

Get Ready for Blender User Guide

In this tutorial we will load a character in Daz Studio and apply NGG9 to her, then run Get Ready for Blender, and then import the character along with NGG9 into Blender via Daz to Blender Bridge. So we first need to install Daz to Blender Bridge in Daz Studio. If you already have the plugin installed, you can skip this part.

If you have not installed Daz to Blender Bridge, please get the plug-in from the following link (Please note that the current version of Daz to Blender Bridge currently only supports Blender 3.6 or lower versions, so you need to install Blender 3.6 LTS version on your computer before installing this plug-in):

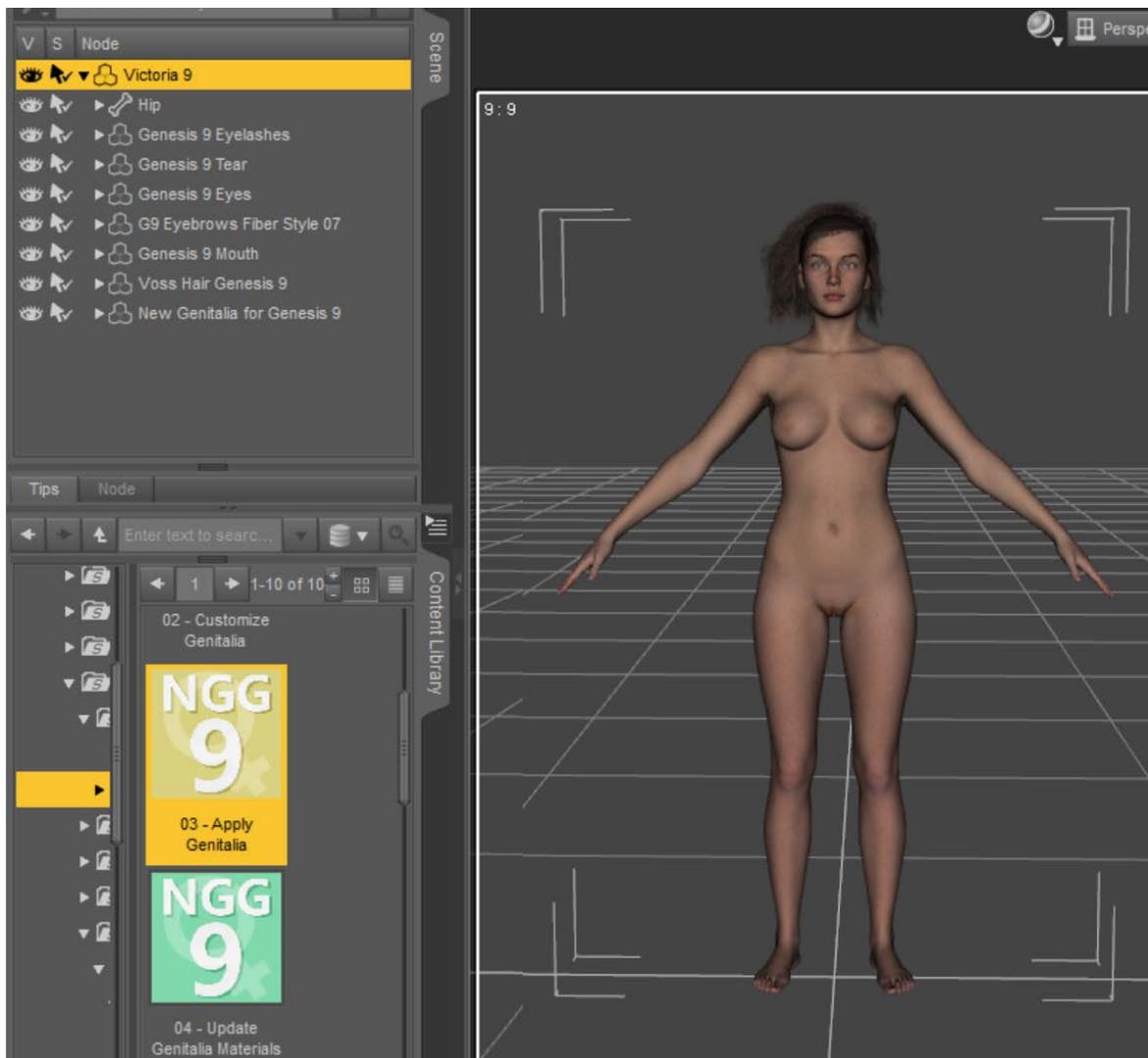
<https://www.daz3d.com/daz-to-blender-bridge>

Then follow the video tutorial below to install Daz to Blender Bridge:

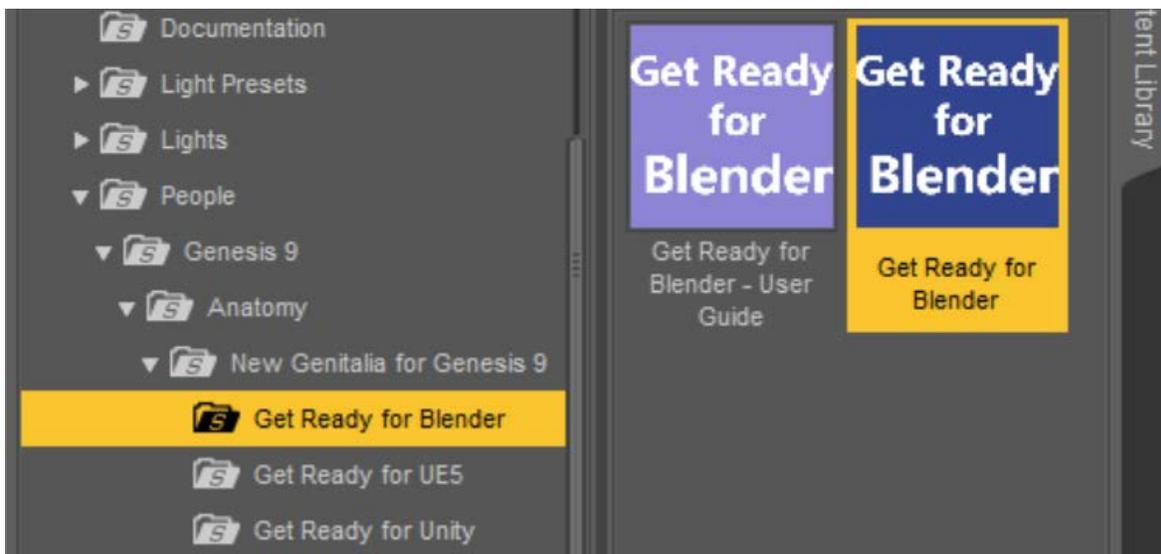
<https://www.youtube.com/watch?v=uyZb545tDks>

Here are the steps to import the character into Blender along with NGG9:

1. Open Daz Studio, load and select your character (I'll use Victoria 9 as an example), and then apply NGG9 to it.

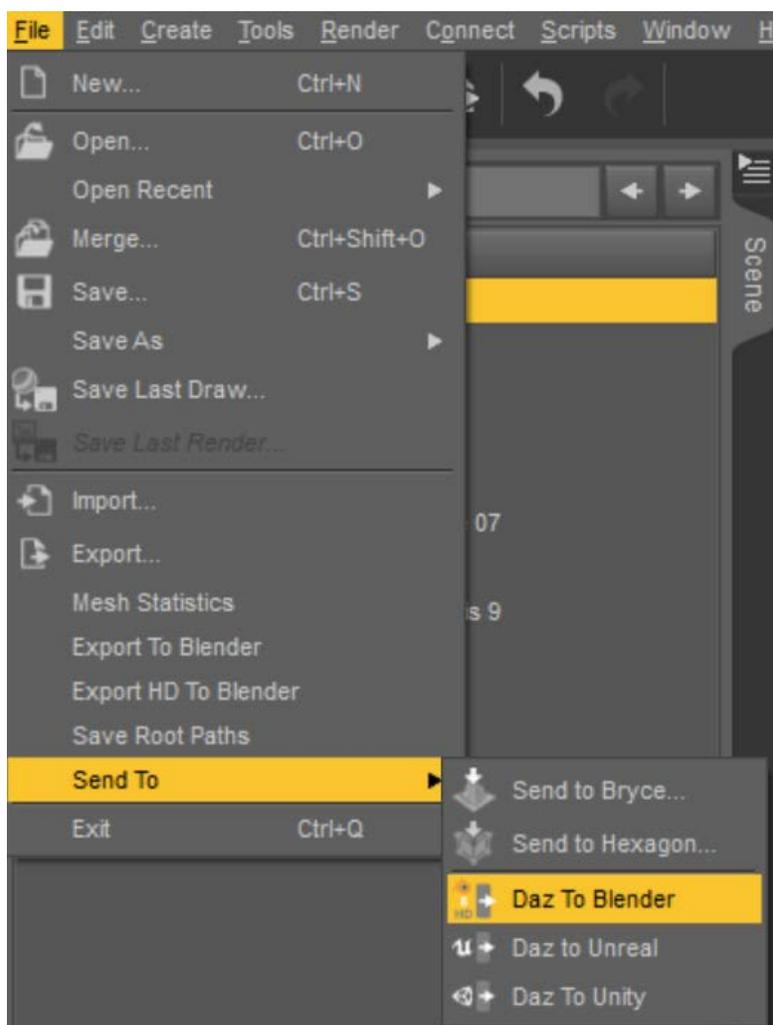


2. Make sure Victoria 9 is selected in the Scene pane, go to the Content Library pane, and find the icon of the 'Get Ready for Blender' script under 'People > Genesis 9 > Anatomy > New Genitalia for Genesis 9 > Get Ready for Blender'.

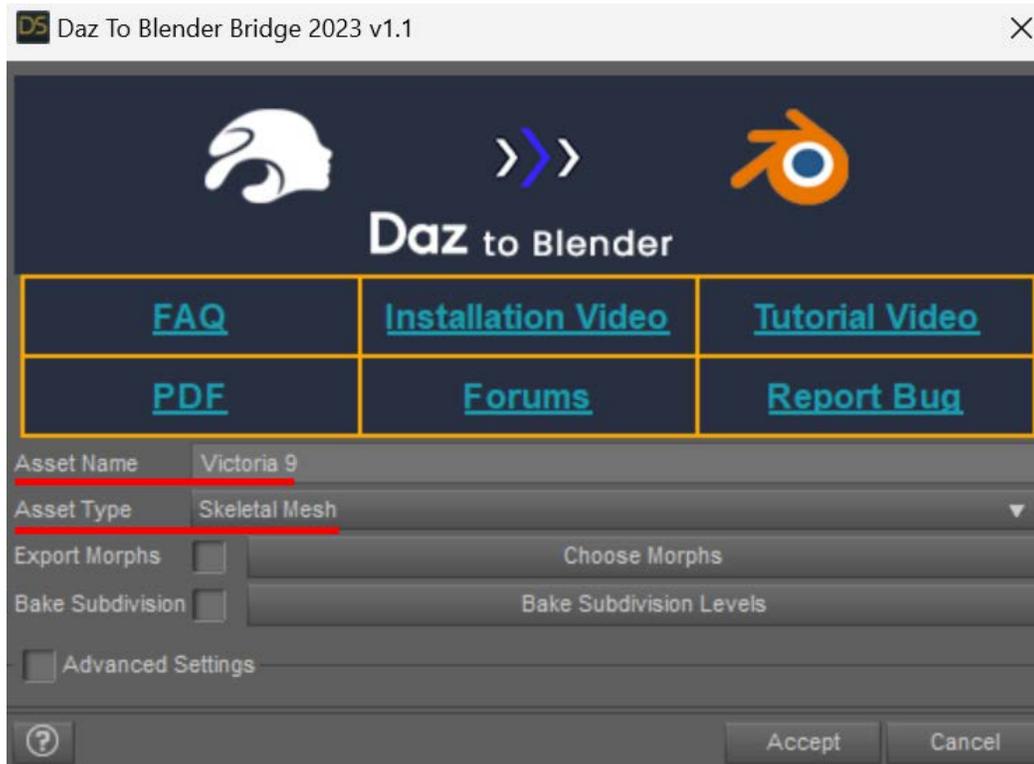


3. Double-click this icon to run the 'Get Ready for Blender' script and you will see a progress bar pop up and then automatically close. This means that the script has finished running.

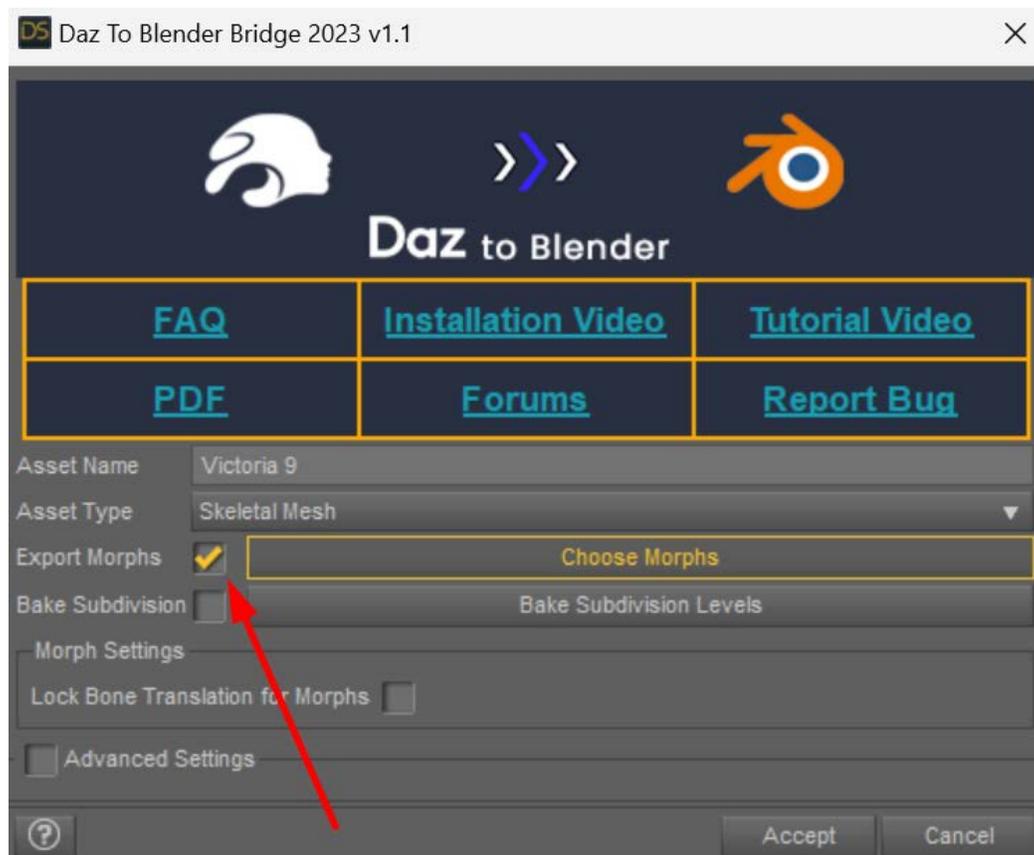
4. Still make sure Victoria 9 is selected in the Scene pane, then select 'Send To > Daz To Blender' from the File menu of DAZ Studio.



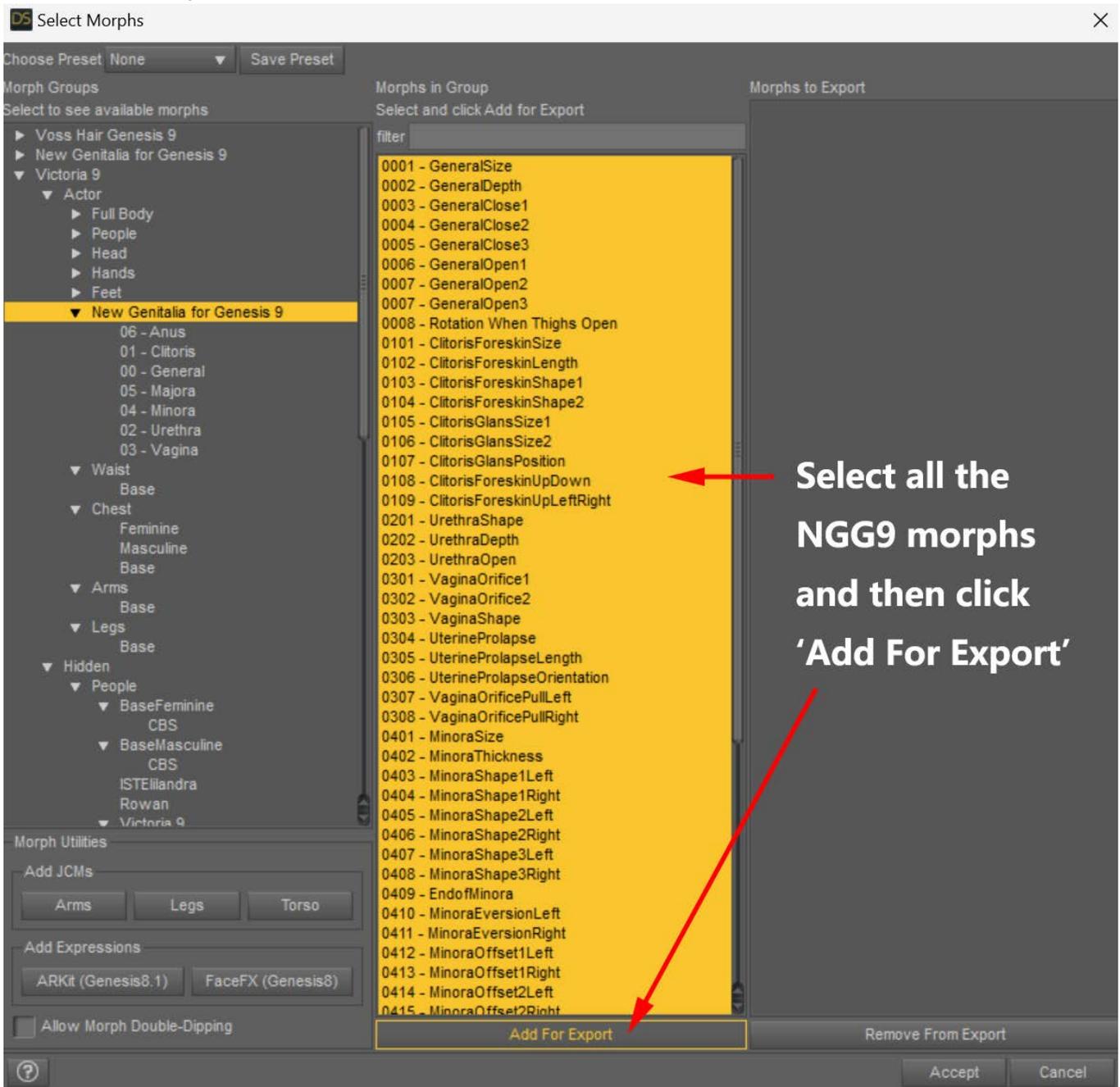
5. In the pop-up Daz to Blender Bridge window, if you have selected Victoria 9 in the previous step, the Asset Name will be automatically filled in as 'Victoria 9', and the Asset Type must be selected as 'Skeletal Mesh'.



6. Check 'Export Morphs', then click 'Choose Morphs' button to open 'Select Morphs' dialog.

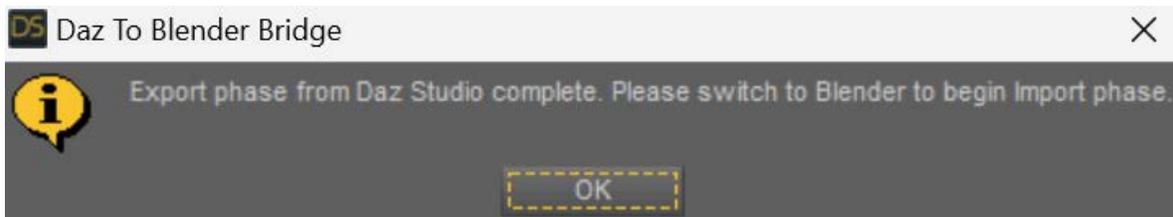


7. First select 'Victoria 9 > Actor > New Genitalia for Genesis 9' in 'Morph Groups' list of the Select Morphs dialog, then go to 'Morphs in Group' list in the middle of the dialog to select all the morphs of NGG9 and click 'Add For Export' button.



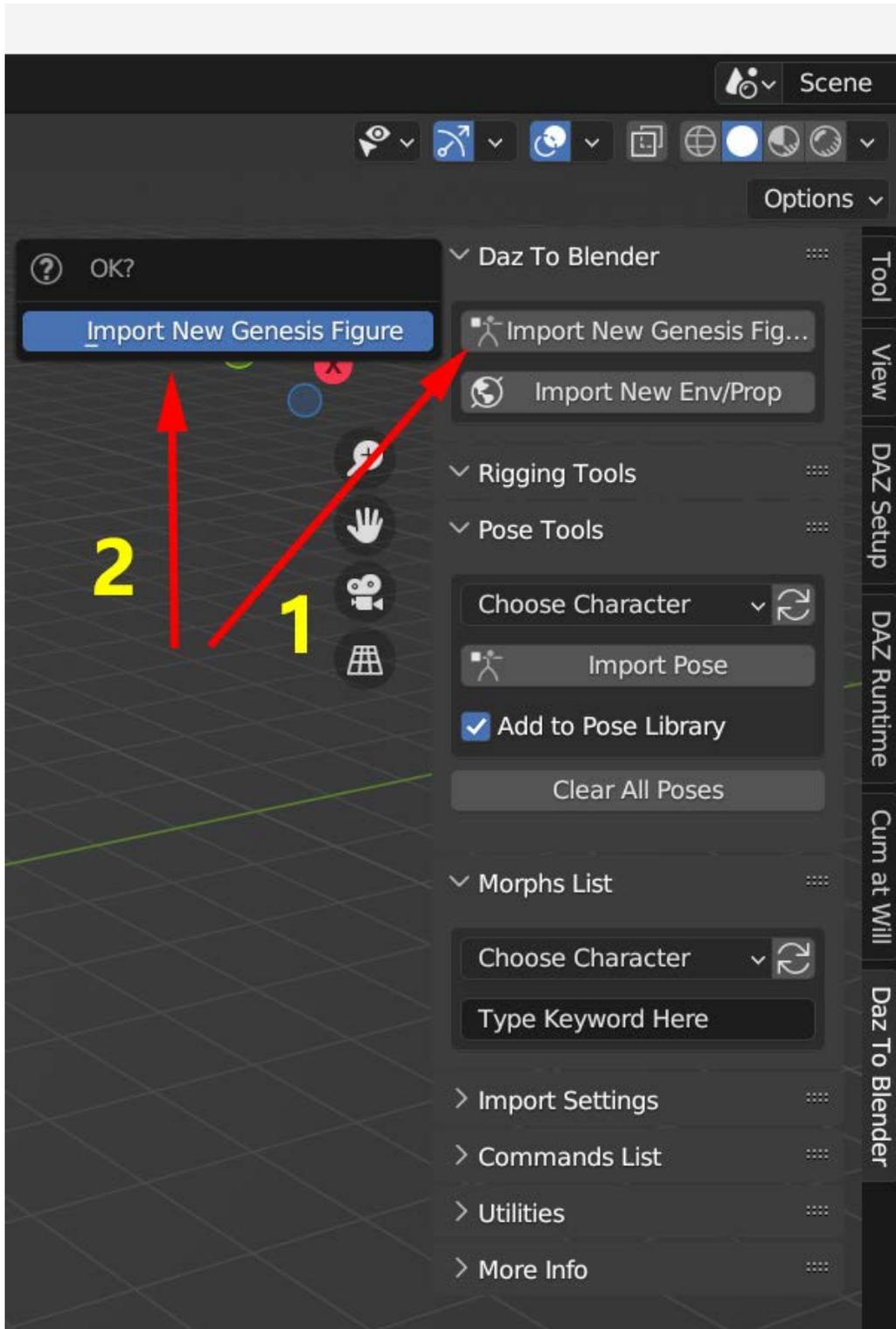
Please note that there are two 'New Genitalia for Genesis 9' in the Morph Groups list and we must choose the one located under the Actor of Victoria 9.

8. Click the 'Accept' button in the Select Morphs dialog. After the dialog is closed, click the 'Accept' button in the Daz to Blender Bridge window and wait for processing to complete.

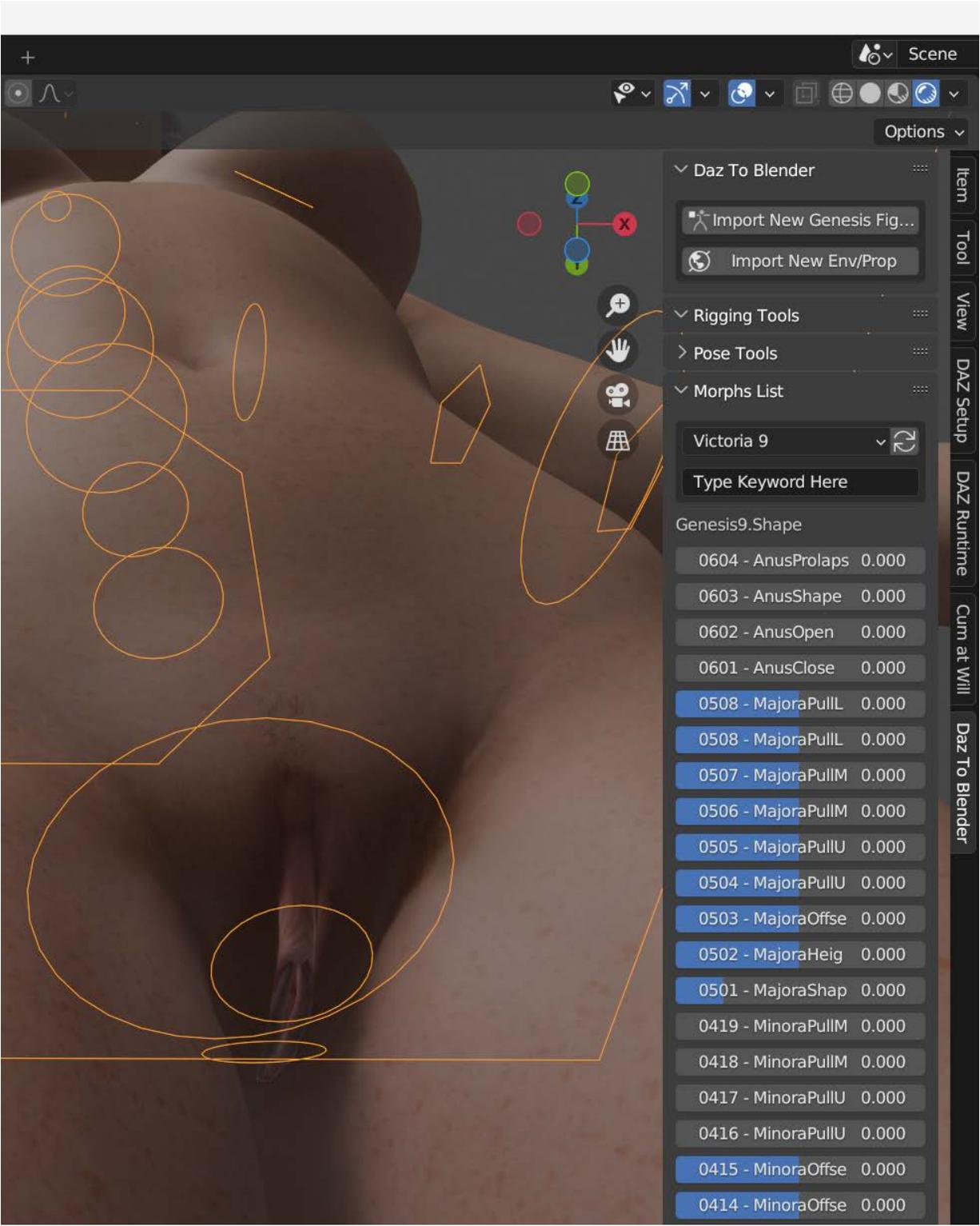


9. When you see the Daz to Blender Bridge pop up prompt, launch Blender 3.6 and click 'Daz To Blender' tab on the right side of the viewport to open the plug-in panel.

Click 'Import New Genesis Figure' button and then click the 'Import New Genesis Figure' button again to confirm the import starts.



10. After the import is complete, we can see that Victoria 9 and NGG9 appear in the viewport. In the mean time, all the morphs of NGG9 can be seen in 'Morphs List' sub panel of Daz To Blender.



Options ▾

DAZ To Blender

Import New Genesis Fig...
Import New Env/Prop

Rigging Tools
Pose Tools
Morphs List

Victoria 9
Type Keyword Here

Genesis9.Shape

0604 - AnusProlaps	0.000
0603 - AnusShape	0.000
0602 - AnusOpen	0.000
0601 - AnusClose	0.000
0508 - MajoraPullL	0.000
0508 - MajoraPullL	0.000
0507 - MajoraPullIM	0.000
0506 - MajoraPullIM	0.000
0505 - MajoraPullU	0.000
0504 - MajoraPullU	0.000
0503 - MajoraOffse	0.000
0502 - MajoraHeig	0.000
0501 - MajoraShap	0.000
0419 - MinoraPullIM	0.000
0418 - MinoraPullIM	0.000
0417 - MinoraPullU	0.000
0416 - MinoraPullU	0.000
0415 - MinoraOffse	0.000
0414 - MinoraOffse	0.000