

GoB for Bmesh

I. INSTALLATION

Open the archive and extract files like this:

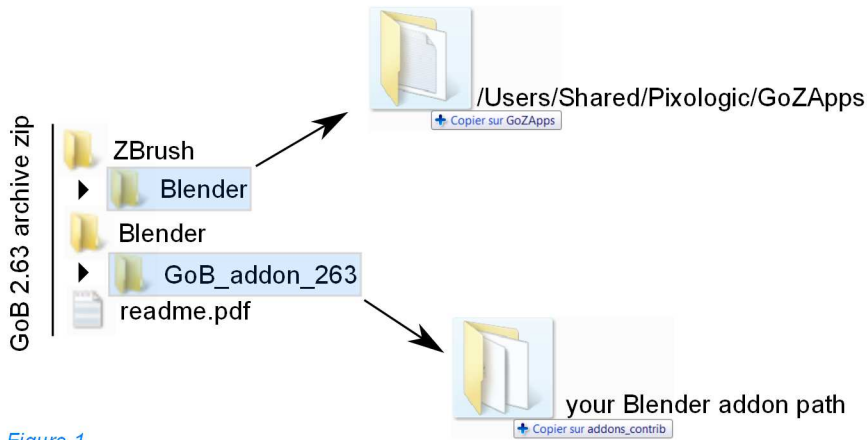


Figure 1

II. CONFIGURATION

Open ZBrush and go to the menu 'Preferences' > 'GoZ' > 'path to Blender' and search for the Blender application (fig. 3).

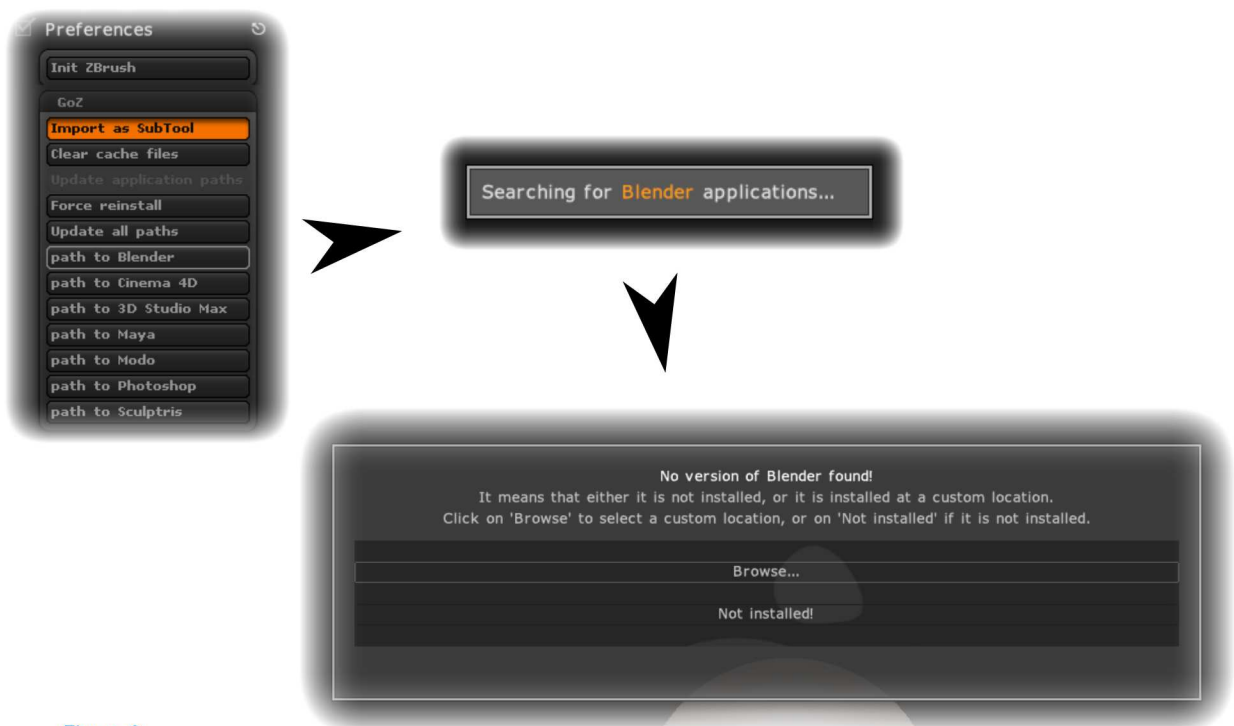


Figure 3

(You need to point to the blender.app file, so use the 'Browse' option)

When done, you can switch between GoZ Apps (select the 'R' button in the GoZ panel [fig. 4](#)).



Figure 4

Now open Blender and go to '*User Preferences...*' > '*Add-Ons*' and search for '*gob*' then tick it. A brush icon appears on the top info bar ([fig. 5](#)).

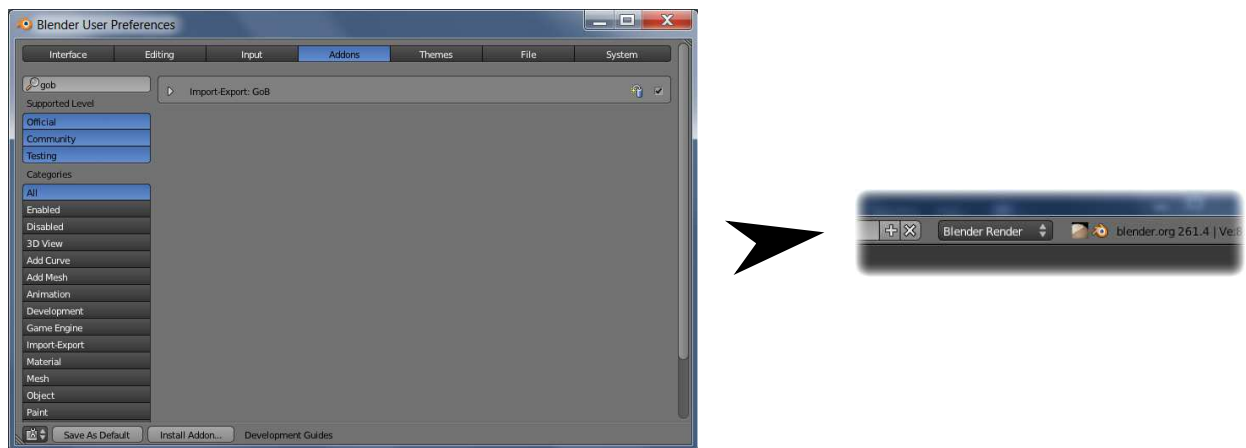


Figure 5

- If the addon is not in the Blender addons list, you dont have proper installed the addon.

III. USING GOB

The better way is to open both Blender and ZBrush.

- To send a mesh from Blender to ZBrush you need to select one or more objects and click on the brush icon.
- To send subtools from ZBrush to Blender you need to click on the 'GoZ' button (or 'All' / 'Visible'), then in Blender click on the Blender 'icon'. It is not automatic.

In ZBrush do not forget to switch GoZ to Blender (with the use of the 'R' button).

