The diffuse texture looks different between ZBrush and CC.

Cause: CC will only send the diffuse map over to ZBrush. So other shader settings in CC will make the final look deviate from what is seen in ZBrush.

Solution: Reset the CC shader parameters before transferring the diffuse map to ZBrush.



Reallusion FAQ
https://kb.reallusion.com/Product/53163/The-diffuse-texture-looks-different-between-ZBrush-and-CC