

im relatively new to z brush and dcided to try the normal map for max tutorial on zclassroom.

i followed all the steps in the video but no matter how many times i try with different normal maps i get unusable normal maps.

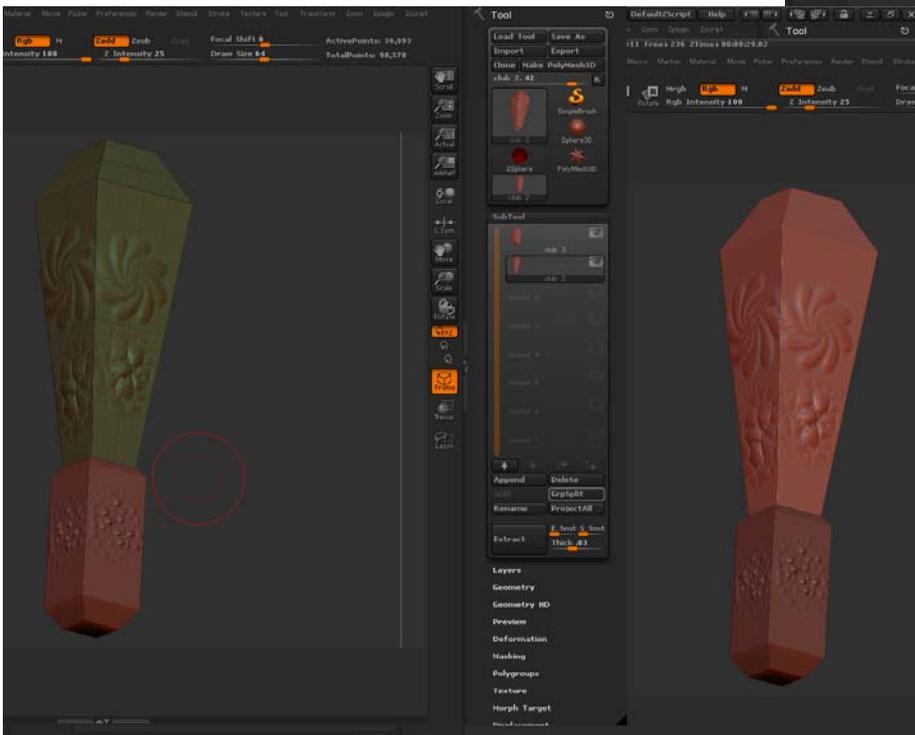
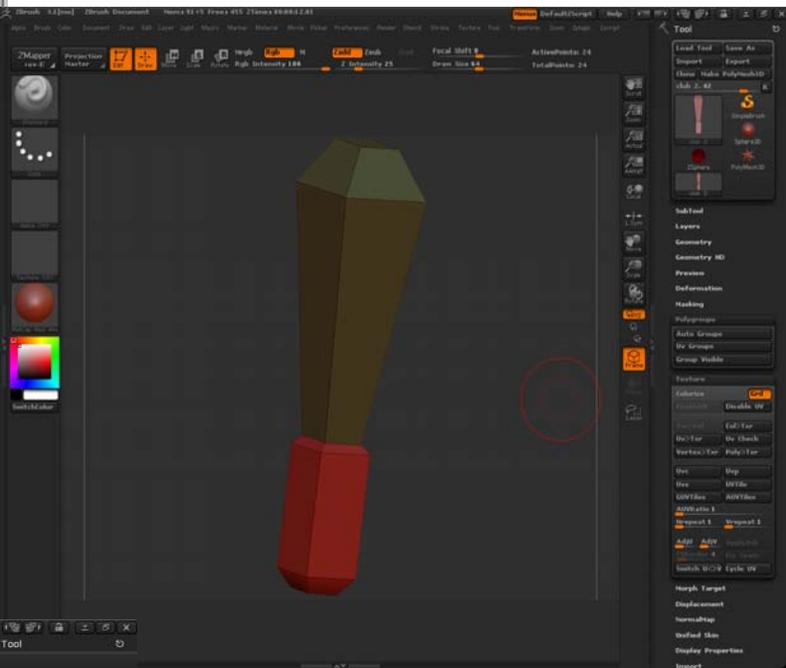
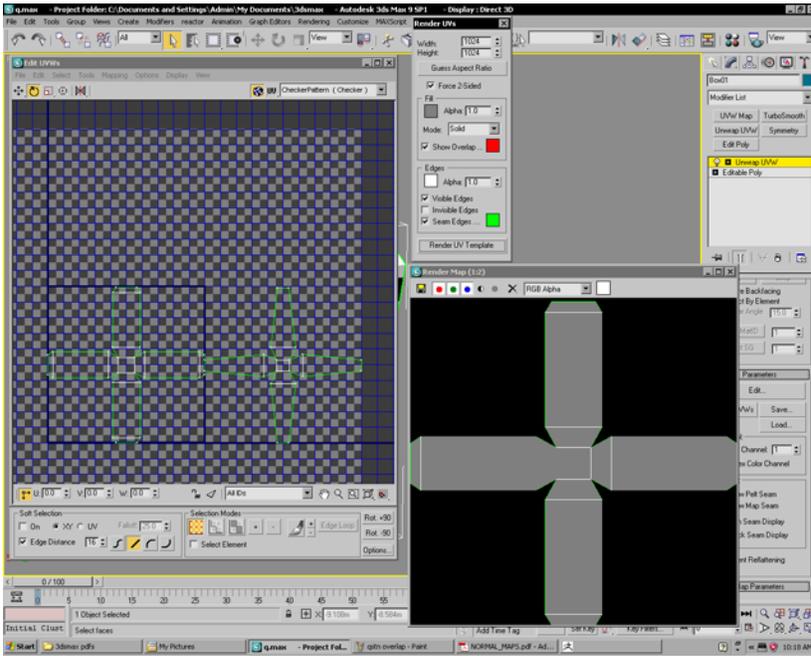
here is my workflow:

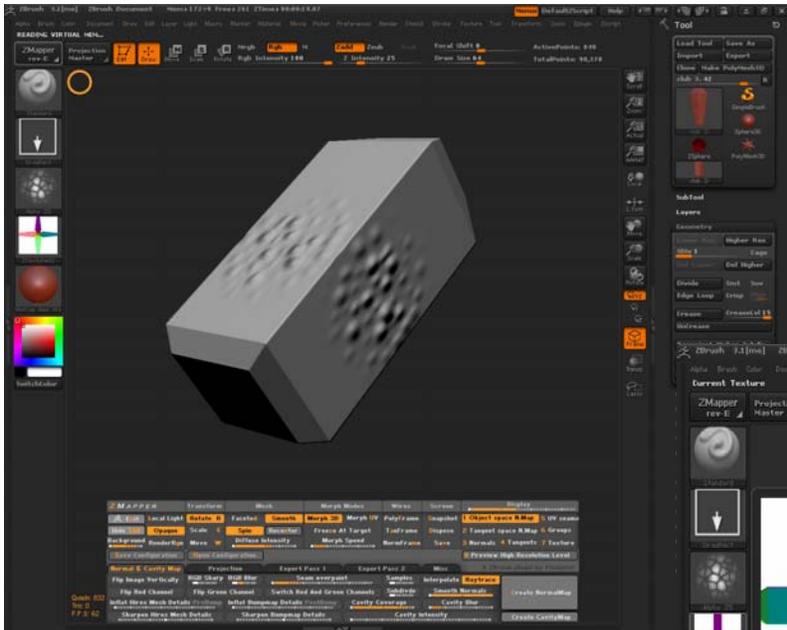
1. Unwrapped in max and offset uvs to enable polygrouping in zbrush just like the tut said.

2.imported into zbrsh n polygroups r fine

3.turned polygroups into subtools using 'grpsplit' button

4.sudivided and added few details 4 each subtool ...

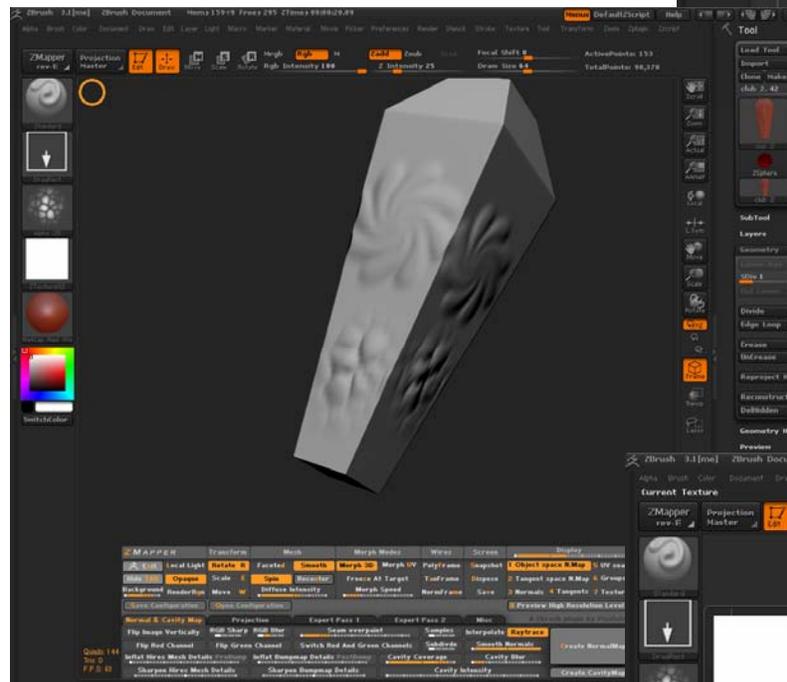
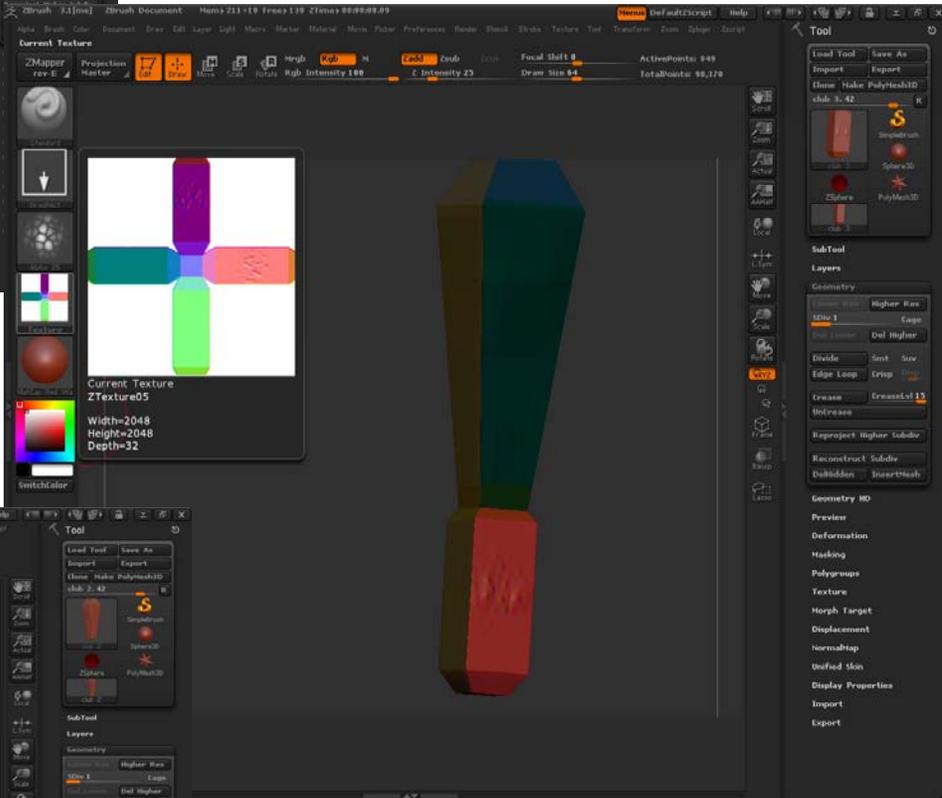




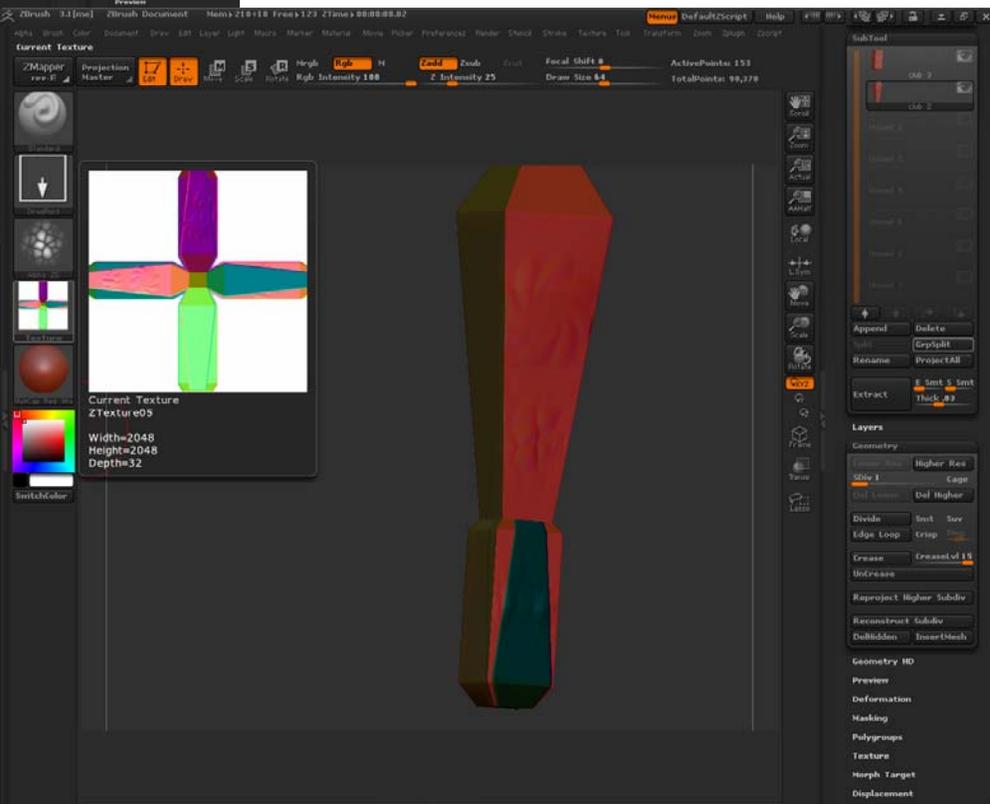
then went on and created normal map 4 the bottom(shorter) subtool.

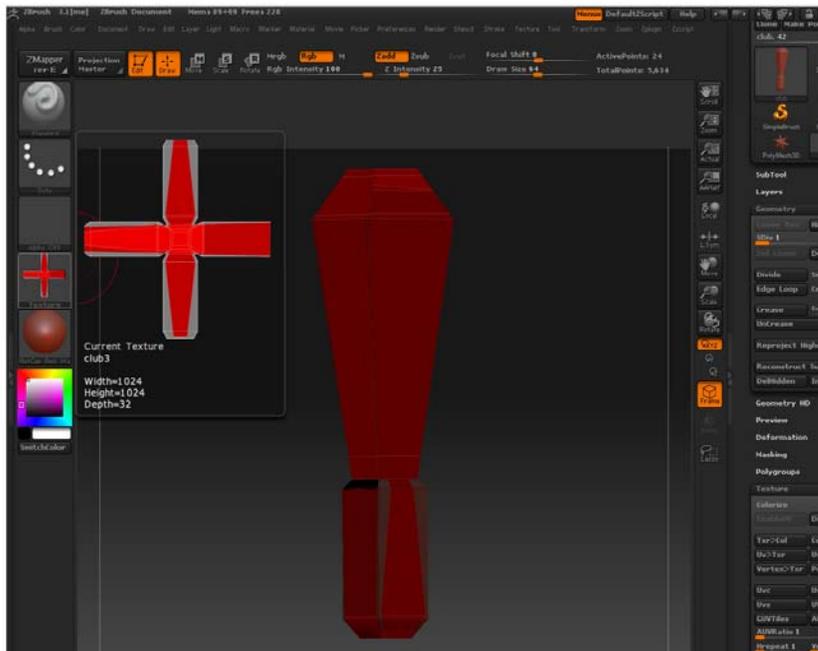
5.normal map looks ok

6.created normal map 4 top part but..



7.in the texture, normal map 4 this part is overlaid on top of the previously generated one(for the shorter part).





8.i turn off texture and do a uv check.it seems the 2 uv groups r on top of each other hence unusable..wtf.....this dint happen in the zclassroom tutorial yet i followed everystep!!

9.i try polypainting on this uv and the same thing happens.

NB without the offset uvs(4 polygrouping) i dont xperience this problem and everything is usually just fine.

i hope this isnt too noob

what am i doing wrong? please help me out. thnx