

Adjusting polypaint in ZBrush leads to artifacts in the texture map.

Cause: A polypaint layer with morph influence can cause a bug to occur with ZBrush preview.

Solution: Click on the **Texture Map > Fill Mat** button to resolve this issue.



Reallusion FAQ

<https://kb.reallusion.com/Product/53161/Adjusting-polypaint-in-ZBrush-leads-to-artifacts-in-the-texture-m>