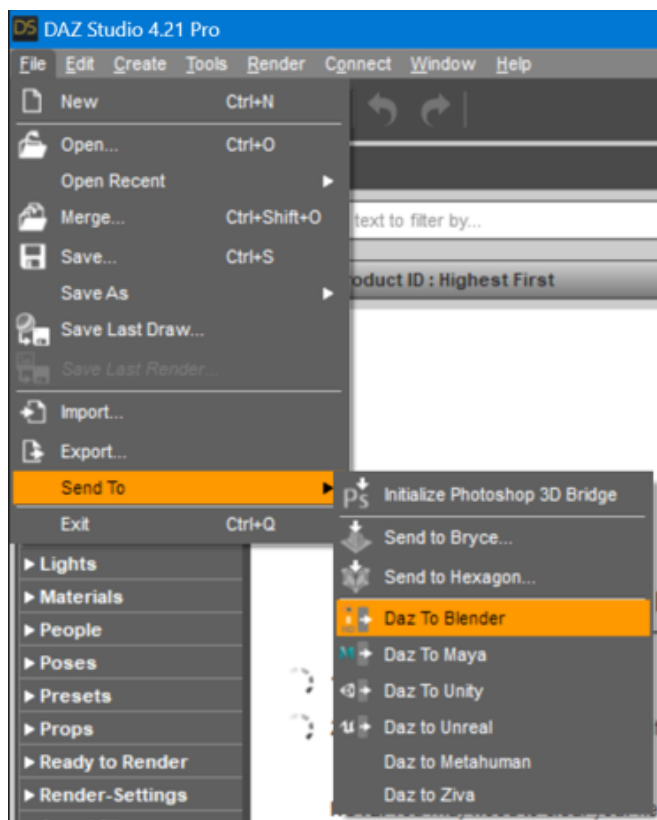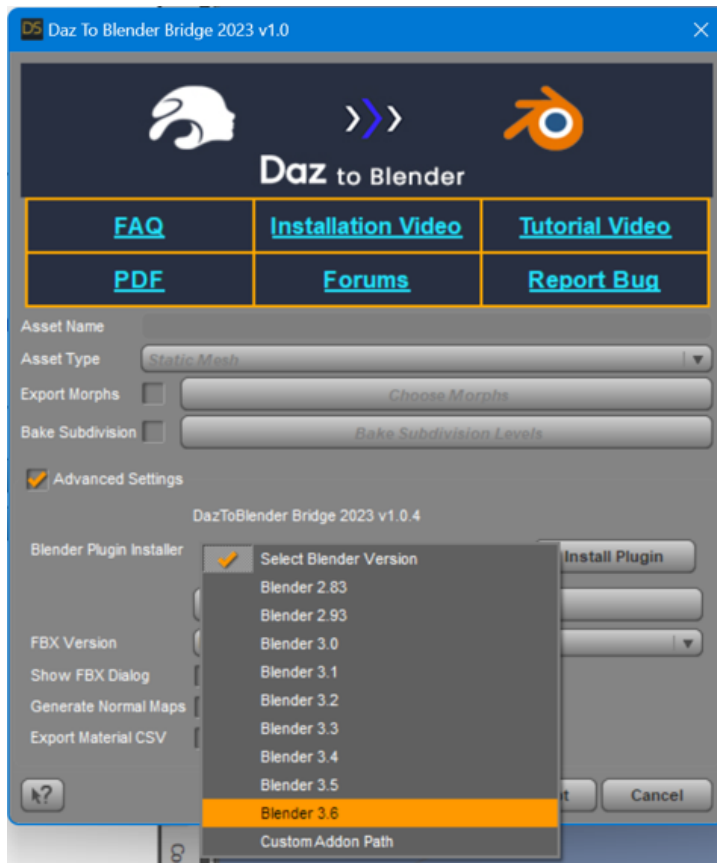# How To - Daz to Blender

1. Install and Use the Daz to Blender Bridge

- After purchasing the Daz to Blender Bridge it will be added to your account

- Make sure your Daz Studio is closed prior to installation

- Open your Daz Install Manager (DIM)

- In DIM go to the 'Ready to Download' tab and locate your "Daz to Blender" Bridge and click "Download"

- Once downloaded go to the next tab 'Ready to Install', select "Daz to Blender" and click "Install"

- Once it's installed you can now open Daz Studio

- In Daz Studio, you can now locate the bridge by going to the 'File' menu, select 'Send to', and choose 'Daz to Blender'
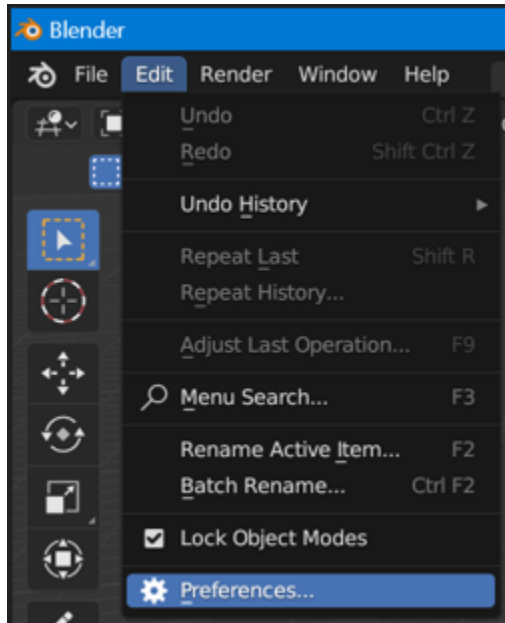
- The Daz to Blender Bridge will pop up.

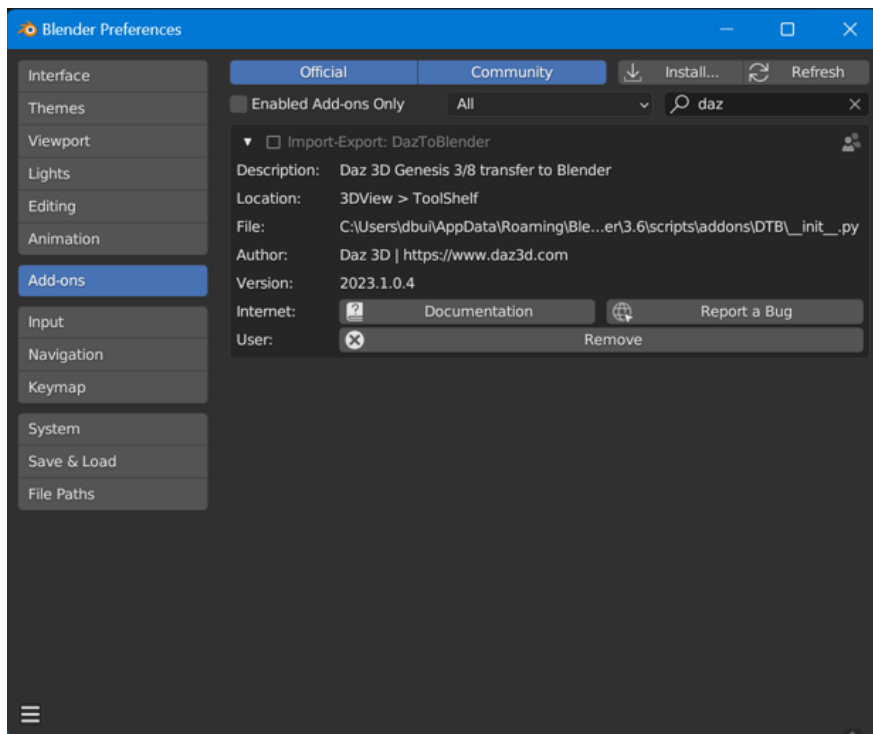- Click the 'Advanced Settings' and from the dropdown menu select your version of

  Blender

- Click 'Install Plugin'

- You should see a confirmation message if the installation was successful.

- *The following steps are for people who wish to use the "Custom Addon Path" installation option.*

- *1. If you chose "Custom Addon Path", you will see a window popup to choose a custom Scripts or Addons folder. The starting folder path will be the location where Blender stores preferences and files for each version of Blender.*

- *2. If you are using an unsupported version of Blender, you should see a subfolder corresponding to your version from the starting folder path. Open that folder and select the scripts folder. Then click "Select Folder".*

- *3. If you have configured a custom Scripts path from the Blender Preferences window, then you may navigate to that folder and click "Select Folder". You will then see a confirmation dialog stating if the plugin installation was successful.*

- Now start Blender to complete the installation.

- From Blender, open the Blender Preferences window by selecting Edit ->

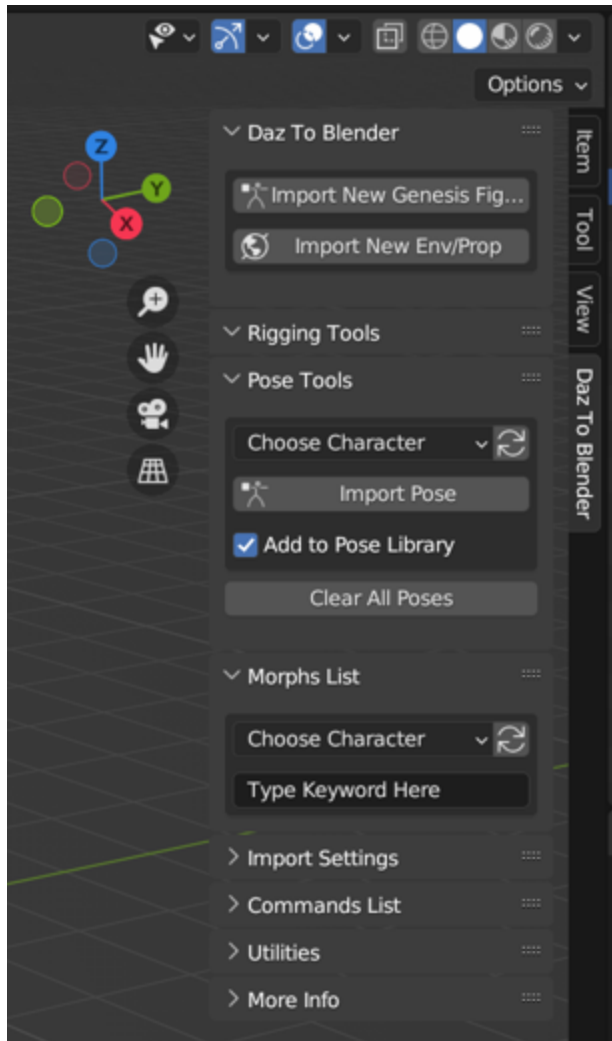 Preferences from the Blender main menu.

- In the Blender Preferences window, click on the Addons button found along the

  left side of the window.

- Scroll down the list of add-ons, and look for "Import-Export: DazToBlender".

  Check the box next to "Import-Export: DazToBlender" to enable the plugin.

- Locate the small arrow on the right edge of the viewport and open the tool shelf. You can click that tiny arrow or just press "N" on your keyboard. At the bottom of the vertical tabs, you should see the Daz-to-Blender tab.
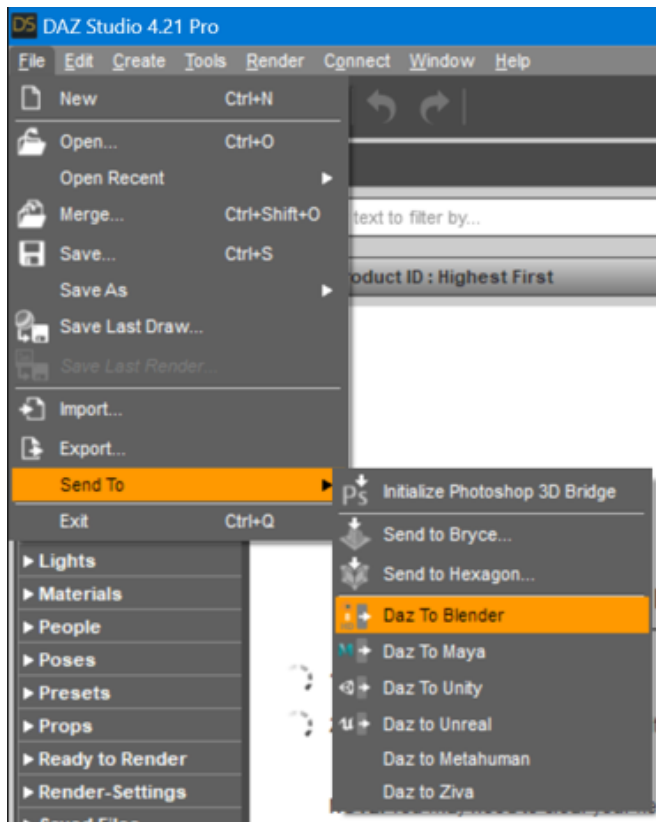

- That completes the installation of the Daz to Blender Bridge plugin!

2. Use the Daz to Blender Bridge

● Start in Daz Studio and add a character to the scene. Customize your character as desired.

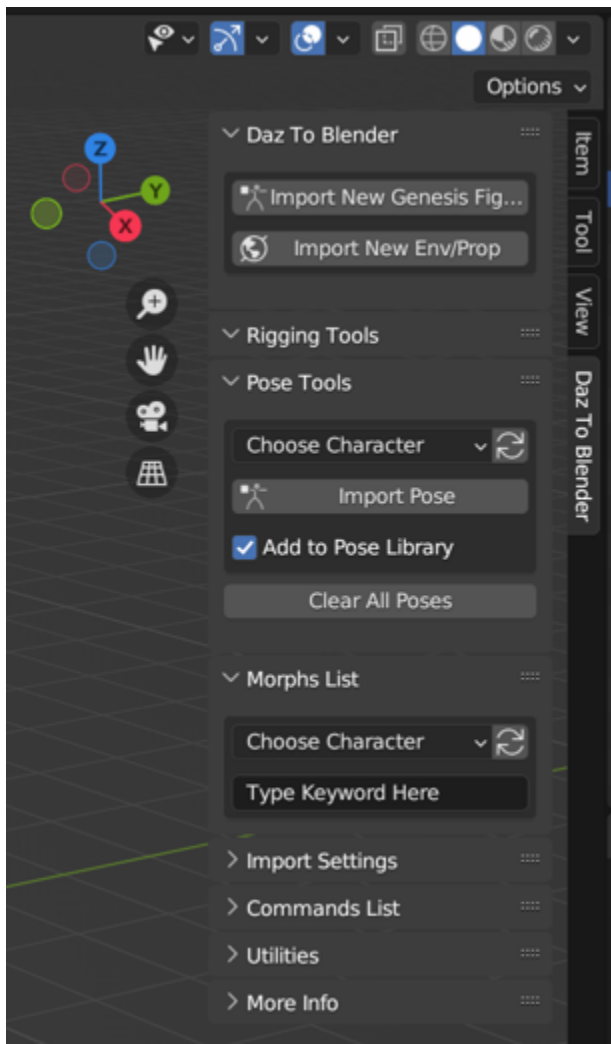● When you're ready to export, ensure your character is selected in the scene. Then, you can locate the bridge by going to the 'File' menu, select 'Send to', and choose 'Daz to Blender'

● The Daz to Blender Bridge will pop up.

● Notice that "Skeletal Mesh" is automatically selected for the Asset Type. This is the asset type you want for rigged 3D models with skeletons.

- Click Accept, then wait for a dialog popup to notify you when to switch to Blender.

- In Blender, start with a blank canvas and no objects in the scene

- Press 'A' to select all and then press 'X' to delete everything selected.

- Locate the small arrow on the right edge of the viewport and open the tool shelf. You can click that tiny arrow or just press "N" on your keyboard. At the bottom of the vertical tabs, you should see the Daz-to-Blender tab.

- Select 'Import New Genesis Figure' and click once more to confirm your choice

- Now our figure is imported into Blender.

- That completes this tutorial on using the Daz to Blender Bridge plugin!