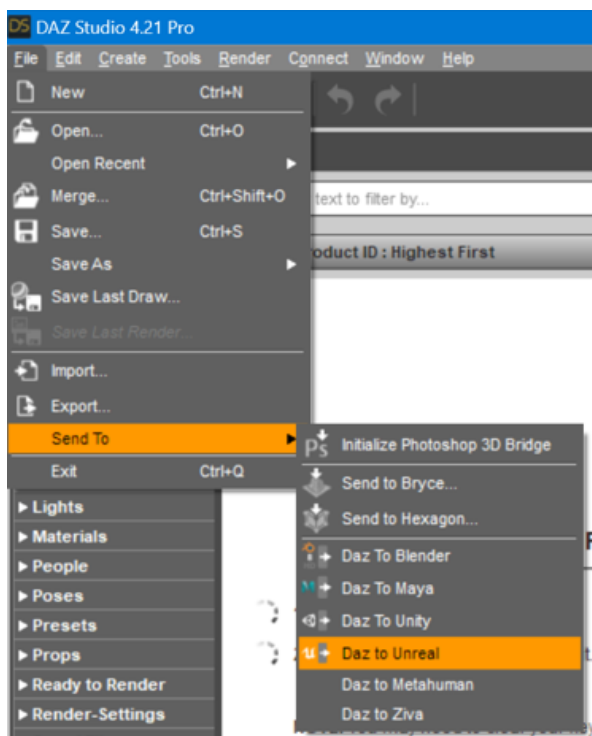


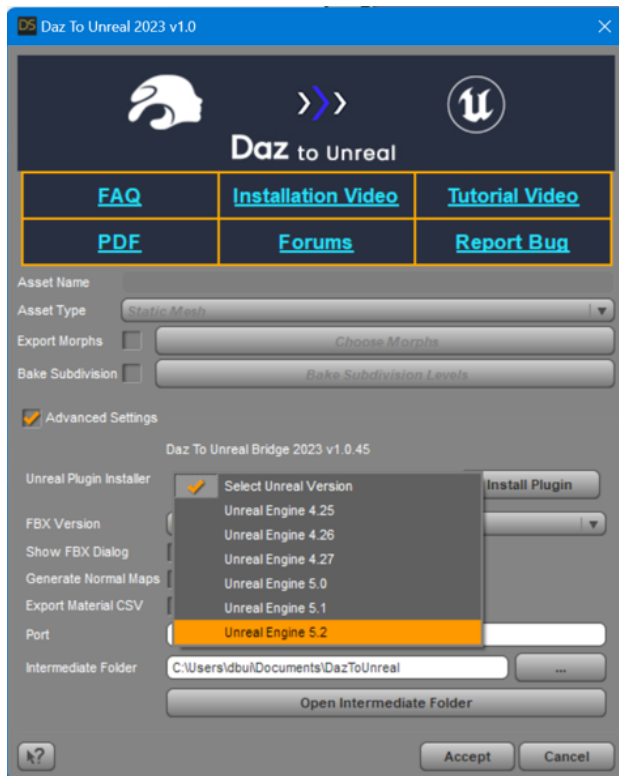
How To - Daz to Unreal

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

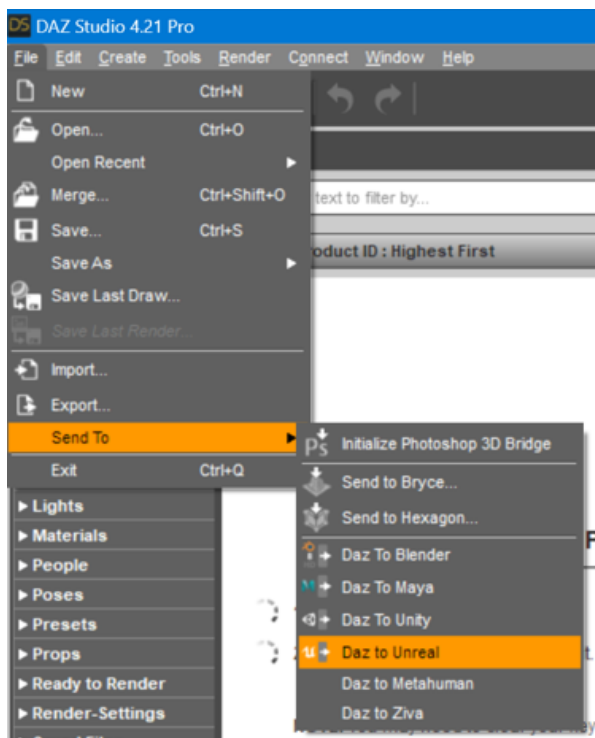


- Click 'Install Plugin'
- Navigate to where you installed the Unreal Engine and click 'Select Folder'.
- Alternatively, you can install the Unreal plugin into a specific 'Project\Plugins' folder.
- Now start your Unreal Project and click Edit -> Plugins...
- Find the Daz To Unreal Bridge and put a checkmark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