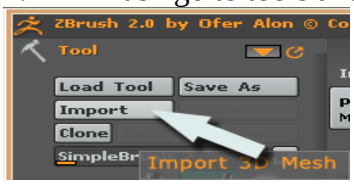
Zbrush to Messiah pixDisplacement method:
By Chris Reid:

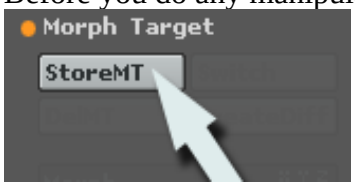
From your 3D app. Save/Export an object in the .obj format.

2. In ZBrush go to tools and import your .obj.



Draw that tool into the view and press the edit button on top (or Transform)

Now you can rotate your object or draw on it.(BUT…)
Before you do any manipulations Go to Tool->Morph Target and StoreMT.



Go to Tool->Geometry and press the devide button to create enough geometry for what you need.

ONCE YOU GET YOUR OBJECT HOW YOU WANT THEN….

You basically do the steps in reverse, except setting in edit mode (you can press it if you want but you are most likely already in edit mode).

Go to Tool->Geometry and set sDiv(subdivide) level to 1.
Your object should now look like a distorted version of your original.

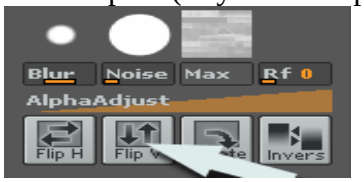
If you don't set the sub level back to 1 than you cannot swith the morph back to your original.

So now go to Tool->Morph and switch morph.
Your object should now look like it did when you first imported it.

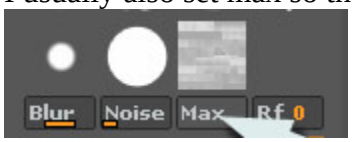
Now Create a Displacement Texture. Tool->Displacement->CreateDisplacement
This will put a texture in the Alpha section.

Go to Alpha and select your alpha.

Press flip ^v (or you can flip v in messiah in your texture node).

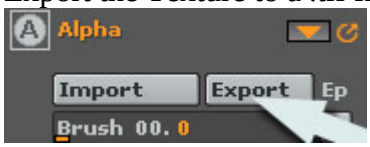


I usually also set max so that it autoLevels everything a little more.

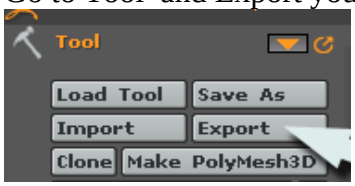


I think this(Max) is optional.

Export the Texture to a .tif file.



Go to Tool and Export your object.



It is very important to make sure your object is the original looking object, especially if you have already created animations with the specific mesh.
When you Export the new object , it will contain the new UV map that works with the texture you just created.

It is also a good Idea to save your tool also.

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All is done in zbrush…
So Now go into messiah.

Load the object you just exported.
Select the object and press TAB.
NOTE: THIS IS VERY VERY IMPORTANT

Again,
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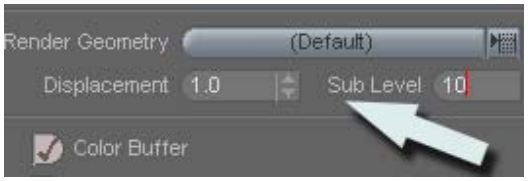
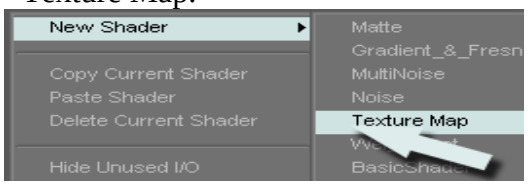
Go into Render tab and select Surface Tab.
Select Surface.

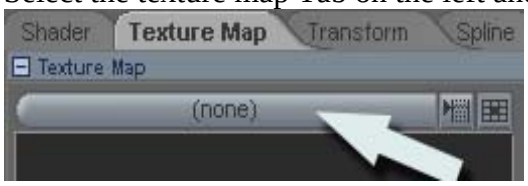
Set Displacement to 1.0
Set Sublevel to about 10

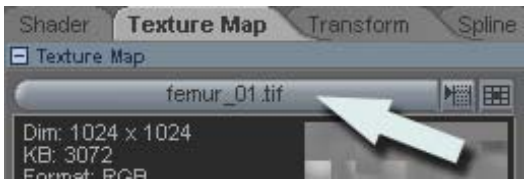


Go to the Materials Tab and right click in the node window and select NewShader->Texture Map.

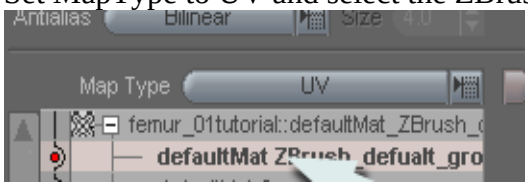


Double click on the new texture node to open it.
Select the texture map Tab on the left and Load the .tif file you saved.

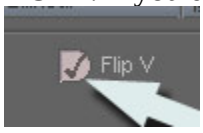




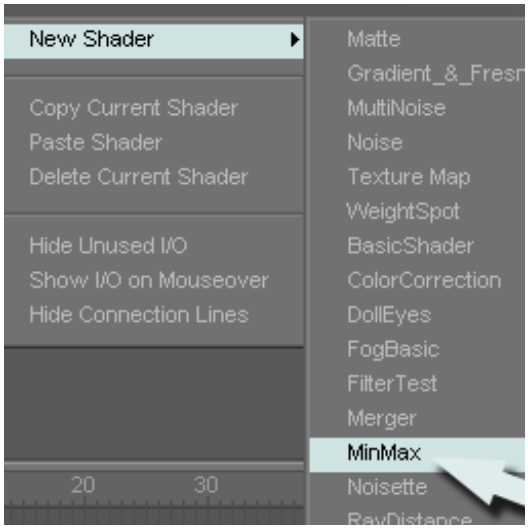
Set MapType to UV and select the ZBrush UV map below.



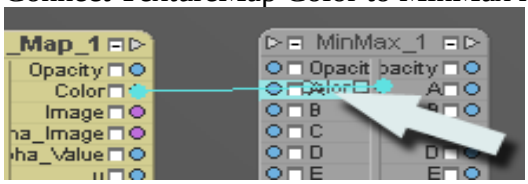
NOTE: if you didn't flip the image in the ZBrush than you could flip it here.



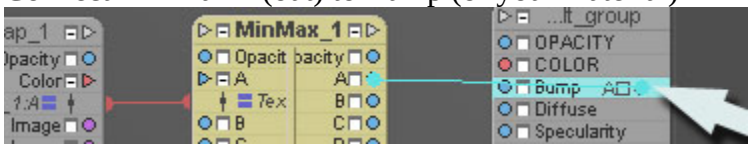
Go to the Materials Tab and right click in the node window and select NewShader->MinMax.



Connect TextureMap Color to MinMax A(in)



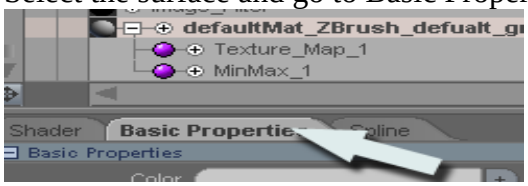
Connect MinMax A(out) to Bump (of your material)



Select the MinMax node.

Turn on [A] of MinMax.
And set Min to -1.0 and Max to 1.0

Select the surface and go to Basic Properties



Set the bump to about 0.3 and Render

Hope this is detailed enough even for the beginner.
I basically just screen captured each step.

Good Luck