The character looks different in CC and ZBrush after several rounds of Relink and Update.

Cause: Due to smoothing of the model every time it is updated to CC, the character will continue to shrink over several rounds of relinking. Over several iterations, the differences become stark.

Solution: If the problem stems from ZBursh, it’s best to keep updating the model from ZBrush to CC and avoid using **Relink** in CC.