How To - Daz to Cinema 4D

1. Install the Daz to Cinema 4D Bridge

- After purchasing the Daz to Cinema 4D 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 Cinema 4D" Bridge and click "Download"

- Once downloaded go to the next tab 'Ready to Install', select "Daz to Cinema 4D" and click "Install"

- Once it's installed you can now open Daz Studio
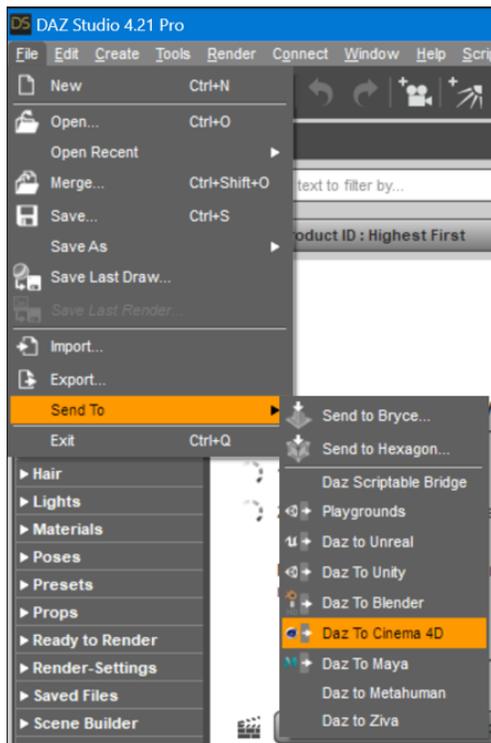
- The Daz to Cinema 4D Bridge will pop up.

- Click the 'Advanced Settings' and from the dropdown menu and click 'Install Plugin'. You will see a window popup to choose a folder to install the Cinema 4D plugin.

- Navigate to where you want the Cinema 4D Bridge plugin to be installed and click Select Folder. If the installation was successful, you should see a message telling you where Daz Studio has installed the Cinema 4D plugin.
- To complete the installation process, start Cinema 4D
- From Cinema 4D, open the Preferences window by selecting Edit -> Preferences from the Cinema 4D main menu
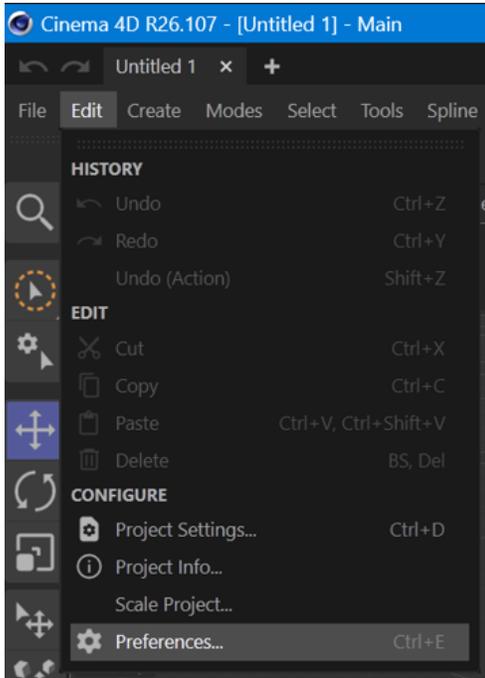
- In the 'Preferences' window, select 'Plugins' on the left-hand side and then click 'Add Folder'.

- Navigate to the folder path where you installed the Cinema 4D Bridge plugin from inside Daz Studio.
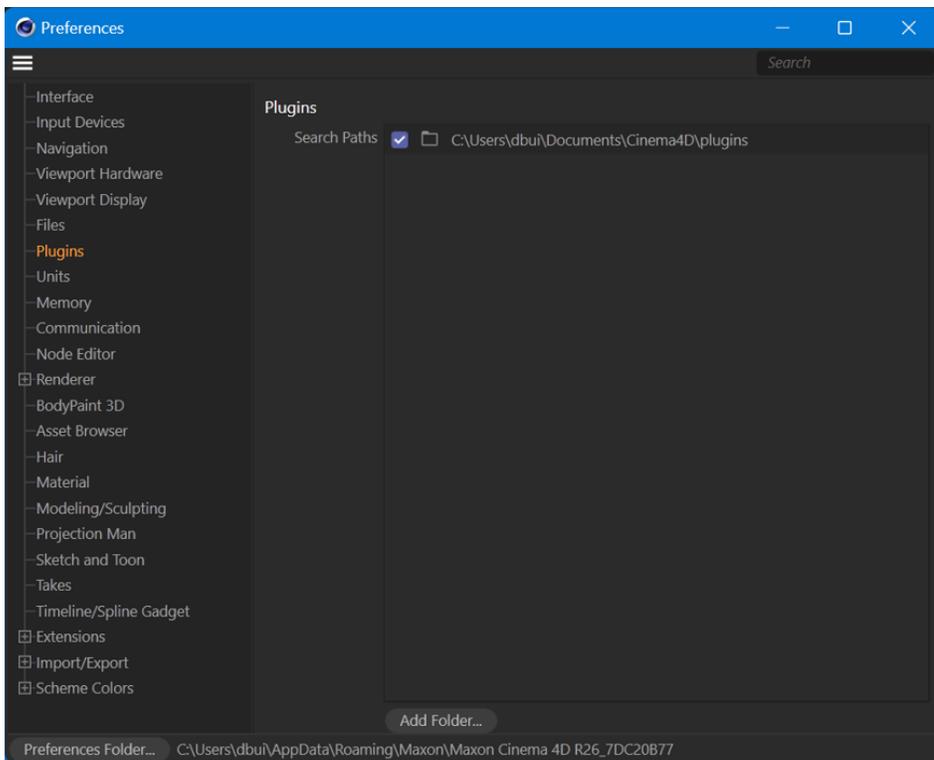
- Click 'Select Folder'. Make sure there's a check mark in the box next to the folder path. Close the Preferences window and then Exit and Restart Cinema 4D.

- You will now see "Daz 3D" in the Cinema 4D main menu
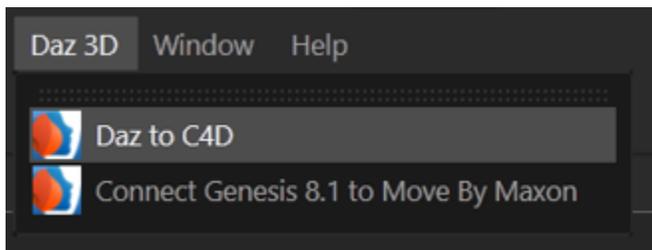
- And if you click 'Daz to C4D', you should see the Daz to C4D window.
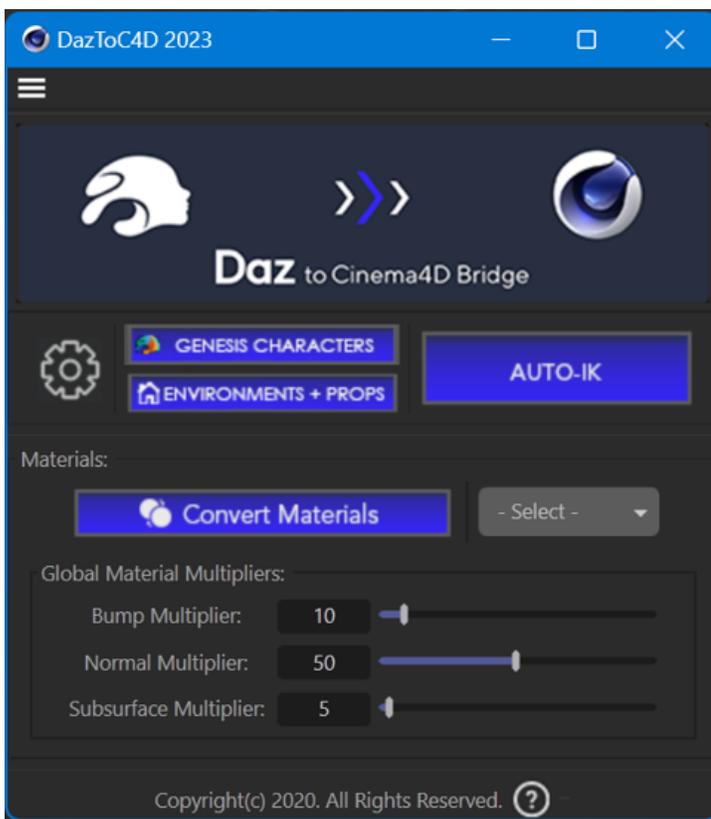
- That completes the installation of the Daz to Cinema 4D Bridge plugin!

2. Use the Daz to Cinema 4D 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 Cinema 4D'
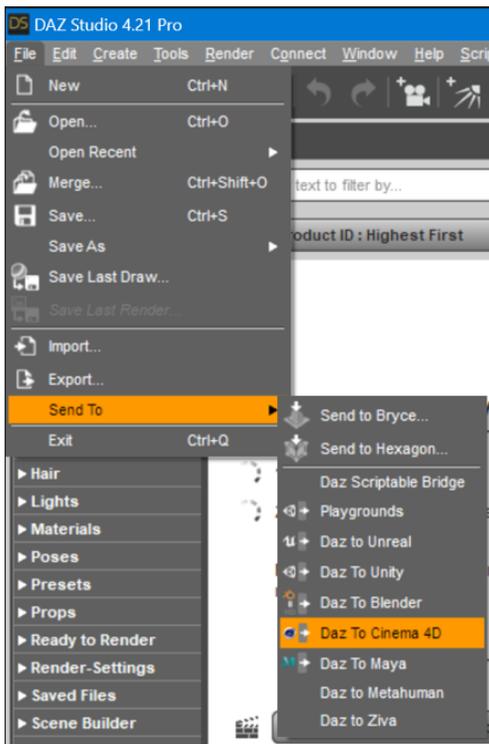
- The Daz to Cinema 4D Bridge will pop up.

- 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 Cinema 4D.
- In Cinema 4D, to complete the conversion process, go up to 'Daz3D' in the menu bar. Click on it and then select Daz to C4D
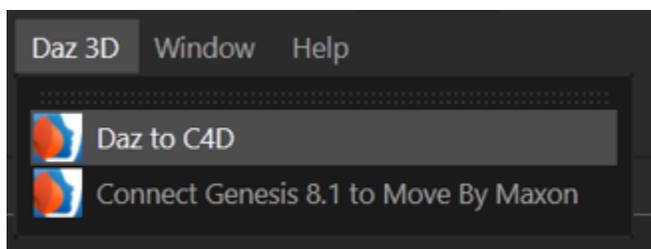
- When the Daz-to-C4D Bridge dialog appears, click 'GENESIS CHARACTERS'
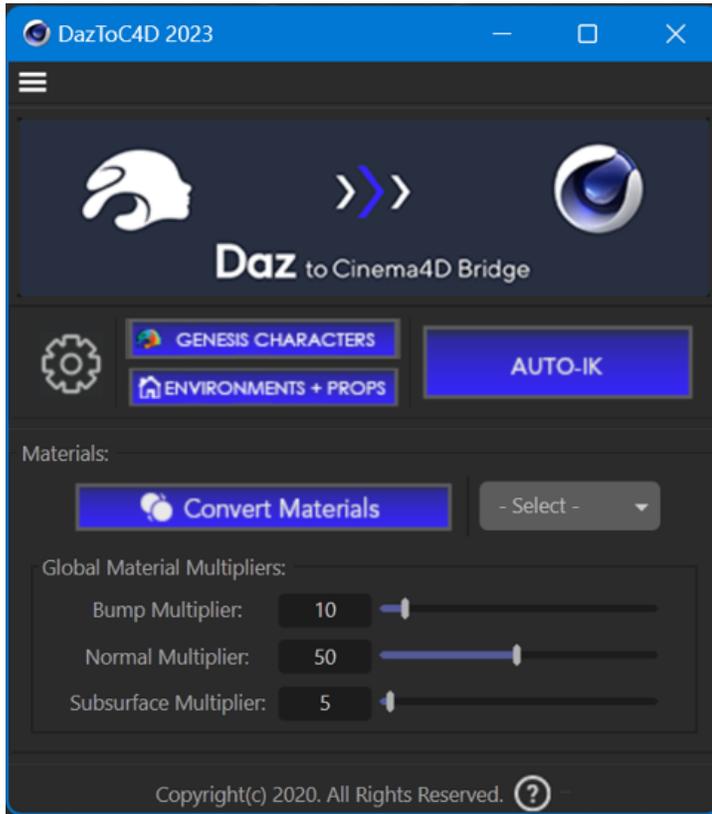
- Your Daz Character will begin importing. During the import process, you will get a popup to fix bone orientations and convert to T-pose. You can click "Yes" to both. After it processes, you will see your character automatically imported into Cinema 4D.

- That completes this tutorial for using the Daz to Cinema 4D Bridge plugin!