GoZ For Softimage.

Introduction.

GoZ For Softimage plugin is a Bridge for mesh exchange between Softimage and ZBrush using the GoZ File Format. It is developed using **GoZ SDK** and **Softimage C++ API** and supports both 32-bit and 64-bit of SI.

 It is tested on Softimage XSI 7.01 32-bit and 64-bit and on Softimage 2012 x64 and 2012 SP1 x64.

Installation.

1. Download **GoZ For Softimage.zip** and extract it.

2. It contains two Folders **Export Tamplates** and **GoZApps**.

3. Copy the **Export Tamplates** folder to your **ZBrush Application root folder\ZStartup** (for example: **C:\Program Files (x86)\Pixologic\ZBrush 4R2\ZStartup**). Accept to merge the folders.
   This will add the **GoZ Softimage Complete Binary.GoZ** Template file to export Templates.

4. Copy the **GoZApps** folder to your Pixologic Public folder (usually: **Users\Public\Pixologic**). Accept to merge the folders.
   This will add the **Softimage** folder to your **GoZApps** folder.

5. Start up ZBrush.

   5.1. Go to Button: **Preferences > GoZ > Path to Softimage** and Click it. GoZ will look for your Softimage Installation path. If it fails to find it automatically you must click **Browse** and select **XSI.exe** file from your Softimage installation bin folder (for example: **C:\Program Files\Autodesk\Softimage 2012 SP1\Application\bin**).

   5.2. In **GoZ Softimage Installation required!** dialogue click the **Install** button. GoZ will launch Softimage with command line options (Batch mode) installing the **GoZ.xsiaddon** from the **GoZApps\Softimage** folder. If any error occurs in this step you can install the GoZ.xsiaddon manually. Just start up Softimage and Drag and Drop **GoZ.xsiaddon** file on a Softimage Viewport.

6. That's all!!!

Functionality

Menus

In ZBrush you use **GoZ**, **Visible** and **All** Buttons to send your SubTool(s) to Softimage. The functionality is the default. GoZ will check if Softimage is running, if not it will it start up, and send your SubTool(s) to Softimage along with any Map (Diffuse, Normal and Displacement).

In Softimage you get **GoZ menu** in the Main menu bar and **GoZ user toolbar** under View > Toolbars > GoZ.

It supports Only Polymeshes constructed of Triangles and Quads. If you want to send one or more Polymeshes to ZBrush, select them and click the **GoZ > GoZBrush** menu button or the **GoZ Icon** on the **GoZ user toolbar.** GoZ plugin will export your meshes to GoZ file format and will open them in ZBrush following the default GoZ functionality.

In the GoZ Menu you will find three more buttons:

Import GoZBrush: It can manually import the GoZ files exported from ZBrush. It gives you an extra functionality in case that you want to import again any file. If you use it to import files exported from Softimage you will get the mesh Reversed on y axis (so it is recommended to use it only for ZBrush exported files).

Start GoZService and **Stop GoZService**: These Buttons start and stop the GoZ Monitoring Service respectively.

GoZService

GoZ Service is a Low Priority event driven function watching for new GoZBrushImport commands sent from ZBrush to Softimage. GoZService starts on Softimage Start up by default and it is responsible for the communication between Softimage and ZBrush.

Importing Mesh

Every time you export a SubTool from ZBrush, ZBrush sends GoZBrushImport command to Softimage through the GoZService Mechanism. Softimage will check if the mesh already exists in the scene and either imports the new mesh or replaces the existing mesh with the new one.

Even if you rename the mesh in Softimage, GoZ handles the mesh as existing one. If you rename the SubTool in ZBrush GoZ handles the mesh as a new one.

In existing mesh case GoZ will retain hierarchy and animation.

Transforms

When you transfer static meshes from Softimage to ZBrush and back it is preferred to **Freeze the Transforms** first. This ensures that relative positions between your meshes will be retained.

For example: If you create a mesh on (0, 0, 0) with initial transforms and before you send it to ZBrush you move it, rotate it or scale it, these transformations will not be retained. So when you reimport your mesh all transforms will be reset to initials.

If your existing mesh is animated the animation will be retained on reimport. In this case you don't want to Freeze the transforms because you will get offset in your motion.

Material Handling

During importing procedure Softimage will check for UVs, Polygroups (Clusters), Maps (Diffuse, Displacement, Normal) and will setup a new Phong Material for every mesh.

A new Material will replace the old one, even in case we deal with existing mesh, but the old material remains in the material library for comparison. So if you want to reassign it to your mesh you can. Have in mind that during material setup GoZ will adjust, among others, the geometry approximation settings every time a Displacement map is setting up.

For the end

It is the first release so any suggestions in workflow improvements are welcomed.

I hope to find this tool useful enough and create your artwork with the same fun as the fun I had creating it.

I want to say many thanks to Thomas Roussel at Pixologic French office who trusted me the GoZ SDK and supports my attempt.

For any Questions, Support and Suggestions you can contact me and I will do my best to assist you.

Thank you,

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