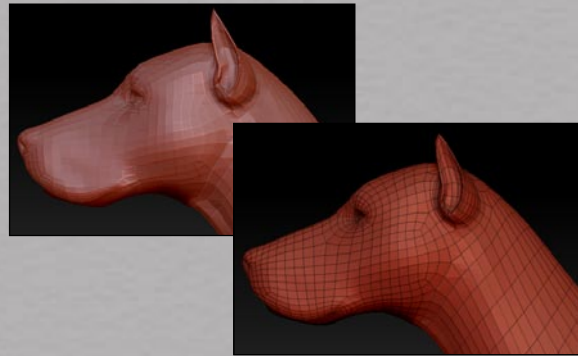


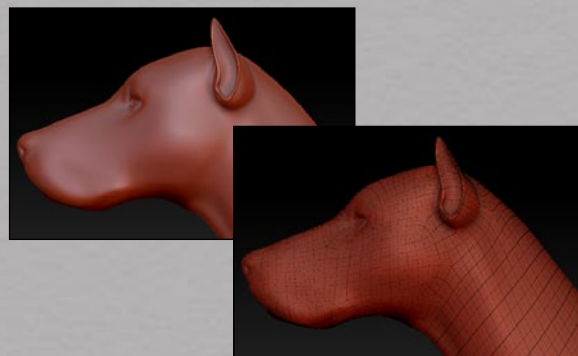


ZBRUSH DECIMATION & POLYGROUPS

1 In ZBrush Load your SubTool.

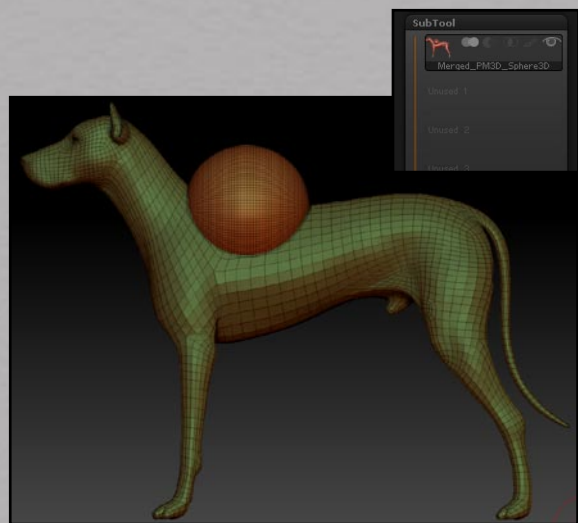


Ensure the SubTool has been SubDivided up to a level you are happy with (4, 5 or 6).



If you only have one SubTool to Decimate go to step 7.

The following steps will guide you through Decimation whilst keeping Polygroups (separate subtools which have been merged into one SubTool).



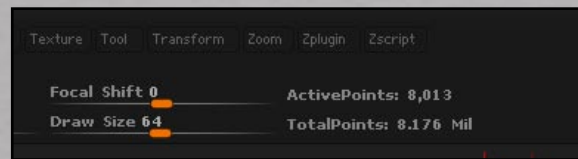
You can toggle the view from Polygroups by clicking the Poly F button.





ZBRUSH DECIMATION & POLYGROUPS

Note how many TotalPoints make up your Model -8.176 Million.

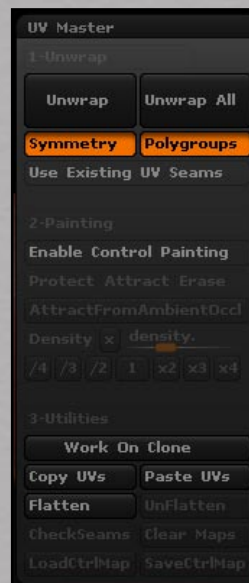


- 2 Under Tool/Geometry lower the SubDivision level slider to the lowest (1).



- 3 Open the Zplugin menu and then open UV Master.
- 4 Ensure 'Polygroups' is selected.
- 5 Click Unwrap.

This may take a few seconds to process.



- 6 Return to the Geometry menu and increase the SubDivision level slider the max.





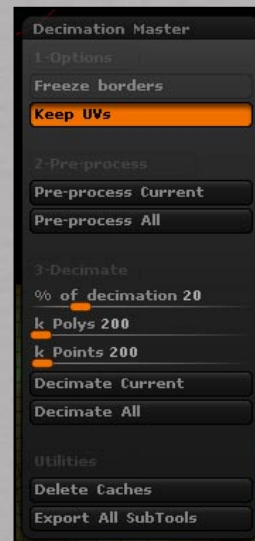
ZBRUSH DECIMATION & POLYGROUPS

p.03

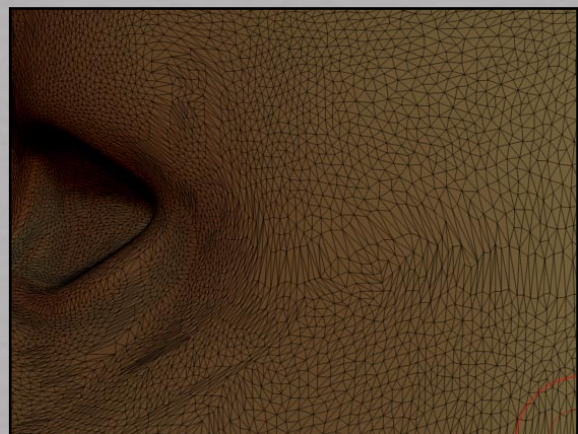
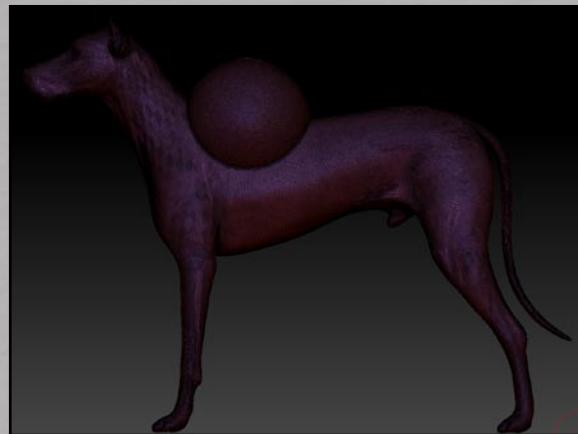
- 7 Return to the Zplugin menu and open Decimation Master.
- 8 Ensure 'Keep UVs' is selected *only if you have polygroups*.
- 9 Click 'Pre-Process Current'.

Depending on the Polycount this process may take some time.

- 10 Click 'Decimate Current'.

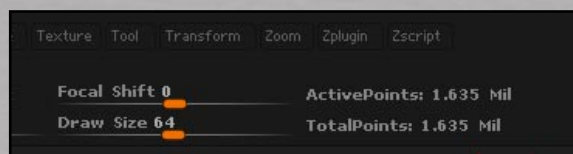


The result has re-defined the Polys into triangles. However the Polygroups have combined into one.



The TotalPoints have dropped from 8.176 Million to 1.635 Million.

At this point you could Decimate again, as long as you ensure you don't push too far and end up with surface distortion. The process is undoable.





ZBRUSH DECIMATION & POLYGROUPS

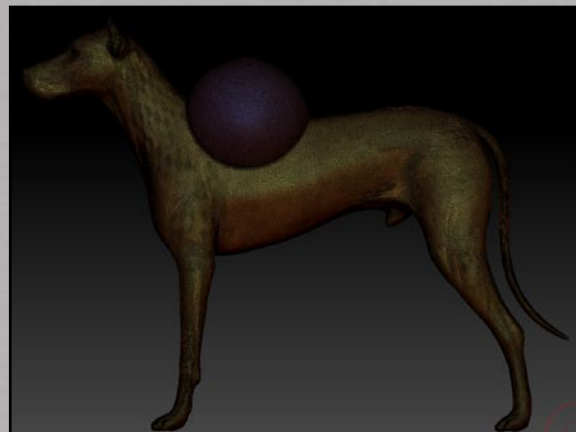
p.04

11 Open the Polygroups Menu under Tools and click 'Auto Groups With UV'.

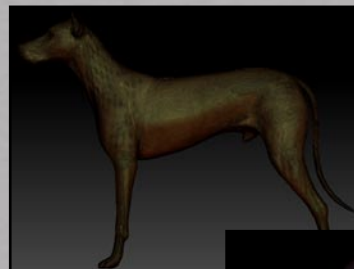


You now have separated PolyGroups.

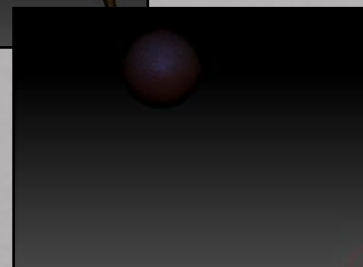
You will find that the Polycount has been destroyed due to the model being Decimated.



PolyGroups can be separated using cmd/shift click (Mac) on model areas.



As an experiment the Dog.ZTL alone was SubDivided to level 5 which resulted in a total poly count of 2043904. After it was Decimated which took around four minutes the PolyCount was 817473. You can view the PolyCount by hovering over your subtool under Tools/Subtools.



END