

Unexpected border lines appear when wrinkle diffuse textures are updated in CC from ZBrush.

**Cause:** Differences in the way the masks are calculated.

**Solution:** Before exporting the wrinkle maps, convert the Base mesh diffuse map to polypaint.



Reallusion FAQ

<https://kb.reallusion.com/Product/53162/Unexpected-border-lines-appear-when-wrinkle-diffuse-textures-a>