



GN ImportExport v2.70 – ZBrush/Maya Import/Export Tool

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GN ImportExport v2.70 – ZBrush/Maya Import/Export Tool: The GN ZBrush/Maya Import/Export Tool is a script package designed for efficient file exchange between ZBrush and Maya. It streamlines importing and exporting multiple objects, offering superior speed compared to ZBrush's native GoZ plugin, particularly with larger object sets.

By providing a reliable and efficient alternative to the native GoZ plugin, the GN ZBrush/Maya Import/Export Tool enhances the workflow efficiency for artists working across both Maya and ZBrush platforms.

- Rapid switching between Maya and ZBrush environments.
 - Batch import/export functionality for handling multiple objects simultaneously.
 - Support for MayaAscii and OBJ file formats, accommodating various features such as creases, playgroups, and vertex color.
- Initially developed for Maya 2019, the tool is optimized for Maya versions from 2022 onward. However, older versions of Maya are still supported up to release 2.70.
- Compatibility with ZBrush spans versions 2021 and beyond.
 - Note that the tool is exclusive to Windows OS.



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