



Zbrush Tiling Tools v1.0.1

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Zbrush Tiling Tools v1.0.1: This ZBrush Ztool is meticulously crafted to simplify the process of sculpting tiling textures, particularly when combined with the WrapMode setting. It includes a subtool designed to help you frame your tile perfectly on the canvas with just a press of the F key. Additionally, it utilizes a texture that can be adjusted to mask the range beyond the tile, accessible under Texture Map > Transparency. Alternatively, you have the option to turn off the texture altogether.

To further streamline your workflow, I've included a convenient macro that automatically duplicates and offsets extra subtools (similar to the offset filter in Photoshop). This ensures that any additional subtools you add to the tool will seamlessly tile when baked to a texture. With these features, sculpting tiling textures becomes a breeze, allowing you to focus on unleashing your creativity without the hassle of manual adjustments.



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