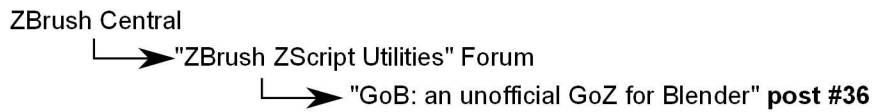


GoB

I. FIRST INSTALLATION

If you have never installed GoB for Blender 2.5x before, you need to follow this easy steps:

- Download from ZBrush Central the zip archive for your OS:



- Open the archive and extract the 'ZBrush' directory contents to the 'GoZApps' path ([fig.1](#)):

Windows: *C:/Users/Public/Pixologic/GoZApps*

Mac */Users/Shared/Pixologic/GoZApps*

- Then extract the 'Blender' directory contents to your 'scripts' path ([fig.1](#)):

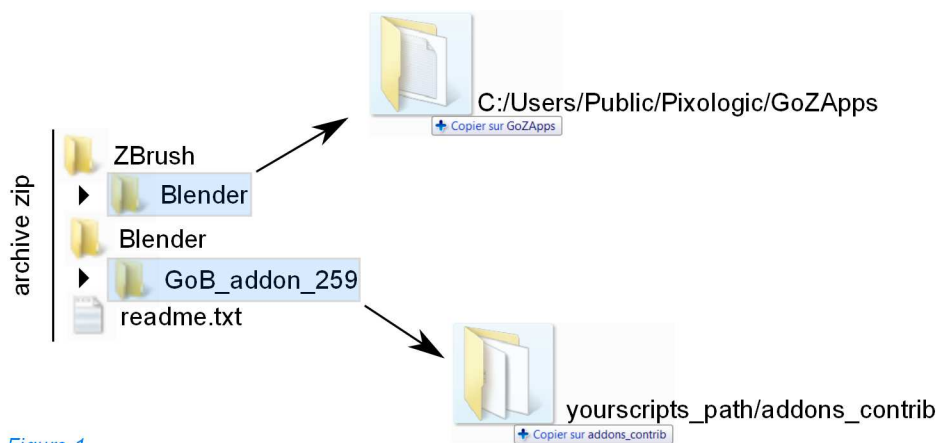


Figure 1

The 'scripts' path is a folder that contain an other folder named 'addons_contrib'. You can put inside this directory all of your addons downloaded from the Internet. While doing that you can setup many scripts configuration for many different copy of Blender. But Blender need to point to the folder that contain this 'addons_contrib' folder ([fig.2](#)):

Open the 'Blender User Preferences'.
Select the 'File' tab and point the 'Scripts' row to your script path that contain the 'addons_contrib' folder. Click on 'Save As Default' and quit Blender.
Now to install an addon, just copy it inside the 'addons_contrib' folder.
But to active it, you need to open the 'Addons' tab and select the script row to tick the box.

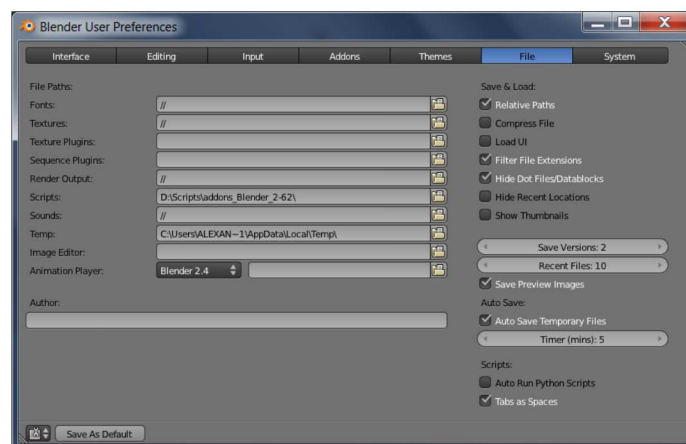


Figure 2

II. UPDATING THE SCRIPT

In most cases, to update GoB you just need to replace the '*ext_GoB.pyc*' file which is in your '*addons_contrib*' folder. For GoB for Blender 2.62, you need to replace the '*ext_GoB.pyc*' and you can replace the '*__init__.py*' file.

On Mac, if you replace the '*__init__.py*' file, you need to edit the line 44 and the line 210 (it is a text file).

The line 44 must be:

```
pathGoZ = "/Users/Shared/Pixologic"
```

and not

```
pathGoZ = "C:/Users/Public/Pixologic"
```

The line 210 must be:

```
os.system("{0}/GoZBrush/GoZBrushFromApp.app/Contents/MacOS/GoZBrushFromApp".format(pathGoZ))
```

and not

```
os.system("{0}/GoZBrush/GoZBrushFromApp.exe".format(pathGoZ))
```

III. CONFIGURE GOB

In ZBrush, go to '*Preferences*' > '*GoZ*' > '*path to Blender*' and search for the Blender application (fig. 3).

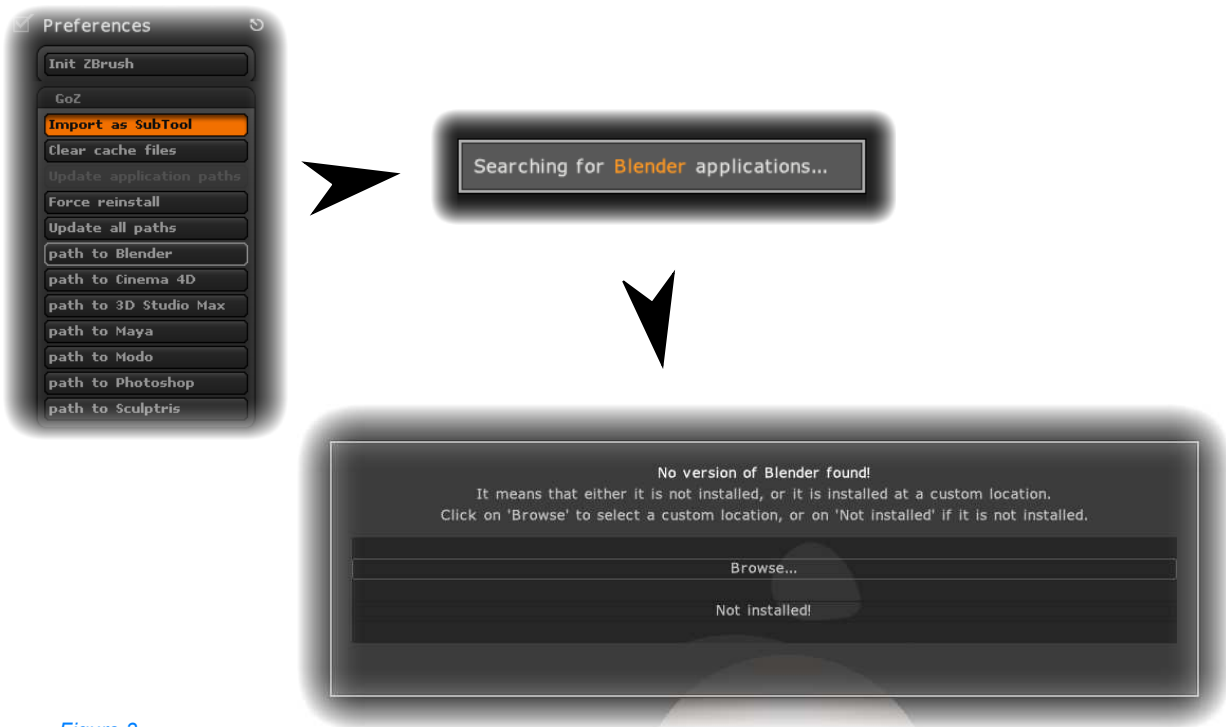


Figure 3

Now you can switch between GoZ Apps (fig. 4).

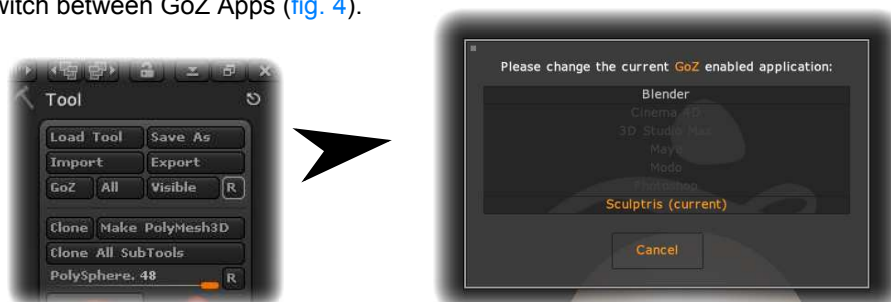


Figure 4

In Blender, go to 'User Preferences...' > 'Add-Ons' and search for 'gob' then tick it. A brush icon appears on the top info bar (fig. 5).

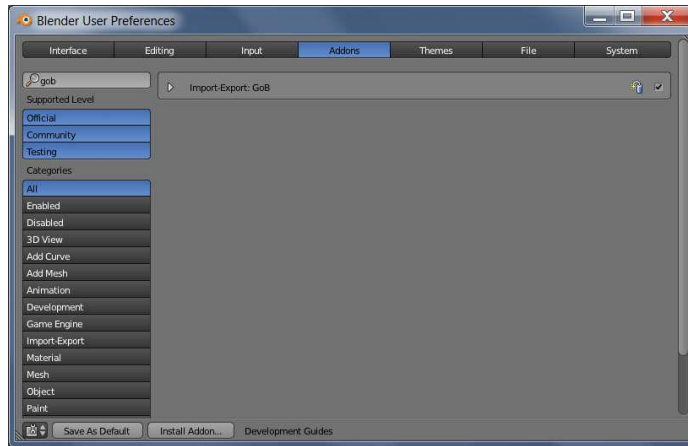


Figure 5



- If the addon is not in the Blender addons list, you dont have proper installed the addon (see Chapter I.First Installation).
- If you cannot tick the box because it is unchecked automatically, open the Blender console and report me the errors inside it.

III. USING GOB

The better way is first to open both Blender and ZBrush.

In ZBrush, just click on the 'GoZ' button (or the 'All' or the 'Visible' button). ZBrush export the low poly from the disk.

Then you have to click on the Blender icon (inside Blender) each time you want import the exported object.



In Blender, click on the brush icon to export a mesh to ZBrush which load automatically it as a subtool (by default).