



ZWrap 2023.12.3 for ZBrush (WIN)

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ZWrap 2023.12.3 for ZBrush (WIN): ZWrap is a ZBrush® plugin designed to streamline the process of fitting pre-existing topology to your models. This tool accelerates the conversion of your characters and 3D scans into production-ready topology, providing an efficient and user-friendly interface.

Updates:

- Textures with High Bit Depth: The ZTexTransfer tool now supports projecting textures with high bit depth, including 16 and 32-bit images. This is especially useful for projecting micro-displacement and normal maps within ZBrush®. The tool allows the import and export of high-bit depth textures with support for the EXR format.
- macOS Support: ZWrap is now available for macOS (Intel) users.
- Maxon ZBrush® Compatibility: Full compatibility with the latest version of Maxon ZBrush®.
- Performance Improvements: The wrapping process has become almost two times faster, enhancing overall efficiency.

With ZWrap, expedite your topology conversion process in ZBrush®, ensuring a smooth transition from existing models to production-ready forms.

- Compatibility: Supported ZBrush® versions include 4R8, 2018, 2019, 2020, 2021, 2022, and 2023.
- Platforms: Available for Win64 and macOS (Intel).
- Graphics Card: Requires OpenGL 2.1 and higher.



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