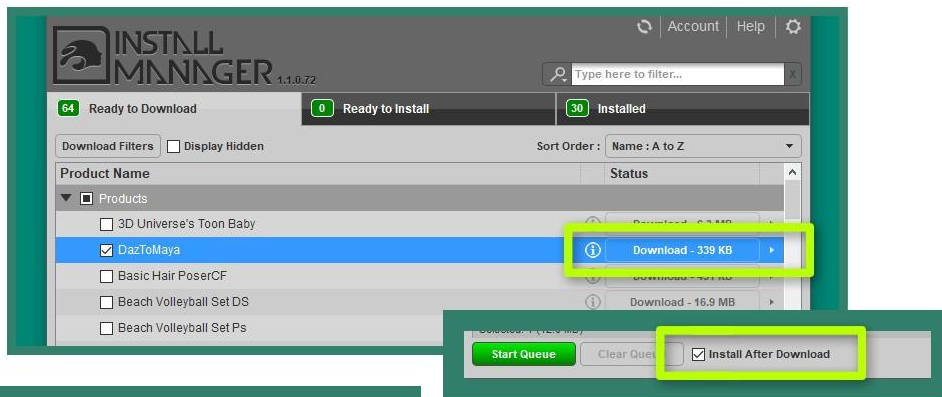


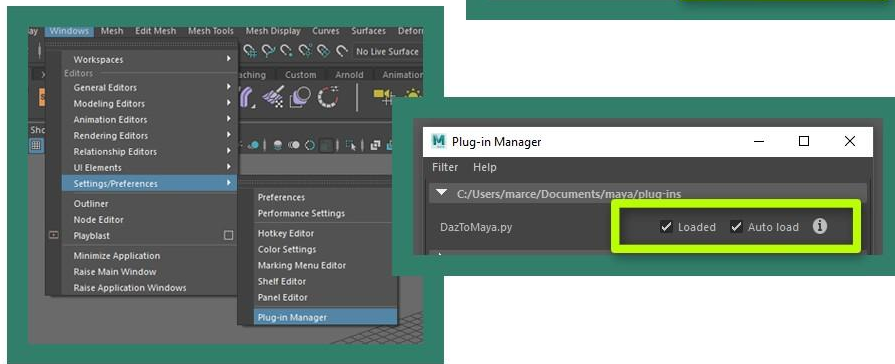
# DazToMaya - How to Install:

- 1 After purchase, open your Daz Install Manager, select DazToMaya, check Install After Download and press Start Queue.

If you don't enable Install After Download you can find it in Ready To Install, from there you can just click Install



- 2 Enable the plugin in Maya



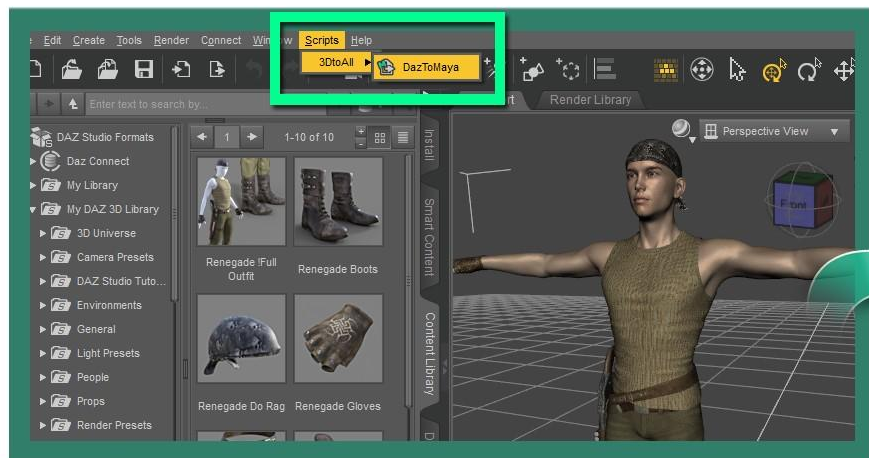
*That's it!*

Next page: How to use it

## DazToMaya - How to Use:

# DAZ Studio

- 1 When you have your character with the look you want, click on **DazToMaya\***  
\*You can find it on the Scripts menu



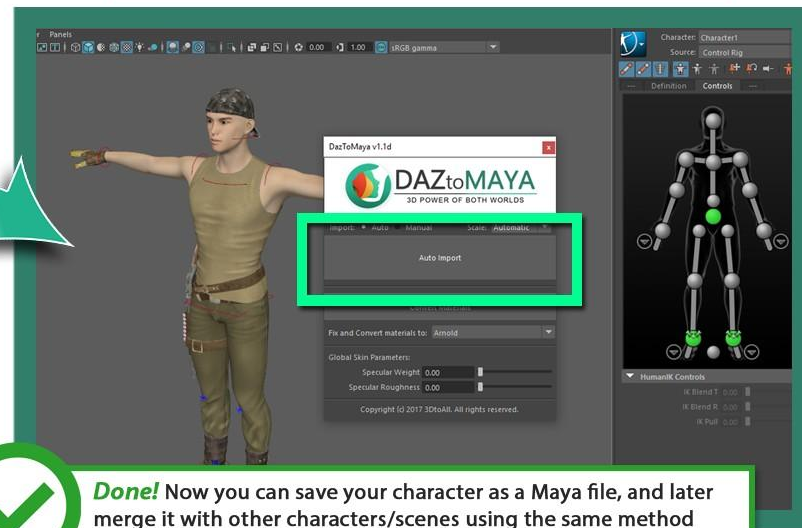
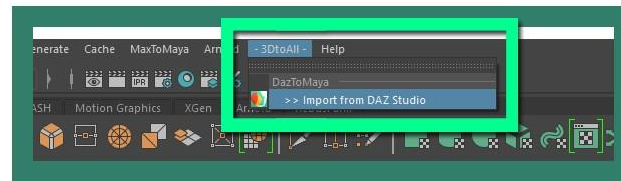
## Notes

**!** If you had Daz Studio open during installation remember to restart it to find DazToMaya in your interface

When transferring Characters, transfer 1 (one) at time

# Maya

- 2 Open DazToMaya in Maya and press Auto Import



**✓ Done!** Now you can save your character as a Maya file, and later merge it with other characters/scenes using the same method

## DazToMaya - Extra:

### How to add a shortcut to the toolbar?

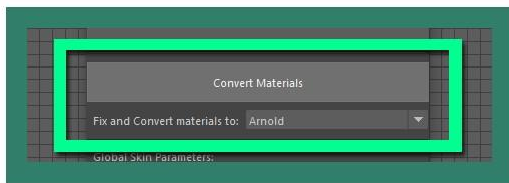
- Press **F3** in Daz Studio, then drag and drop "DazToMaya" from Actions to desired place in the Tool Bars tab. Then click **Accept**.



### How to convert materials?

- Press **Convert Materials**, materials will be converted to the selected renderer.

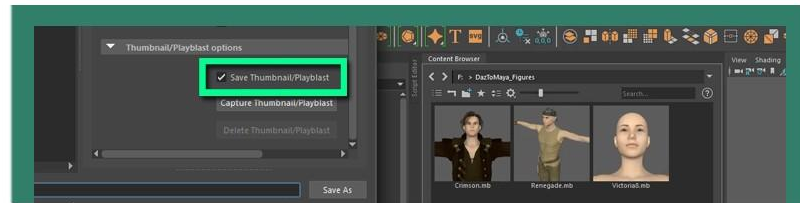
*Avoid re-convert, if you want to convert to other render is recommended to import figure again.*



### How to work with multiple figures?

- Focus and work in one figure at a time, save them separated and then merge/import them together into any scenes you want.

- 1) Import your figure using DazToMaya
- 2) *If desired Convert Materials, or leave as default*
- 3) Save as Maya file, one file per character.
- 4) Merge your characters/maya files into another scene.



**TIP:** In Maya You can save with thumbnail. Content Browser can be used to see your saved files with thumbnails, from there you can also drag and drop them into a scene.

### How to rename a Character rig?

- You find "Rename Character" option in the HumanIK menu

