

Using ZBrush GoZ instead of Face Tools to transfer the character back to CC, the mesh becomes distorted.

Cause: ZBrush Face Tools sends the character to ZBrush in t-pose. The same character must also assume the t-pose when it is brought back from ZBrush to CC.

Solution: When bringing the ZBrush character back to CC, it must first assume the t-pose. Or, use the **Update to CC** function in Face Tools, if additional GoZ functionalities are not needed.

Reallusion FAQ

<https://kb.reallusion.com/Product/53153/Using-ZBrush-GoZ-instead-of-Face-Tools-to-transfer-the-character>