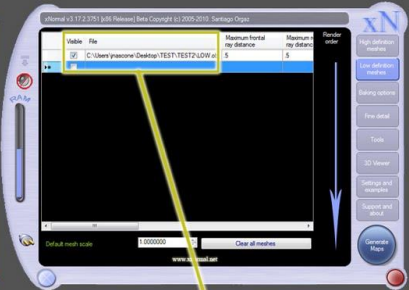


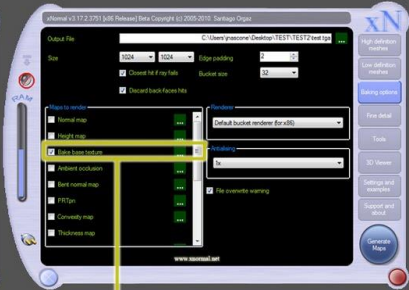
4 Import your exported obj high res into the far left tab followed by your exported diffuse under the "base textures to bake" tab. Make sure you scale the obj to 14



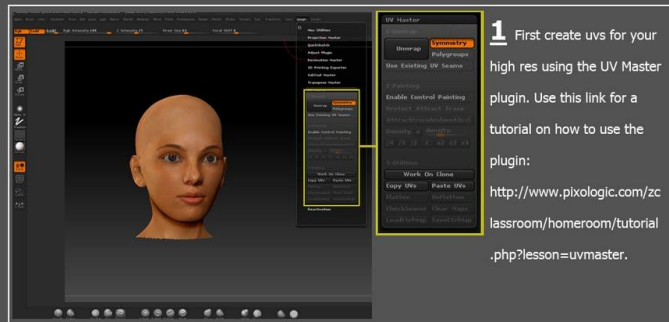
side note: you may need to flip the uvs you export from Zbrush into photoshop for the texture to read and bake correctly on the low res mesh.



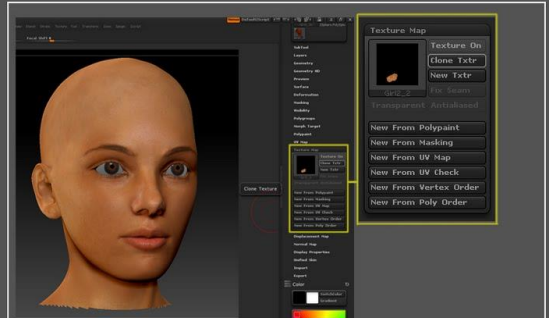
5 Import your exported obj low res into the far left tab. Enter your max ray distances into the next tabs and once again scale the obj to 14. (you can find the max ray distance numbers here: Tools> Ray distance calculator)



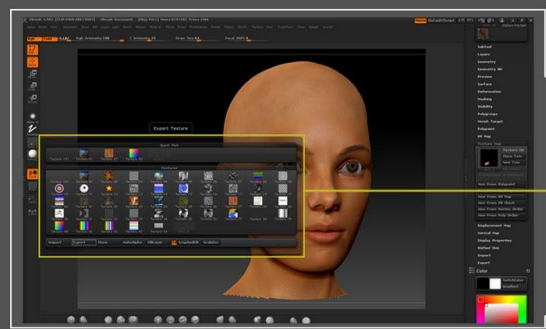
6 Check Bake base texture, put in your output location and numbers then click Generate Maps



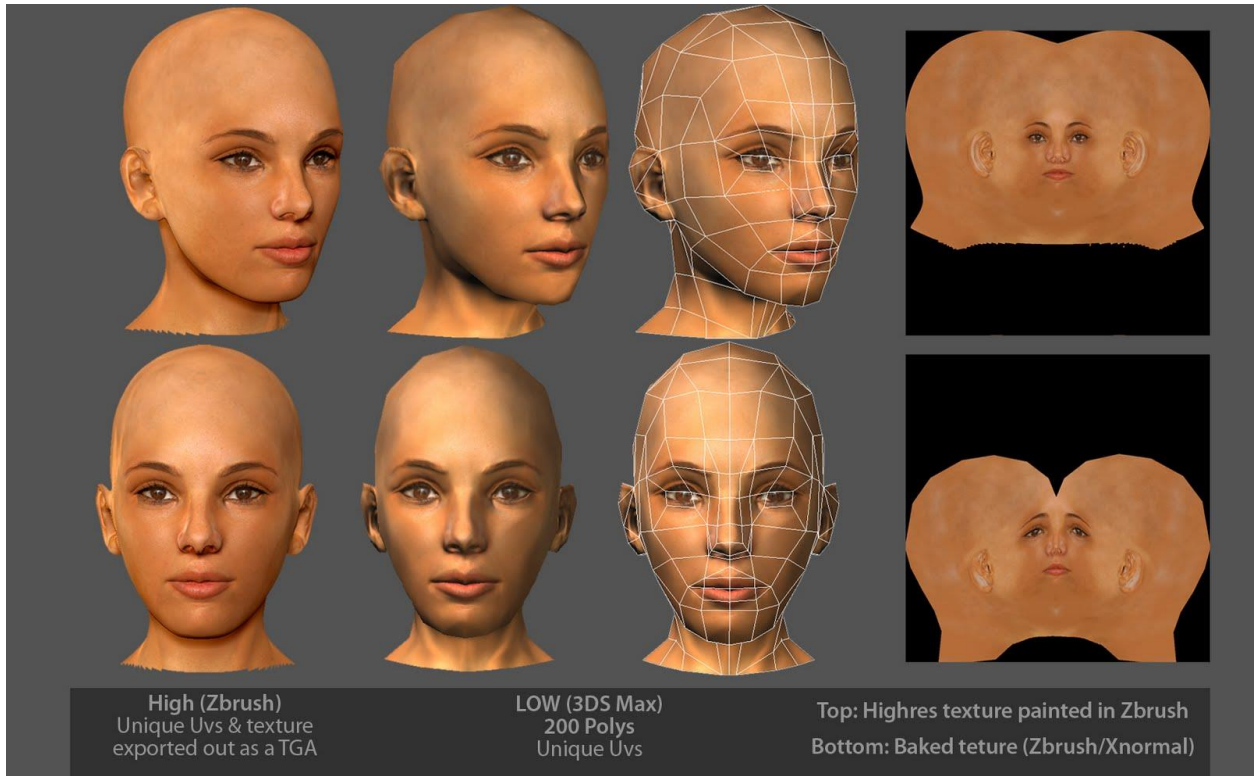
1 First create uvs for your high res using the UV Master plugin. Use this link for a tutorial on how to use the plugin: <http://www.pixologic.com/ztclassroom/homeroom/tutorial.php?lesson=uvmaster>.



2 Once you have a polypainted texture for your mesh, you will want to export it to other applications. To do so select the size of the texture map you want under Tools>UV Map. Make a clone of your texture which it will store into your texture bank on the far left.



3 Now select the texture (usually placed in the lower right of window), then choose export.



High (Zbrush)
Unique Uvs & texture
exported out as a TGA

LOW (3DS Max)
200 Polys
Unique Uvs

Top: Highres texture painted in Zbrush
Bottom: Baked teture (Zbrush/Xnormal)