

# Base Mesh Generation

Feature	ZBrushCore	ZBrush
Dynamesh	✓	✓
ZSpheres	✓	✓
Mannequin	✓	✓
Primitives	✓	✓
Mesh Extract	✓	✓

# Sculpting

Feature	ZBrushCore	ZBrush
Max. number of polygons per mesh	20 Million	100 Million
Multi-Resolution Mesh Editing ( <i>Subdivision surface sculpting</i> )	✓	✓
Insert Multi-Mesh	✓	✓
Number of Brushes	30	300+
Multiple-Mesh support ( <i>Subtools</i> )	✓	✓
Surface Noise	✓	✓
Boolean-type operations with DynaMesh	✓	✓
3D Surface Effect ClayPolish	✓	✓
Reference Image support	✓	✓

# Illustration

Feature	ZBrushCore	ZBrush
2D and 2.5D painting and drawing tools	✗	✓
Document resolution:	Screen size	Up to 8K

# Texturing

Feature	ZBrushCore	ZBrush
3D painting capabilities ( <i>PolyPaint</i> )	Basic	Advanced
Texture Map support	✗	✓
Projection Painting ( <i>SpotLight</i> )	✗	✓

# Rendering

Feature	ZBrushCore	ZBrush
Basic BPR	✓	✓
ZBrush to KeyShot Bridge support	✓	✓
Render passes	✗	✓
Material editing/import	✗	✓

# Import/Export

Feature	ZBrushCore	ZBrush
Export	OBJ, MA, STL*, VRML*	OBJ, MA, STL, VRML, FBX
Import	OBJ, MA	OBJ, MA, STL, FBX
Bridge between major 3D applications (GoZ)	✗	✓
Export settings for 3D printing	Basic	Advanced
Model hollowing for 3D printing	✓	✓
Opens all files created by ZBrushCore	✓	✓**
Opens all files created by ZBrush	✗	✓

\*ZBrushCore limits STL and VRML export file size to 200,000 polygons. Larger models must be decimated before these formats can be used.

\*\*Once ZBrush 4R8 is released.

# General

Feature	ZBrushCore	ZBrush
Available on Windows and MacOS	✓	✓
64-bit architecture	✓	✓
Number of activated machines (licensing)	2	2
CPU-based - no special graphics card needed	✓	✓
Graphics tablet support	✓	✓
Library of 3D startup models	✓	✓
Language localization English, Japanese, German, French, Spanish and Simplified Chinese - in ZBruhCore and ZBrush once 4R8 is released.	✓	✓

# Advanced Features

Feature	ZBrushCore	ZBrush
ShadowBox	✗	✓
ZSketch	✗	✓
ZModeler	✗	✓
Advanced Brush/Stroke Customization	✗	✓
User-made Brushes <small>ZBrush can load brushes created in ZBrushCore, but ZBrushCore can not load brushes created in ZBrush</small>	✗	✓
3D Layers	✗	✓
HD Geometry support	✗	✓
Fiber generation ( <i>Fibermesh</i> )	✗	✓
Advanced copying and instancing tools ( <i>Array Mesh, NanoMesh, MicroMesh</i> )	✗	✓
Automatic retoplogy	✗	✓
Masking capabilities	Basic	Advanced
Polygroup capabilities	Basic	Advanced
Crease	✗	✓
Edgeloop	✗	✓
Mesh projection	✗	✓
Advanced split/merge of models	✗	✓
UV Mapping	✗	✓
Ambient Occlusion	✗	✓
SubSurface Scattering	✗	✓
Environment Maps	✗	✓
LightCap	✗	✓
BPR Filters	✗	✓
Advanced 3D file export through plugins	✗	✓
Advanced mesh optimization ( <i>decimation</i> )	✗	✓
Scripting / Plugins / Macros	✗	✓