

New Workflow for modo and ZBrush Users

Luxology and Pixologic Collaborate in this Product. New GoZ Feature Enables a Powerful Yet Simple Workflow Between modo® and ZBrush®

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3D artists announced GoZ for modo® feature from Pixologic, which improves the workflow between ZBrush, Pixologic's premiere organic sculpting and texture tool, and modo, the 3D modeling, painting and rendering software from Luxology®. Luxology and Pixologic worked closely together to optimize the mesh geometry transfer between these two computer graphics applications to give users a more seamless and combined workflow.

"GoZ for modo opens new opportunities and maximizes workflows for artists and designers from all backgrounds," said Brad Peebler, president and co-founder of Luxology. "By bringing these two modern 3D applications together through GoZ, modo and ZBrush users will experience a significant increase in time savings and efficiency."

GoZ is a feature within ZBrush that automatically transfers mesh geometry and normal, displacement, and texture maps into modo and back again. This ability to easily move between two complementary applications offers tremendous freedom to artists, who use each product at different phases of the creative process. With GoZ, modo can be used to create a base model, such as a human head, to provide the basic anatomy. This model can then be instantly transferred to ZBrush via GoZ for brush-based addition of scars, warts and wrinkles. The enhanced model can then be passed back to modo to create the final rendered output files.

"I use both modo and ZBrush in tandem to create detailed characters that are lightweight enough to run in a game engine," said John Hayes, lead character artist at Sega Studios. "I've found that GoZ unites the two most innovative 3D applications today, and modeling game characters within modo and ZBrush has never been easier."

Six-time Academy Award® winning makeup effects artist, Rick Baker, creates stunning digital renditions of creatures of all kinds using both modo and ZBrush. Baker's experience working with GoZ is summed up

by his recent comment:

"Using GoZ, ZBrush models can instantly be opened and rendered in modo and you can make changes in either application with ease, which is the feature I have been waiting for. Thank you, Pixologic and Luxology, for continuing to make your outstanding applications even better."

"Pixologic is always searching for new ways to improve its products and provide its customers with more efficient services," said Jaime Labelle, COO at Pixologic. "GoZ for modo is a direct result of requests from our users for greater ease-of-use between these two products and we look forward to continued successful collaboration with Luxology moving forward."

More Information at: www.gozbrush.com. Image and Videos Courtesy of Pixologic Inc.