

How to perform high-to-low poly baking using an external tool?

If you are familiar with certain texture baking tools like ZBrush, Wrap3D, xNormal, or Substance Painter, you can manually export the high and low poly meshes from Headshot and perform texture baking using these tools. Here is a simplified workflow:

- 1) Save the meshes from the Refined Mesh step.
- 2) Go to the designated folder for saving, where you will find :
 - The 03_RefineMesh.obj is the CC Mesh, which refers to the target mesh.
 - The 00_SourceMesh.obj is the source mesh.
- 3) Now you can use these two models in your familiar software to proceed with the high-to-low poly baking process.

Reallusion FAQ

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