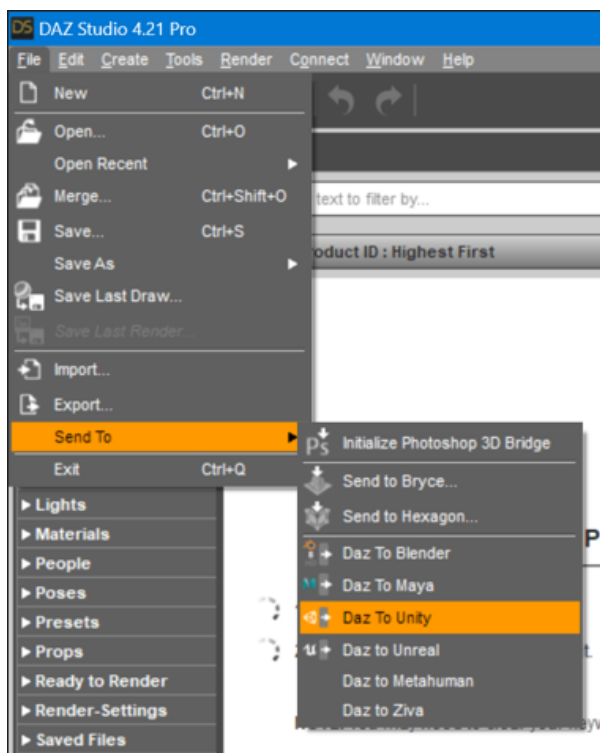


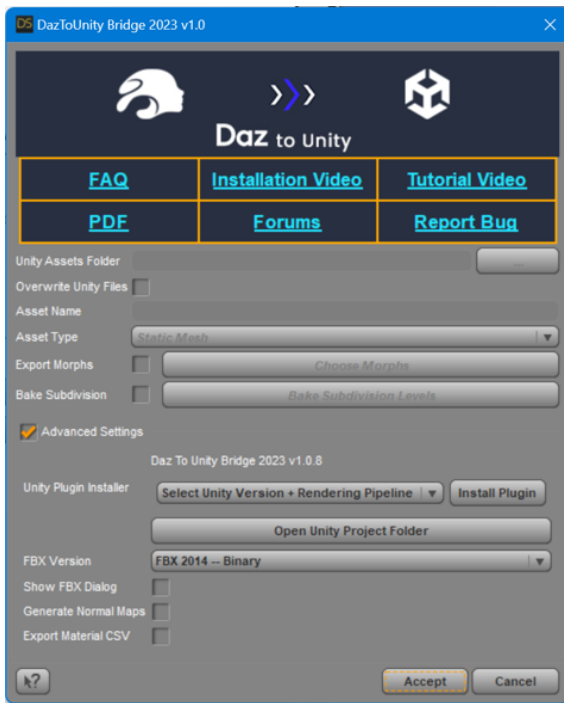
How To - Daz to Unity

1. Install the Daz to Unity Bridge

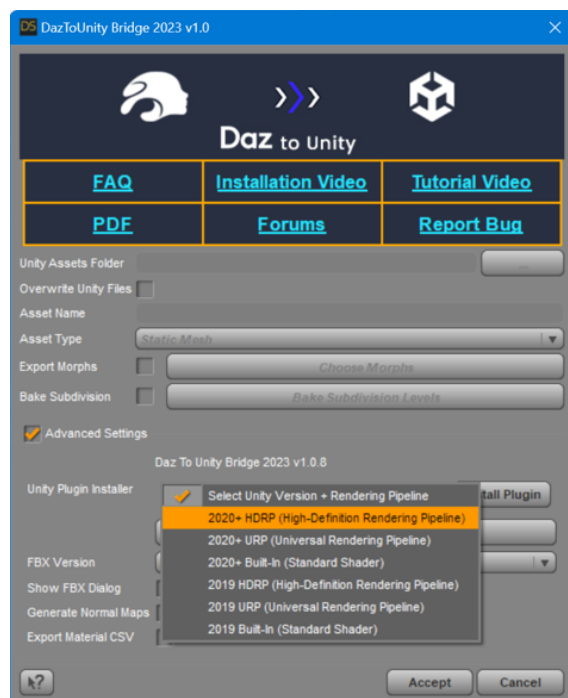
- After purchasing the Daz to Unity Bridge it will be added to your account
- Make sure your Daz Studio is closed prior to installation
- Open your Daz Install Manager (DIM)
- In DIM go to the 'Ready to Download' tab and locate your "Daz to Unity" Bridge and click "Download"
- Once downloaded go to the next tab 'Ready to Install', select "Daz to Unity" and click "Install"
- Once it's installed you can now open Daz Studio
- You can locate the bridge by going to the 'File' menu and select 'Send To'. You will have the option for "Daz to Unity"



- This will bring up the Daz to Unity Bridge window



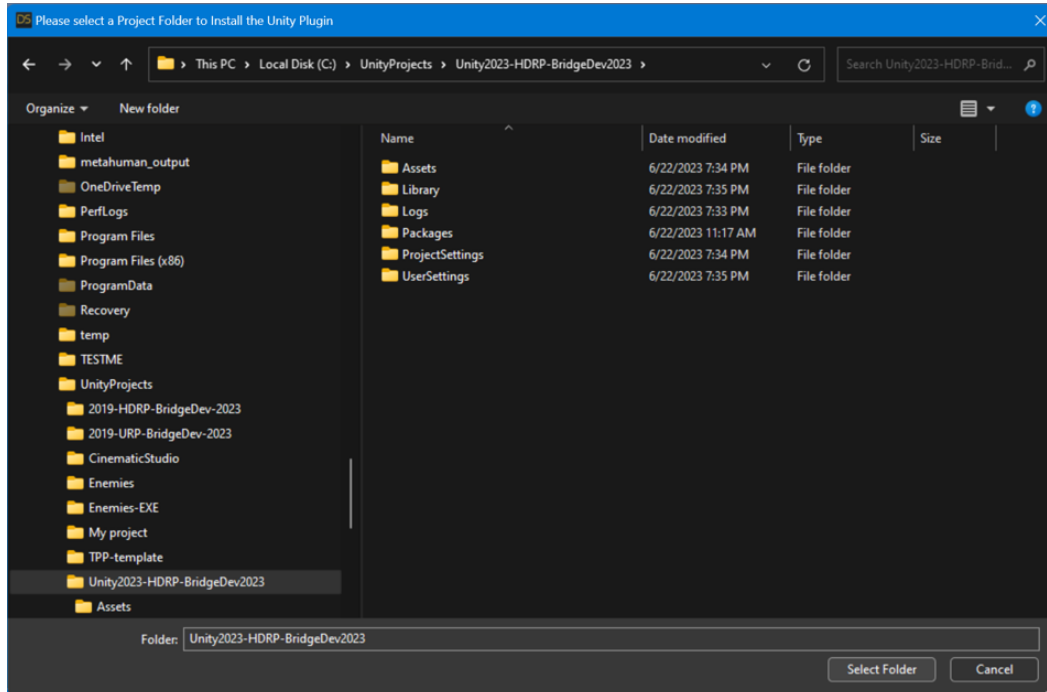
- If you already have a Unity project created, you can use the 'Advanced Settings' section to install the Unity Bridge plugin for your existing project.
- Click the dropdown menu and select your version of Unity and the rendering pipeline that you're using. If you're using a version of Unity greater than 2020, select one of the '2020+' options.



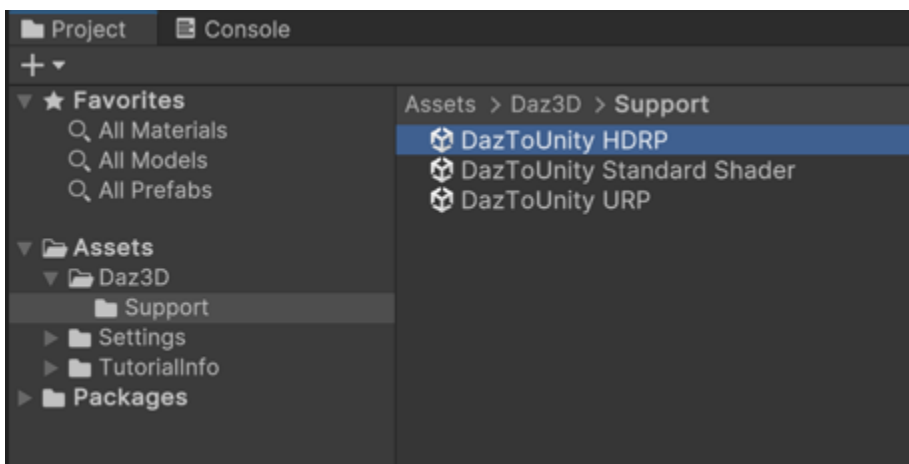
- Click 'Install Plugin'



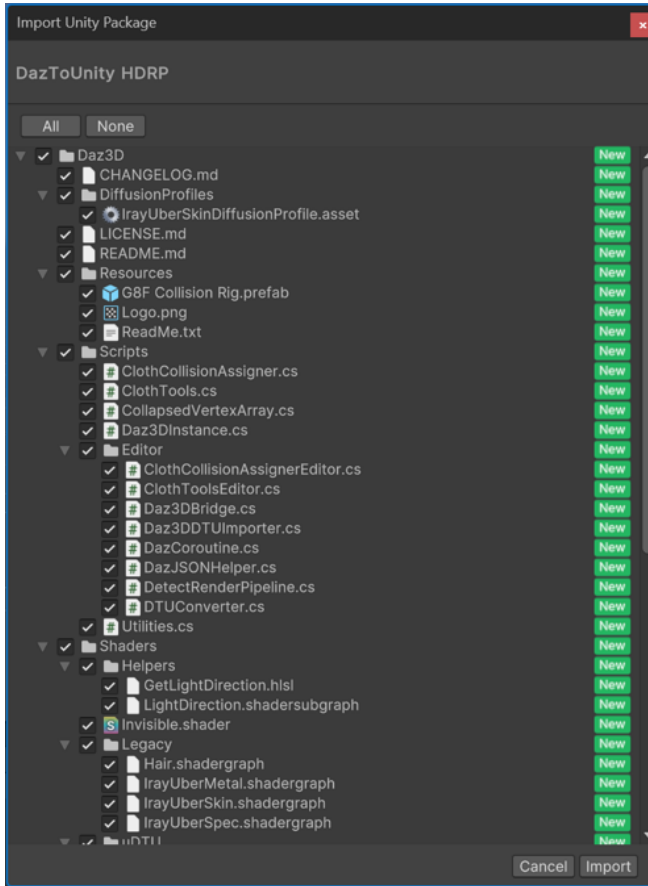
- Navigate to where your Unity project is stored and click 'Select Folder'



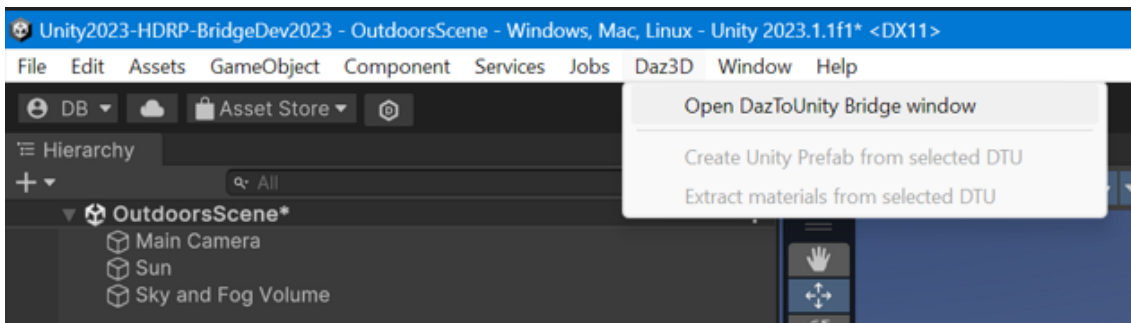
- Now you will see a message detailing where Daz Studio has copied the Unity package containing the Unity Bridge plugin. You will also see instructions on how to manually install the Unity package if it doesn't automatically start.
- If you have the Unity project open when you click 'OK', the Unity package import window should appear for your project. If the import window doesn't automatically appear, you'll need to manually open your Unity project and install the Unity package.
- Once your Unity project is open, go to the 'Daz 3D' folder inside 'Assets', then to the 'Support' folder. You should see three Unity packages.



- Find the one for your rendering pipeline and double-click it. This starts the 'Import Unity Package' window. Click 'Import'.



- Once the process completes, you should see a 'Daz 3D' option on the main menu bar. If you click 'Open Daz to Unity Bridge Window', you should see the 'Daz to Unity Bridge Window Readme'.

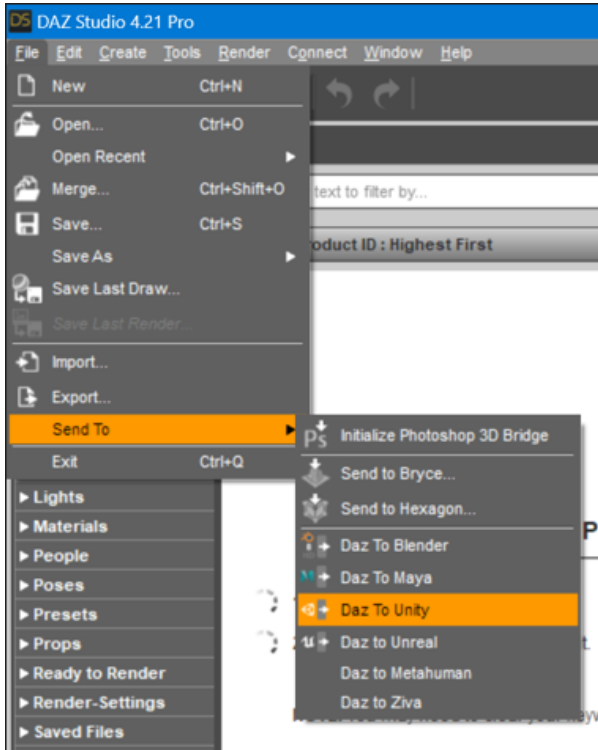




- That completes the installation of the Daz to Unity Bridge plugin!

2. Install and Use the Daz to Unity 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 Unity".



- This will bring up the Daz to Unity Bridge window
- The first step is to make sure you have the correct Unity Project Assets Folder selected in the first line! Click the '...' to select the correct Unity Project Folder if this is not set correctly.
- If the Daz to Unity Bridge has not been installed into the selected project, the Install Unity Files checkbox will automatically enable.

- 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 Unity.
- When you switch to your Unity Project, Unity automatically detects and imports the figure exported from Daz Studio.
- That completes the installation of the Daz to Unity Bridge plugin!