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ZBrush Plugin Ref Switcher

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ZBrush Plugin Ref Switcher: Switch between the reference and the camera angles you want to use with just one hotkey!

Compatibility: Beginning with ZBrush 2019, 64 bits and up

How to do 3D modeling and video editing and content creation?

You can use "ZBrush Plugin Ref Switcher".

Where can I download the product?

After subscription, You can download it for free from here.

Installation:

- Extract RefSwitcher.ZIP to \Pixologic\ZBrush 20XX\ZStartup\ZPlugs64
- Restart Zbrush
- Ref Switcher: Ref Switcher will be visible within Zplugins. Zplugins panel.

Fixed Bugs:

- Auto switching to the final project.
- Incorrect camera loading when using Close Zoom.

NOTE: Release 1.3 will not work with the previously saved views.

What is ZBrush Plugin Ref Switcher?

a feature or functionality related to video editing, 3D modeling, or some other content creation software. The ability to switch between reference and camera angles with a single hotkey can be a convenient and efficient way to work, especially in applications used for animation, modeling, or video production.

In such software, the "reference" angle might refer to a static or pre-defined view that you use for reference while working on your project, and the "camera" angle would be the perspective from which you're actively working or rendering. This kind of feature can enhance workflow and make it easier for users to compare their work to a reference or switch between different viewpoints quickly.

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