



## MANUAL INSTALLATION OF GOZ FILES

Before resorting to a manual installation of GoZ try first to do a force re-install by using the function of the same name, found in the Preferences > GoZ menu. For more information about standard GoZ installation and operation, read the New Features PDF found in your ZBrush 4.0\Documentation folder.

Should forced re-installation not work, please follow the appropriate steps below for manual installation of GoZ.



### MANUAL INSTALLATION OF GOZ FILES FOR ZBRUSH 4 ON WINDOWS

You must 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.

#### 3D Studio Max:

- First, make sure that 3D Studio Max is not running before continuing.
- Click Start > Computer and browse to the 3D Studio Max application folder. (For example, the default location for the 3D Studio Max 2011 application folder is "C:\Program Files\Autodesk\3ds Max 2011".)
- Copy the file "C:\Users\Public\Pixologic\GoZApps\Max\Macro\_GoZ.ms" into the 3D Studio Max application's "Scripts\Startup" sub-folder.
- Now launch 3D Studio Max. At startup, it will automatically install a new GoZ menu in Max.

#### Cinema 4D:

- First, make sure that Cinema 4D is not running before continuing.
- Click Start > Computer and browse to Cinema 4D application folder. (For example, the default Cinema 4D R11.5 application folder is "C:\Program Files\MAXON\CINEMA 4D R11.5".)
- Copy the file "C:\Users\Public\Pixologic\GoZApps\Cinema4D\GoZBrushFromCinema4D.csc" into the C4D installation folder's "library\scripts" sub-folder.
- Launch Cinema 4D, open the script manager and select the "GOZBRUSHFROMCINEMA4D" script. Drag and drop the "GoZ" icon where you want in the Cinema 4D UI, then save your layout.

#### Maya:

- First, make sure that Maya is not running before continuing.
- Click Start > Computer and browse to the Documents folder that contains your Maya configuration files such as: C:\Users\\Documents. (The exact folder path may vary depending on your Windows version.) Locate any "userSetup.mel" file that you may find in any "scripts" sub-folder. There is a "scripts" sub-folder directly at the root of "[My Documents]\Maya", but there is also one "scripts" sub-folder for every Maya version. For example, in sub-folders "2009", "2009-x64", "2010", ...
- In each "userSetup.mel" file found, open the file with Notepad.exe and inserts this line at the beginning: `eval("source \"C:/Users/Public/Pixologic/GoZApps/Maya/GoZBrushToMaya.mel\"");`
- If you did not find any "userSetup.mel", then copy the file "C:\Users\Public\Pixologic\GoZApps\Maya\userSetup.mel" into the "scripts" sub-folder within the "[My Documents]\Maya" folder.
- Now launch Maya. At startup, it will automatically install the new GoZBrush shelf in Maya.

## modo:

*Note: modo 501 uses the same GoZ files as modo 401.*

- First, make sure that modo is not running before continuing.
- Click Start > Computer and browse to the modo application folder. (For example, the default modo 401 SP5 application folder is "C:\Program Files\Luxology\modo\401 sp5".)
- Copy the file "C:\Users\Public\Pixologic\GoZApps\modo\ GoZ\_Cat401.cfg" into the modo application's "resrc" sub-folder.
- Also copy the file "C:\Users\Public\Pixologic\GoZApps\modo\[version]\gozio.lx" into the modo application's "extra" sub-folder, where [version] is your modo version ("Modo401 - 32bits", "Modo501 - 64bits", etc).

## Photoshop:

- First, make sure that Photoshop is not running before continuing. Please note that GoZ for Photoshop requires Photoshop CS4 or CS5 "Extended". It will not work with earlier versions of Photoshop.
- Click Start > Computer and browse to the Photoshop application folder. (For example, the default location for the Photoshop CS4 64-bit application folder is "C:\Program Files\Adobe\Adobe Photoshop CS4".)
- Open the "Plug-ins" folder and create a folder named "GoZ"
- Copy the file "C:\Users\Public\Pixologic\GoZApps\Photoshop\GoZPlugIn[64].8li" into the newly created "Plug-ins\GoZ" folder. (For Photoshop 32-bit, the file to copy is GoZPlugIn.8li, for Photoshop 64-bit, the file to copy is GoZPlugIn64.8li)
- If you have both 32-bit and 64-bit versions of Photoshop installed, do this operation for both versions.
- Now launch Photoshop. At startup, it will automatically create a new entry in the File > Automation menu which lets you send your texture back to ZBrush after editing it in Photoshop. You don't need to save your PSD file before doing this operation



## MANUAL INSTALLATION OF GOZ FILES FOR ZBRUSH 4 ON MAC OS X

When prompted, don't forget to enter the login and password of a user account which has administrator privileges. This is necessary even if you are logged onto your computer under an account which has such privileges.

## Cinema 4D:

- First, remove any GoZ script you may have in Cinema 4D (left over from a previous version of ZBrush): Launch Cinema 4D, open the script manager and delete the script "GOZBRUSHFROMCINEMA4D". Following this, exit Cinema 4D and make sure that Cinema 4D is no longer running before you continue.
- Open a Finder window and locate the installation folder of Cinema 4D (/Applications/MAXON/CINEMA 4D R11.5 by default).
- Copy the file "/Users/Shared/Pixologic/GoZApps/Cinema4D/GoZBrushFromCinema4D.csc" into the Cinema 4D's "library/scripts" folder.
- Now launch Cinema 4D, open the script manager and select the script "GOZBRUSHFROMCINEMA4D". Drag and drop the "GoZ" icon where you want in the Cinema 4D UI, then save your layout.

## Maya:

- First, launch Maya and check if you have a shelf "GoZBrush" button (left from previous version of ZBrush). If so, delete it. Now exit Maya and make sure that Maya is not running anymore before continuing.
- Open a Finder and go to the "/Users/Shared/Autodesk/Maya" folder.
- Search for any "userSetup.mel" file that might be located in any "scripts" sub-folder. (There is a "scripts" sub-folder directly at the root of "/Users/Shared/Autodesk/Maya", but there is also one "scripts" sub-folder for every Maya version. These are located in sub-folders "2009", "2010", etc.) For each "userSetup.mel" file found, edit the file using TextEdit and insert this line at the beginning: `eval("source "/Users/Shared/Pixologic/GoZApps/Maya/GoZBrushToMaya.mel"");`
- If you did not find any "userSetup.mel", copy the file "/Users/Shared/Pixologic/GoZApps/Maya/userSetup.mel" into "/Users/Sha-

red/Autodesk/Maya/scripts”.

- Now launch Maya. It will automatically install the new GoZBrush shelf in Maya at startup.

## **modo:**

*Note: modo 501 uses the same GoZ files as modo 401.*

- First, make sure that modo is not running before continuing. Remove GoZ files you may have installed in modo’s preferences for previous versions of ZBrush: Open a Finder and go to the folder named “/Users/[UserName]/Library/Application Support/Luxology”. (Replace [UserName] with your user name.) Remove the “GoZ\_Cat401.cfg”, “GoZ\_KeyShortcut.CFG” and “GoZBrush.png” files from the “Configs” sub-folder.
- Using the Finder, locate the modo application (by default “Applications/modo.app”).
- Right-click (or CTRL+Click) on the modo application, then choose “Show package contents”.
- Copy the following files into the modo application package’s “Contents/Resources” sub-folder: “/Users/Shared/Pixologic/GoZApps/modo/GoZ\_Cat401.cfg” and “/Users/Shared/Pixologic/GoZApps/modo/GoZ\_KeyShortcut.cfg”.
- Copy the file “/Users/Shared/Pixologic/GoZApps/modo/[version]/gozio.lx” into the modo application package’s “Contents/Extras” folder, where [version] is your modo version (“Modo401 - 32bits”, “Modo501 - 64bits”, etc).

## **Photoshop:**

- First, make sure that Photoshop is not running before continuing. Please note that GoZ for Photoshop requires Photoshop CS4 or CS5 “Extended”. It will not work with earlier versions of Photoshop.
- Open a Finder window and go to the Photoshop application folder, located in your computer’s Applications directory.
- Open the “Plug-ins” folder. If there is already a folder named “GoZ”, remove it completely, then create a new folder named “GoZ”.
- Copy the file “/Users/Shared/Pixologic/GoZApps/Photoshop/GoZPlugIn.plugin” into the newly created “Plug-ins/GoZ” folder.
- Now launch Photoshop. At startup, it will automatically create a new entry in the File > Automation menu which lets you send your texture back to ZBrush after editing it in Photoshop. You don’t need to save your PSD file before doing this operation