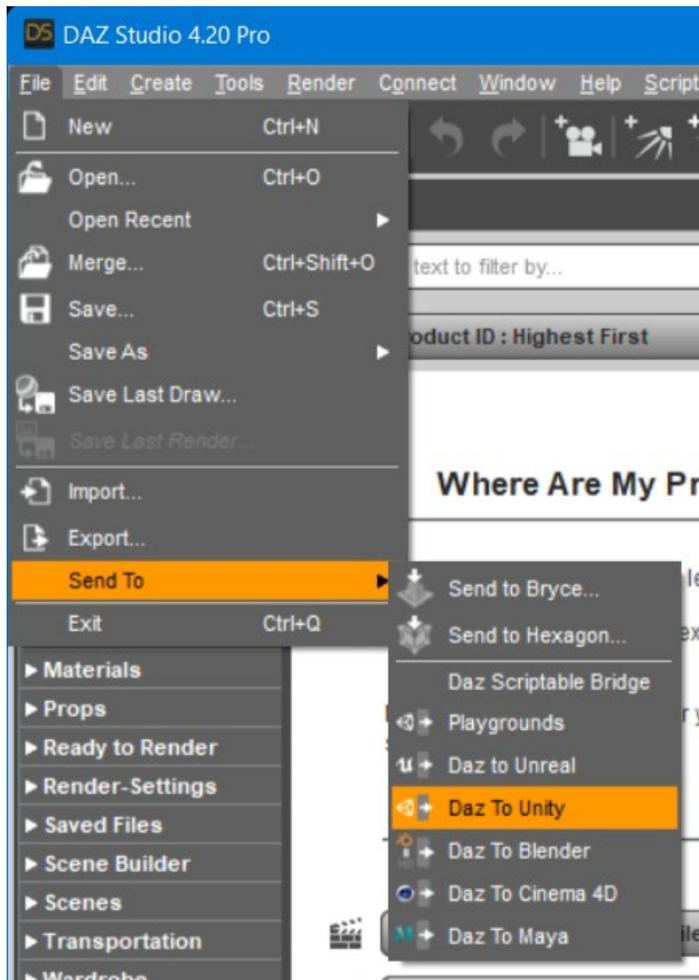


How to Install Daz to Unity 2022

Daz Studio Plugin

- You can install the Daz Studio plugin automatically through the Daz Install Manager or Daz Central. This will add a new menu option under File -> Send To -> Daz To Unity.



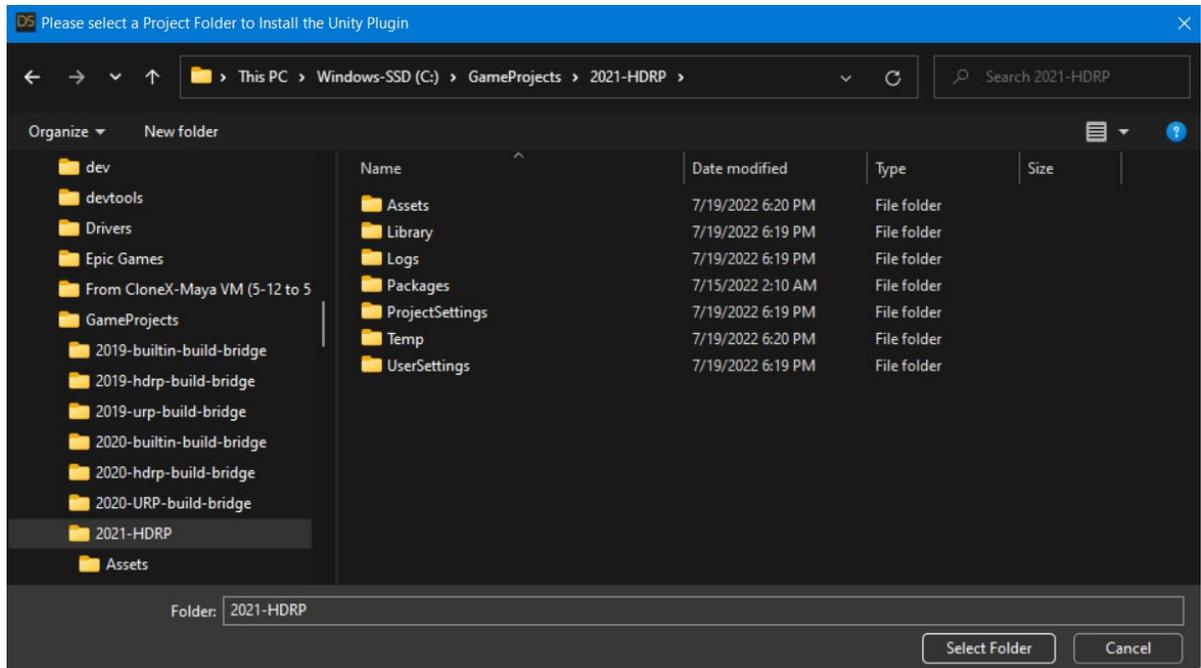
- For the latest release and bugfixes:
 - Go to the [Release page](#)
 - Download the zipped **dzunitybridge.dll** (libdzunitybridge.dylib** for macOS)
 - Unzip and copy it into the Daz Studio plugins folder (example: \Daz 3D\Applications\64-bit\DAZ 3D\DAZStudio4\plugins)

Unity Plugin

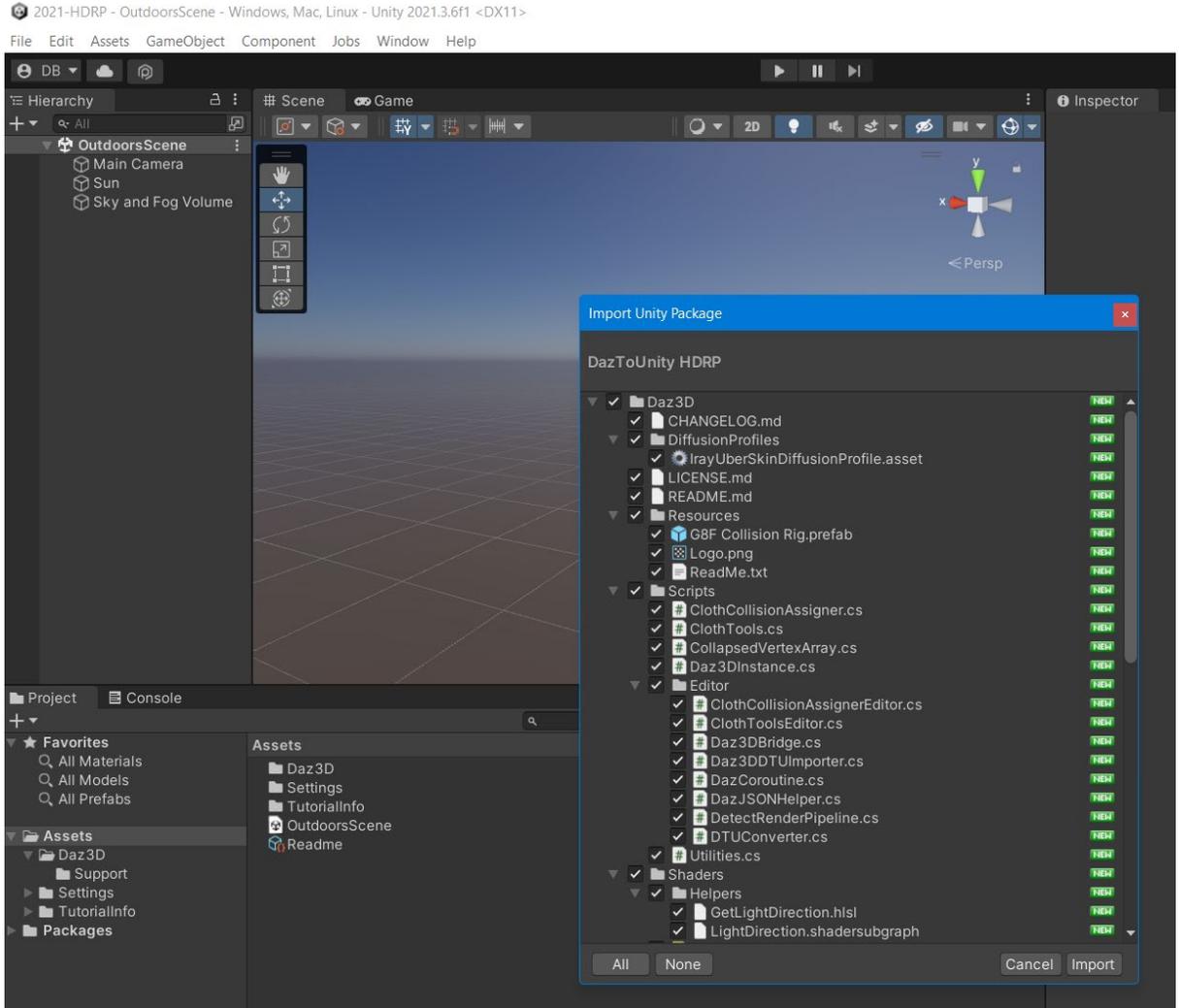
- There is now an improved Unity plugin installer which can be accessed in the Advanced Settings section of the DazToUnity Bridge dialog in Daz Studio.
1. Start your Unity Project and leave it in running in the background.
 2. Start Daz Studio and select File -> Send To -> DazToUnity.
 3. Enable the Advanced Settings checkbox.
 4. Select your Unity Version and Rendering Pipeline from the dropdown.



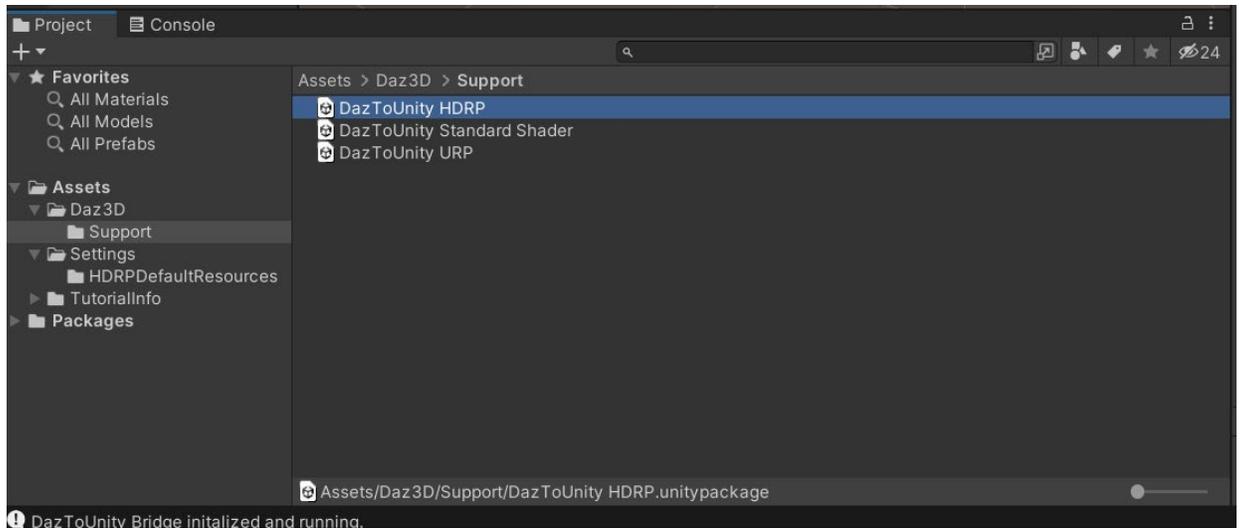
5. Click "Install Plugin". A window will popup for you to select a Unity Project to which to install the Unity plugin.
6. Navigate to your Unity Project's root folder.



7. Click "Select Folder". You will see a confirmation dialog stating if the plugin was successfully copied to your Unity Project.
8. Depending on your machine and setup, a Unity Import Package dialog may automatically appear. Click Import.



9. If an Import Package dialog does not appear, switch to your Unity Project and navigate to the Assets\Daz3D\Support folder.
10. Inside that folder, you will find installation packages for all render-pipelines:
 - For HDRP: double-click "DazToUnity HDRP.unitypackage" and click Import.
 - For URP: double-click "DazToUnity URP.unitypackage" and click Import.
 - For Built-In Render-pipeline: double-click "DazToUnity Standard Shader.unitypackage" and click Import.



11. If a popup window asks you to Update the Scripts or API, then click "Yes, for these and other all files".
12. For HDRP, you will also need to add a diffusion profile: Unity 2019: This list is found in the Material section of each HD RenderPipeline Asset, which can be found in the Quality->HDRP panel of the Project Settings dialog. Unity 2020: This list is found at the bottom of the HDRP Default Settings panel in the Project Settings dialog. Unity 2021: This list is found in the Graphics -> HDRP Global Settings panel.

