your model and must have applied a texture to it before using GoZ to send it to Photoshop. A blank texture is fine.

Once the model is in Photoshop, paint on it however you like. You can use layers, blend modes, unwrap to paint directly on the flattened map and can even display the wireframe on the flat map. When your painting is done in Photoshop, send the texture back to ZBrush by clicking File >> Automate >> GoZPlugIn. Unlike the ZAppLink plugin for ZBrush, you don't need to save your Photoshop file before performing this step. In fact, you don't even have to flatten layers. (If you've turned on the wireframe view in Photoshop be sure to turn it off before returning to ZBrush or the wireframe will become a part of the texture as well.) Your texture will automatically be updated in ZBrush. Any PolyPaint beneath the texture will be unaffected.



INSTALLATION OF GOZ FILES FOR ZBRUSH 4 ON WINDOWS

1. Before performing the upgrade, you should uninstall some scripts from Maya or Cinema 4D if you already have them set up as target GoZ applications:
 - In Maya, remove the GoZ shelf.
 - In Cinema 4D, remove GoZ in the Script Editor and its button from the interface. After upgrading GoZ you will need to go back to the Script Editor and move the GoZ icon to your interface. You should then save your interface.
2. Click Start > Computer and browse to the C:\Users\Public\ folder. Rename this folder to save it as a backup, or simply delete the folder.
3. Open the folder containing the unzipped GoZ upgrade. Copy the included "Pixologic" folder and its contents to your C:\Users\Public\ folder. (It is important to **replace** the original Pixologic folder rather than simply copy over it.)
4. Now browse to the C:\Program files (x86)\Pixologic\ZData\ZPlugs folder (or where you installed ZBrush to if you did not use the default installation settings). Overwrite the GoZ.zsc and the GoZDLL.dll files with the versions located in the downloaded ZBrush 4\ZData\ZPlugs folder. **IMPORTANT:** Never modify the contents of the ZData folder unless (like now) you have been specifically instructed to by Pixologic.
5. Browse to C:\Program files (x86)\Pixologic\ZBrush 4\ZStartup\ExportTemplates (or wherever you have installed ZBrush to) and overwrite the GoZ Binary For Cinema4D.GoZ and the GoZ Binary NoFlags.GoZ with the ones located in the downloaded ZBrush 4\ZStartup\ExportTemplates folder.
6. Launch ZBrush.
7. Go to the Preferences palette >> GoZ and click on the Update all Paths button to search for target applications. For each target application found, install the needed components.
8. When prompted, accept the Windows administrator authorization or enter your administrator login and password, **even if you are currently logged in under an administrator account.**
9. When the search and installation are done, GoZ will be ready for use.



INSTALLATION OF GOZ FILES FOR ZBRUSH 4 ON MAC OS X

1. Before performing the upgrade, you should uninstall some scripts from Maya or Cinema 4D if you already have them set up as target GoZ applications:
 - In Maya, remove the GoZ shelf.
 - In Cinema 4D, remove GoZ in the Script Editor and its button from the interface. After upgrading GoZ you will need to go back to the Script Editor and move the GoZ icon to your interface. You should then save your interface.
2. Using the Finder, locate the Users/Shared/Public/ folder. Rename this folder to save it as a backup, or simply delete the folder.
3. Open the folder containing the unzipped GoZ upgrade. Copy the included "Pixologic" folder and its contents to your Users/Shared/Public/ folder. (It is important to **replace** the original Pixologic folder rather than simply copy over it.)
4. Now browse to the Applications/ZBrushOSX 4.0/ZData/ZPlugs folder. Overwrite the GoZ.zsc and the GoZ.lib files with the versions located in the downloaded ZBrush 4\ZData\ZPlugs folder. **IMPORTANT:** Never modify the contents of the ZData folder unless (like now) you have been specifically instructed to by Pixologic.
5. Browse to Applications/ZBrushOSX 4.0/ZStartup/ExportTemplates and overwrite the GoZ Binary For Cinema4D.GoZ and the GoZ Binary NoFlags.GoZ with the ones located in the downloaded ZBrush 4\ZStartup/ExportTemplates folder.
6. Launch ZBrush.
7. Go to the Preferences palette >> GoZ and click on the Update all Paths button to search for target applications. For each target application found, install the needed components.
8. When prompted, accept the Mac OSX administrator authorization by entering your administrator login and password, **even if you are currently logged in under an administrator account.**
9. When the search and installation are done, GoZ will be ready for use.