

Pixologic Releases GoZ Update 1 for ZBrush 4

Pixologic, Inc., maker of the Award-Winning ZBrush is pleased to announce the latest release of **GoZ Update 1 for ZBrush 4**

ZBrush is the leading 2D/3D digital sculpting application, integrating and expanding all processes of artistic imagination and digital creation without the usual technological restraints.

ZBrush's instant feedback and real-time response makes working within ZBrush feel like real-world sculpting and painting, allowing the artist complete freedom of expression. This is exemplified by a plethora of groundbreaking creations and images in blockbuster movies, games and many other industries.

ZBrush and Go!

With **GoZ**, artists can seamlessly connect ZBrush projects with other applications, sending assets to and from ZBrush with the click of a button. This makes it exceptionally simple to use other programs for CAD-style modeling and animation while also staying inside ZBrush's customizable user interface to conceptualize, create, complete and render high quality artwork quickly and efficiently. Use each program for its strengths and move smoothly between the two!

GoZ Update 1 for ZBrush 4 now brings Photoshop support.

As part of its commitment to expanding the capabilities of GoZ, Pixologic has added Photoshop support as part of GoZ Update 1 in addition to expanding support for new versions of its previously supported applications.

For those that have the Extended version of Photoshop CS4 or CS5, GoZ now makes it possible to paint directly on to the model's texture rather than using PolyPaint. As a result, texture painting can be completely independent of the model's resolution.

Paul Gaboury, 3D Applications Engineer at Pixologic explains:

"By simply clicking the GoZ button you can send the model and its texture to Photoshop. There, paint whatever you like in full 3D. You can even flatten the map and paint in 2D - with or without a visible wire frame! When done, you can send your model back to ZBrush via GoZ and the texture will automatically update so that you'll be ready to continue working."

With GoZ there is no need to invest time in setting up shading networks for normal, displacement and texture maps. With a single click of a button, GoZ will transfer the mesh to a GoZ-enabled application of choice and instantly set up all the appropriate shading networks. Upon sending the mesh back to ZBrush, GoZ will automatically remap the existing high-resolution details to the incoming mesh. GoZ will take care of simple operations such as correcting points & polygons order as well as more advanced operations that require complete remapping. The updated mesh is immediately ready for further detailing, map extractions and transferring to any other GoZ-enabled application.

Software supported by GoZ

- Maya 2009, 2010, 2011, 2012
- 3DSMax 2009, 2010, 2011, 2012
- modo 401 SP4-5, 501 SP1-SP2
- Cinema4D R11, R12
- Photoshop CS4 Extended, CS5 Extended

*Note: Mac users need to use the 32-bit version of Photoshop.

For the latest GoZ information visit: www.gozbrush.com.

Additional information

Pricing and Availability

ZBrush 4 (for Win and Mac) retails for USD \$699.00 ZBrush 4 is a free upgrade for all ZBrush registered users.

ZBrush 4 can be purchased and downloaded online at **Pixologic's e-store**

ZBrush is also available from Pixologic-authorized resellers for both Windows and Mac platforms. A trial version for both Windows and Macintosh is available here: <http://www.pixologic.com/zbrush/trial/>

About ZBrush

ZBrush is an integrated modeling, texturing, and illustration environment. ZBrush's innovative set of real-time, sculpting, texturing, and deformation tools is used in major film studios and game companies worldwide. It is also used extensively in concept design, comic illustration, toy and collectible industries, rapid prototyping as well as scientific illustration.

ZBrush's instant feedback and real-time response makes it the most natural feeling digital sculpting tool available today. As a stand-alone application, ZBrush offers tremendous flexibility and appeals to a wide audience.

About Pixologic

Founded in 1997, Pixologic Incorporated develops and markets innovative software tools for the film and video, games and illustration markets. Pixologic is privately owned and is located in California, with offices in Los Angeles, the San Francisco Bay Area and France.

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