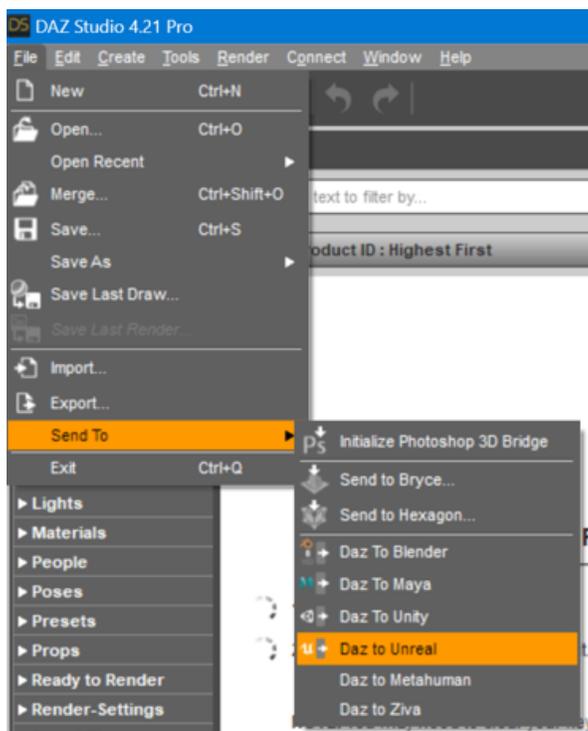


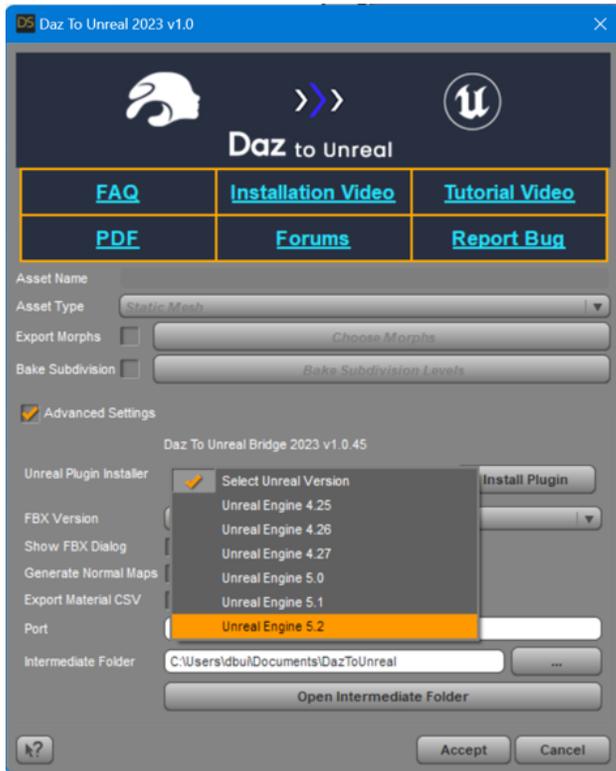
# How To - Daz to Unreal

## 1. Install the Daz to Unreal Bridge

- After purchasing the Daz to Unreal 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 Unreal" Bridge and click "Download"
- Once downloaded go to the next tab 'Ready to Install', select "Daz to Unreal" and click "Install"
- Once it's installed you can now open Daz Studio
- In Daz Studio, you can locate the bridge by going to the 'File' menu, select 'Send to', and choose 'Daz to Unreal'



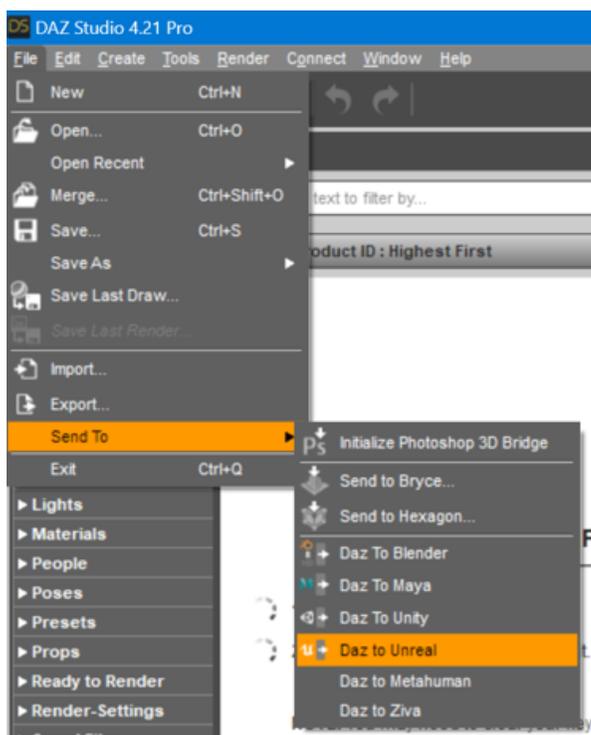
- The Daz to Unreal Bridge will now pop up
- Click the 'Advanced Settings' and from the dropdown menu select your version of Unreal



- Click 'Install Plugin'
- Navigate to where you installed the Unreal Engine and click 'Select Folder'.
- Alternatively, you can install the Unreal plugin into a specific 'Project\Plugins' folder.
- Now start your Unreal Project and click Edit -> Plugins...
- Find the Daz To Unreal Bridge and put a checkmark in the checkbox to activate it.
- That completes the installation of the Daz to Unreal Bridge plugin!

## 2. Use the Daz to Unreal Bridge

- First, make sure you have your Unreal Project open in the background.
  - 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 Unreal'



- The Daz to Unreal Bridge will now 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 Unreal Engine.
- Switch to your Unreal Project Window and you will see that the import process is already running. Wait for the process to complete and you will have a new Skeletal Mesh Daz Figure ready to place in your scene.
- That completes the installation of the Daz to Unreal Bridge plugin!