How to Install Daz to Unreal 2022

There are three parts to the DazToUnreal Bridge: a Daz Studio plugin, an Unreal Engine plugin and a PackageProject-Dependencies file.

Daz Studio plugin

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



- For the latest release and bugfixes:
- 1. Go to the <u>Release page</u>
- 2. Download the zipped dzunrealbridge.dll (libdzunrealbridge.dylib for macOS)
- 3. Unzip and copy it into the Daz Studio plugins folder (example: \Daz 3D\Applications\64-bit\DAZ 3D\DAZStudio4\plugins).

Unreal Engine plugin

- 1. The Daz Studio plugin now comes embedded with an installer for the Unreal Engine. From the DazToUnreal Bridge Dialog, there is now a section in the Advanced Settings for Installing the Unreal Engine plugin.
- 2. Select your Unreal Engine version from the drop down menu.

Daz To Unreal v20	22.1 ×	
If this is your first time using the Daz To Unreal Bridge, please be sure to read or watch the tutorials or videos below to install and enable the Unreal Engine Plugin for the bridge:		
• <u>Download latest</u> • <u>How To Install ar</u> • <u>Daz To Unreal F/</u> • <u>What's New and</u>		
NOTE: In order to Packag Dependencies. Please se	ge a Project, you will need to download and install the PackageProject- ee Gthub Instructions for instructions to do this.	
Once the Unreal Engine assets using the Daz To	plugin is enabled, please add a Character or Prop to the Scene to transfer Unreal Bridge.	
To find out more about D	az Bridges, go to <u>https://www.daz3d.com/daz-bridges</u>	
Asset Name		
Asset Type	c Mesh 🛛 🗸 🔻	
Export Morphs 📝	Choose Morphs	
Bake Subdivision	Bake Subdivision Levels	
Advanced Settings		
	Daz To Unreal Bridge 2022.1 revision 17.21	
Unreal Plugin Installer	Select Unreal Version	
	Unreal Engine 4.25	
FBX Version	Unreal Engine 4.26	
Show FBX Dialog	Unreal Engine 4.27	
Generate Normal Maps	Unreal Engine 5.0	
Export Material CSV		
Port	32345	
Intermediate Folder	C:\Users\dbui\Documents\DazToUnreal	
	Open Intermediate Folder	
R ?	Accept Cancel	

3. Then click the "Install Plugin" button. You will see a window popup to choose a folder destination to install the Unreal Engine plugin. You may choose either the folder where you installed Unreal Engine or your Unreal Project folder.

Advanced Settings	
Unreal Plugin Installer	Daz To Unreal Bridge 2022.1 revision 17.21 Unreal Engine 5.0 Install Plugin
FBX Version	(FBX 2014 Binary
Show FBX Dialog	
Generate Normal Maps	
Export Material CSV	
Port	32345
Intermediate Folder	C:\Users\dbui\Documents\DazToUnreal
	Open Intermediate Folder
R ?	Accept Cancel

4. Click "Select Folder". You will see a confirmation dialog stating if the plugin installation was successful.

Note: You should only install the Unreal Engine plugin in one place (Engine or Project plugins folder). If you wish to change the location where you installed the plugin, just delete the Plugins\DazToUnreal or Engine\Plugins\Marketplace\DazToUnreal folder.

Package Project Dependencies

In order to Package a Project, you will need to install the corresponding version of the PackageProject files for your version of Unreal Engine.

- 1. Go to the <u>Release page</u>
- 2. Select one of the PackageProject-Dependencies-UE***.zip files that matches your version of Unreal Engine.
- 3. Download and unzip the contents into a temporary folder. In the temporary folder, there should now be a folder named DazToUnreal.
- 4. Copy this folder to where you installed the Unreal Engine plugin, either Engine\Plugins\Marketplace or <UnrealProject>\Plugins. If you are asked to Merge and/or Replace the existing DazToUnreal folder, click Yes.
- 5. Do not copy it inside the existing DazToUnreal plugins folder. If you accidentally copied the new folder inside the existing folder, just delete the DazToUnreal\DazToUnreal folder and try again.

6. When successful, you should now have a folder inside the original DazToUnreal plugins folder named Intermediate, example: <UnrealProject>\Plugins\DazToUnreal\Intermediate\.