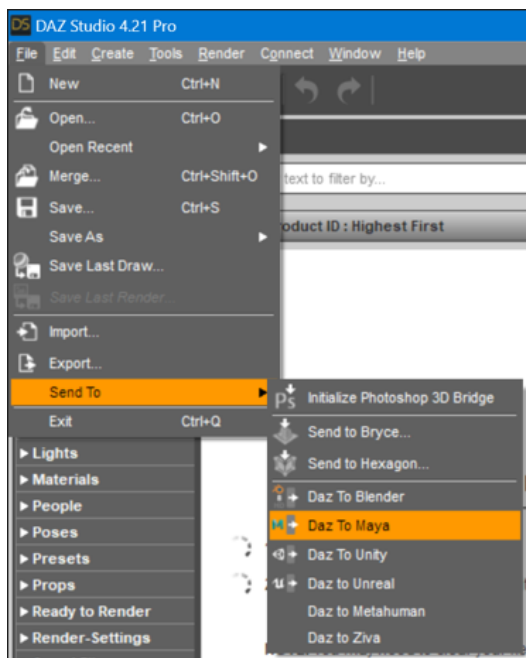


How To - Daz to Maya

1. Install the Daz to Maya Bridge

- After purchasing the Daz to Maya 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 Maya" Bridge and click "Download"
- Once downloaded go to the next tab 'Ready to Install', select "Daz to Maya" 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 Maya'

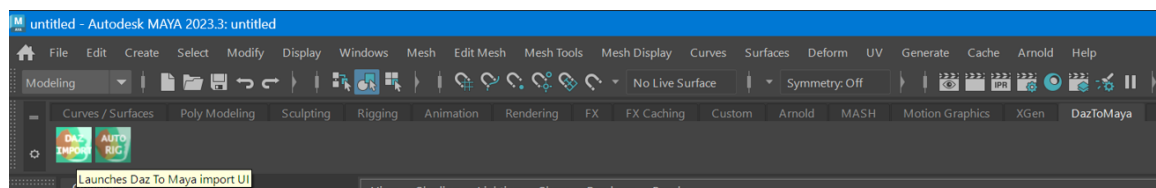


- The Daz to Maya Bridge will now pop up.

- For most systems, DAZ Install Manager will automatically install the Maya plugin into your Documents folder. If the Bridge plugin does not load in Maya, then you can follow this next step.
- Go down to the 'Advanced Settings' and find the Maya Plugin Installer. Click 'Install Plugin'.



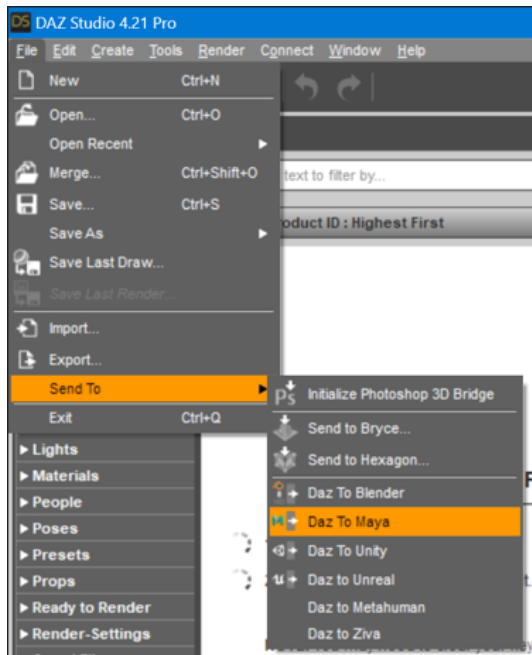
- A dialog window will open for you to select your Maya modules and script folder.
- The default folder that opens should be where Maya stores its configuration files. Inside, you should see 'Modules' and 'Plugins' folders. Click 'Select Folder'.
- In Maya, you will now see a 'DazToMaya' tab in the Shelf toolbar. Click this tab to find the DazToMaya options



- If you have tabs disabled in the Maya Shelf, you may need to click the cog icon and select 'Shelf Tabs' to find and select the 'DazToMaya' tab.
- From the DazToMaya tab of the Shelf, you should now see an icon for “DAZ IMPORT”.
- Click it, and the Daz to Maya import window should appear.
- That completes the installation of the Daz to Maya Bridge plugin!
- If you receive an error when trying to click the "DAZ IMPORT" icon, make sure you have PyMEL installed. Follow this link to find out how to install [PyMEL](#).

2. Use the Daz to Maya Bridge

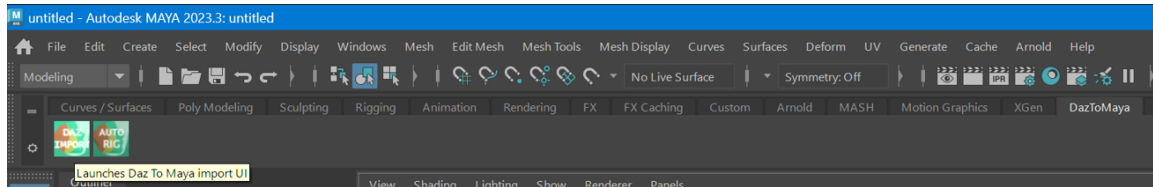
- Start in Daz Studio and add a character to the scene. Customize your character as desired.
- When you're ready to export, ensure your character is selected in the scene. Then, you can locate the bridge by going to the 'File' menu, select 'Send to', and choose 'Daz to Maya'



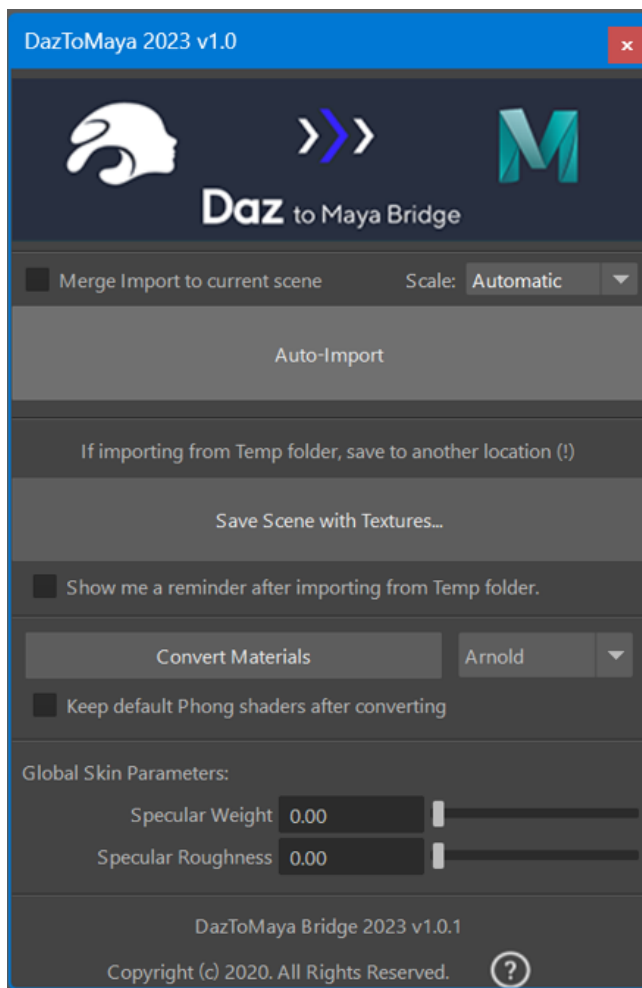
- The Daz to Maya Bridge will now pop up.
- Notice that "Skeletal Mesh" is automatically selected for the Asset Type. This is the asset type you want for rigged 3D models with skeletons.



- Click Accept, then wait for a dialog popup to notify you when to switch to Maya.
- In Maya, you will now see a “DazToMaya” tab in the Shelf toolbar. Click this tab to find the DazToMaya options



- Select 'Daz Import' and the Daz to Maya Bridge will now pop up



- Select “Auto-Import” and wait for the process to complete. Your Daz Figure will appear in your scene
- That completes this tutorial for using the Daz to Maya Bridge plugin!