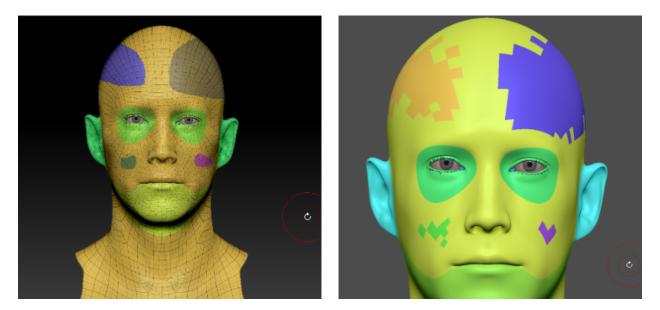
Cause: Polycount between CC and ZBrush aren't matching.

Solution: The only solution is to reduce both models in CC and ZBrush to the base subdivision.



Reallusion FAQ https://kb.reallusion.com/Product/53160/Polygroups-assigned-above-Subdiv-1-do-not-yield-accurate-resu