

The character appears shrunken in ZBrush when utilizing the Create New function in CC Face Tools.

**Cause:** When a character is first sent to ZBrush using the Create New option, the mesh will shrink slightly from being smoothed.

**Solution:** None, this is the expected ZBrush behavior.

Reallusion FAQ

<https://kb.reallusion.com/Product/53154/The-character-appears-shrunken-in-ZBrush-when-utilizing-the-C>