

Get Ready for Unity User Guide

In this tutorial, we will load a character in Daz Studio and apply NGG9 to her, then run Get Ready for Unity, and import the character, along with NGG9, into your Unity project via Daz to Unity Bridge.

So we first need to install Daz to Unity Bridge in Daz Studio, and then import the Unity Bridge Plugin into your Unity project. If you have already installed Daz to Unity Bridge and your Unity project has successfully imported the Unity Bridge Plugin, you can skip this part.

If you have not installed Daz to Unity Bridge, please get the plug-in from the following link(Please note that the latest version of Daz to Unity Bridge only works in Daz Studio 4.22, you need to upgrade your Daz Studio to 4.22 before installing this plug-in):

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

Follow the video tutorial below to install Daz to Unity Bridge:

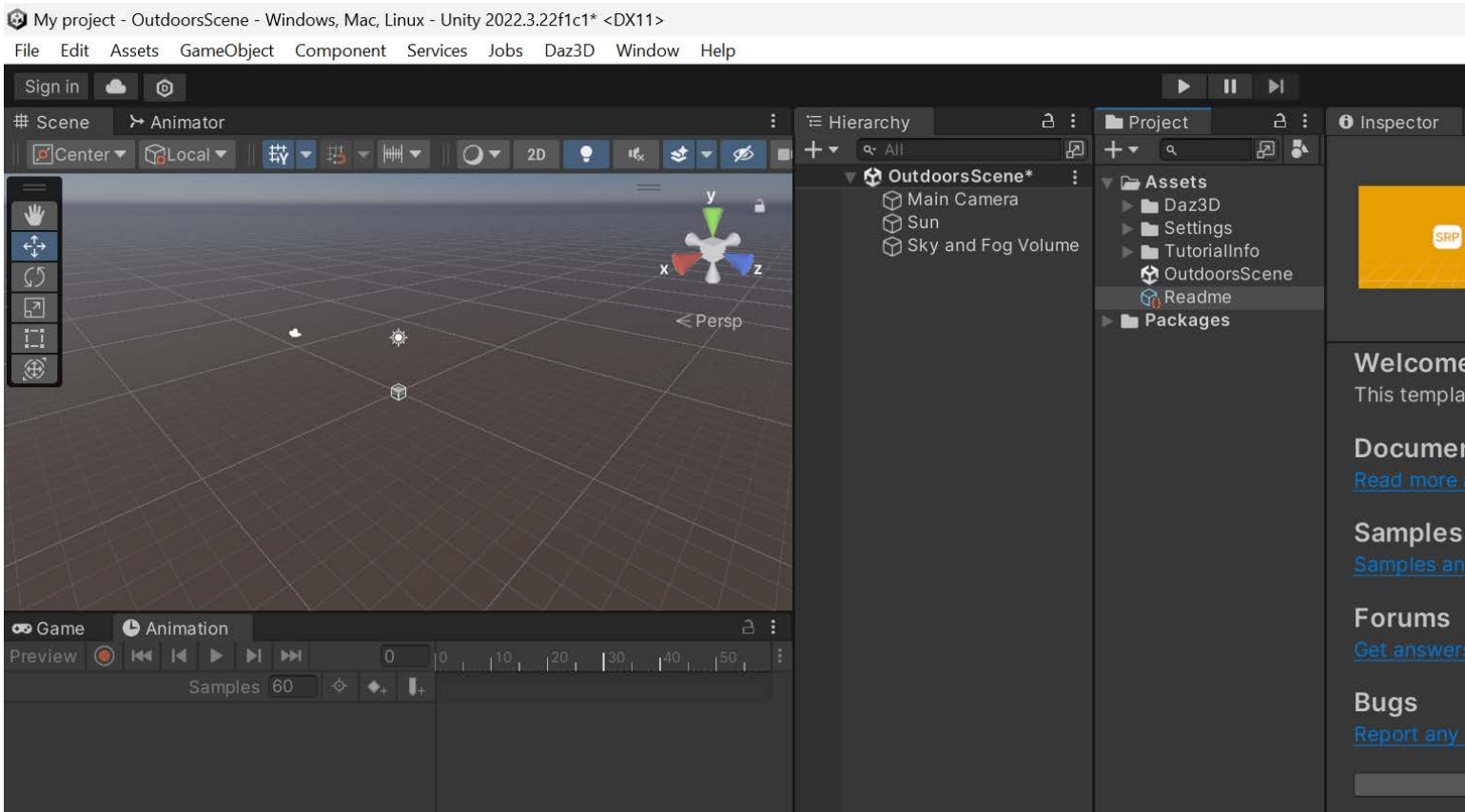
https://www.youtube.com/watch?v=_Em9sNdw1Dw

If you want to learn more about how to use Daz to Unity Bridge, refer to the following video tutorial:

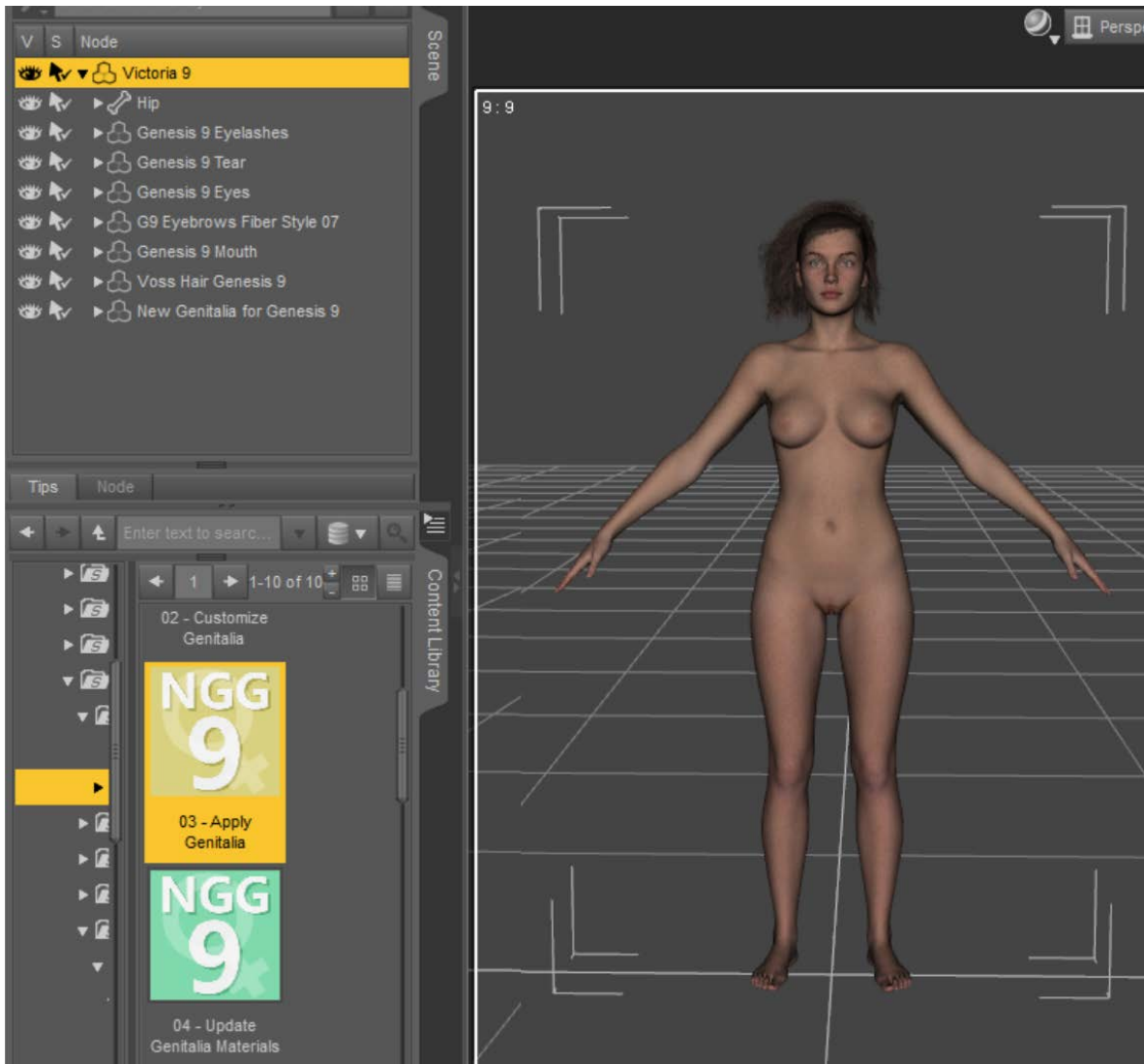
https://www.youtube.com/watch?v=B_szQcX_i3I

The following are the steps to import the character to your Unity project along with NGG9:

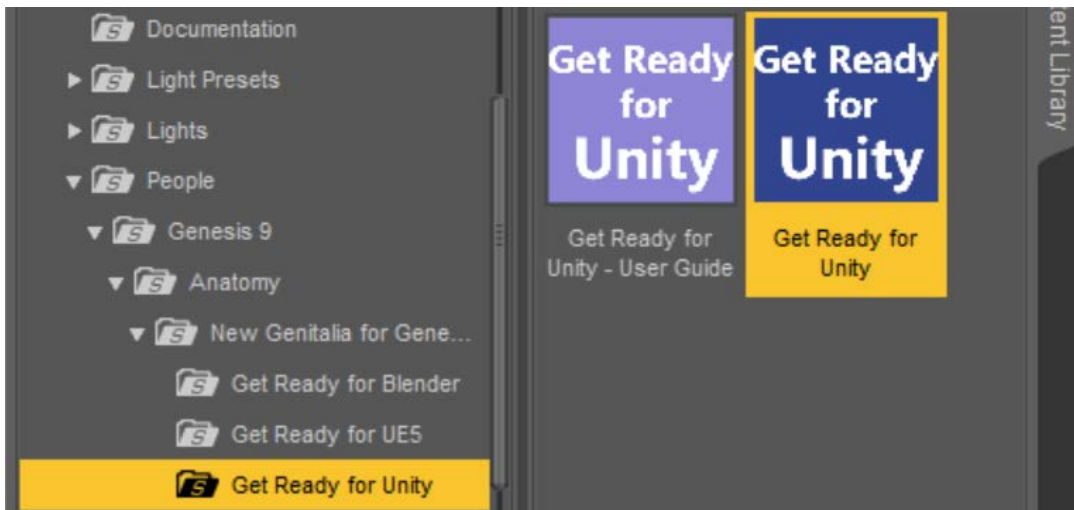
1. Launch Unity Hub and then open your project.



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

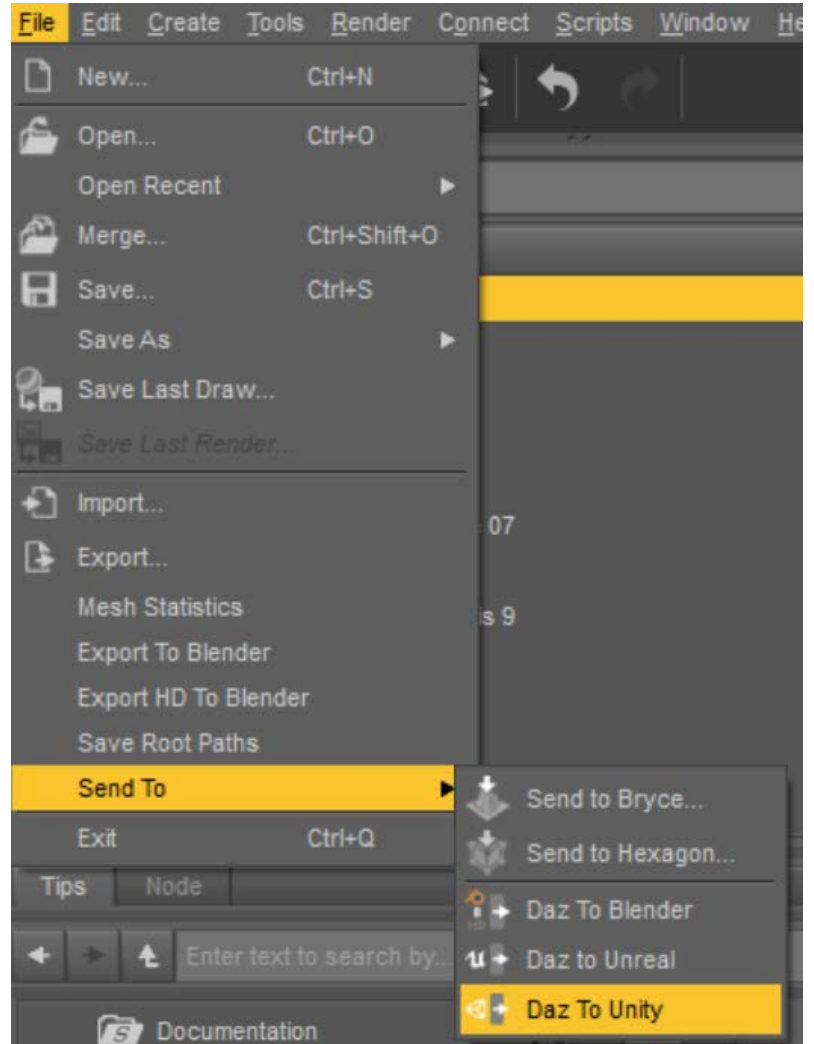


3. Make sure Victoria 9 is selected in the Scene pane, go to the Content Library pane, and find the icon of the 'Get Ready for Unity' script under 'People > Genesis 9 > Anatomy > New Genitalia for Genesis 9 > Get Ready for Unity'.



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

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

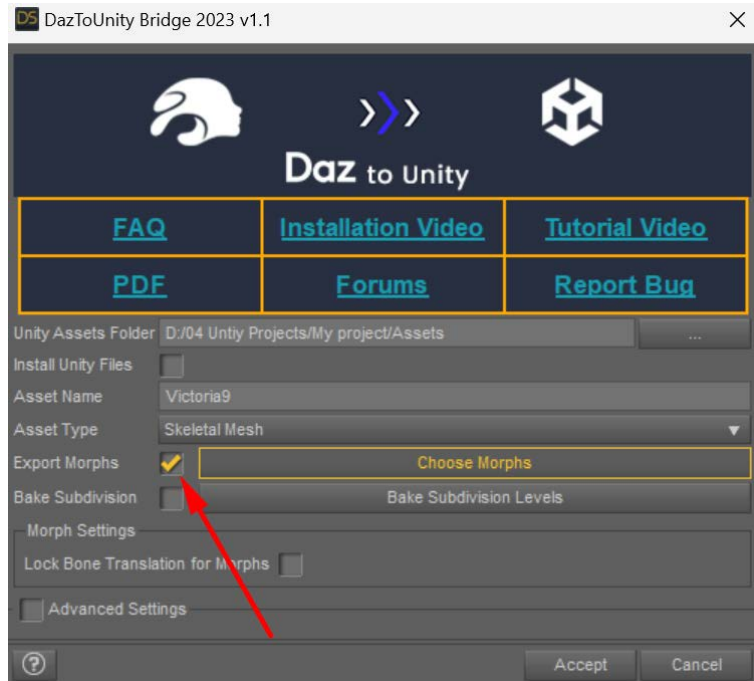


6. In the pop-up DazToUnity Bridge window, the Unity Assets Folder is automatically filled in as the 'Assets' sub folder under an Unity project folder. If the project is not the one you opened in the step 1, you need to click the '...' button on the right to manually select the correct file path.

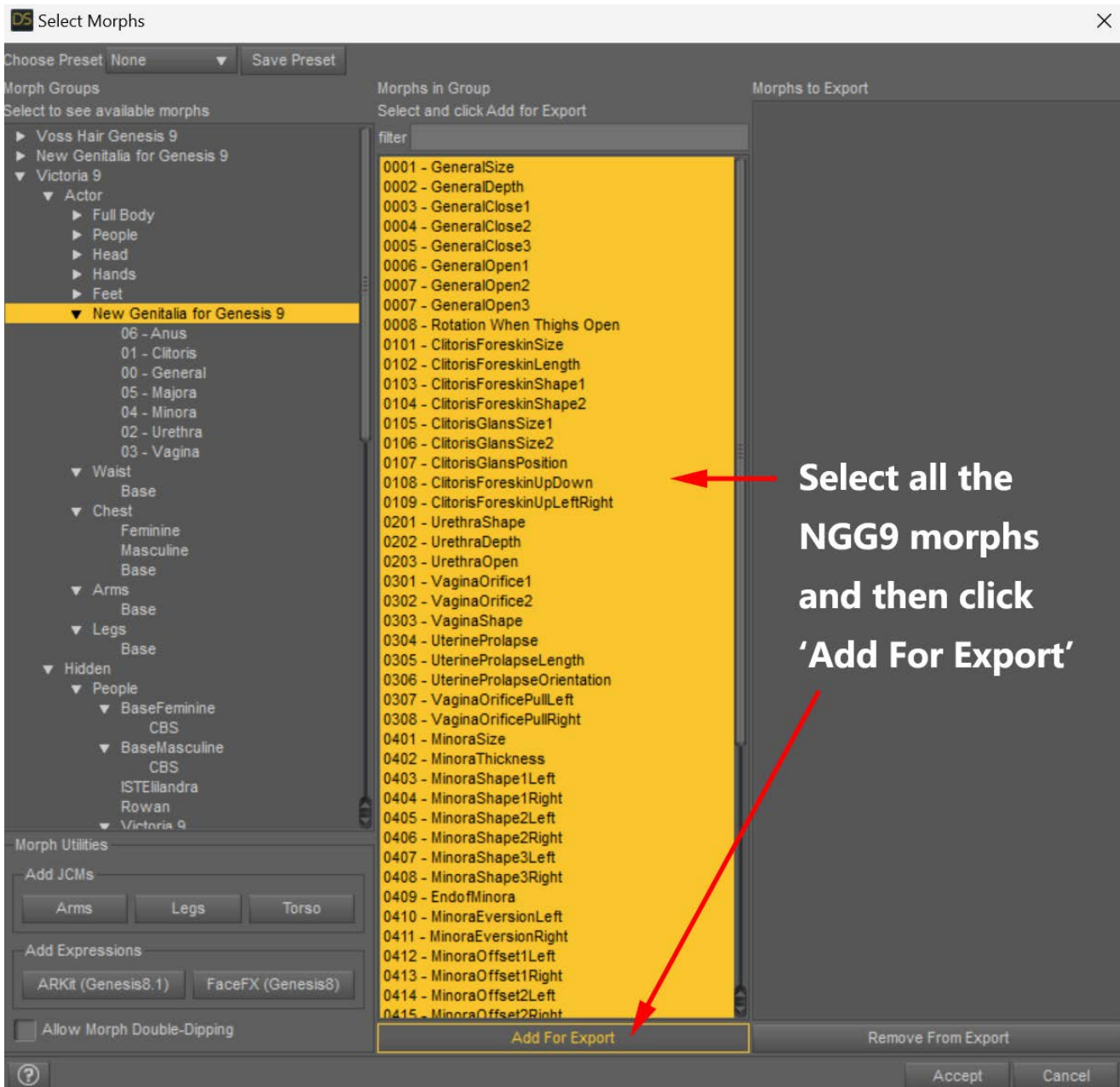
Next is the Asset Name. If you have selected Victoria 9 in the previous step, it will be automatically filled in as 'Victoria 9'. At last, the Asset Type must be selected as 'Skeletal Mesh'.



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

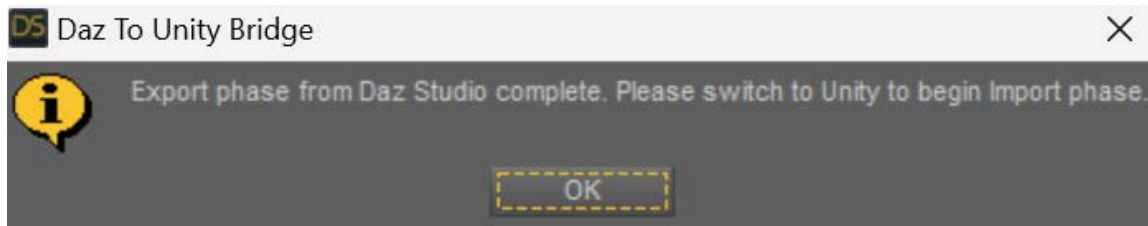


8. First select 'Victoria 9 > Actor > New Genitalia for Genesis 9' in 'Morph Groups' list of the Select Morphs dialog, then go to 'Morphs in Group' list in the middle of the dialog to select all the morphs of NGG9 and click 'Add For Export' button.

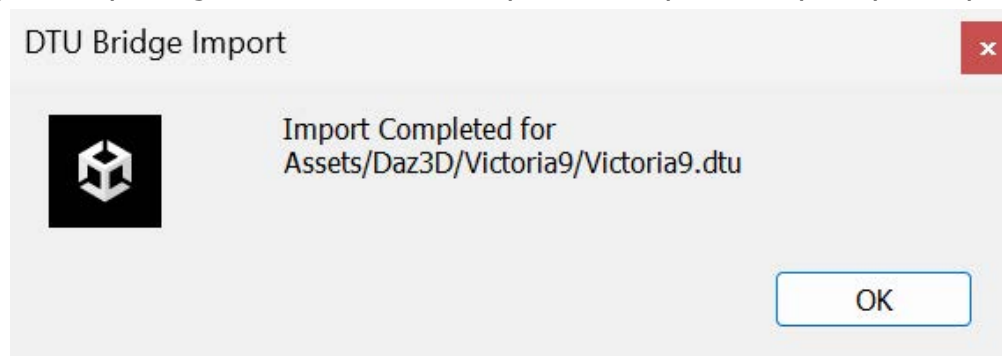


Please note that there are two 'New Genitalia for Genesis 9' in the Morph Groups list and we must choose the one located under the Actor of Victoria 9.

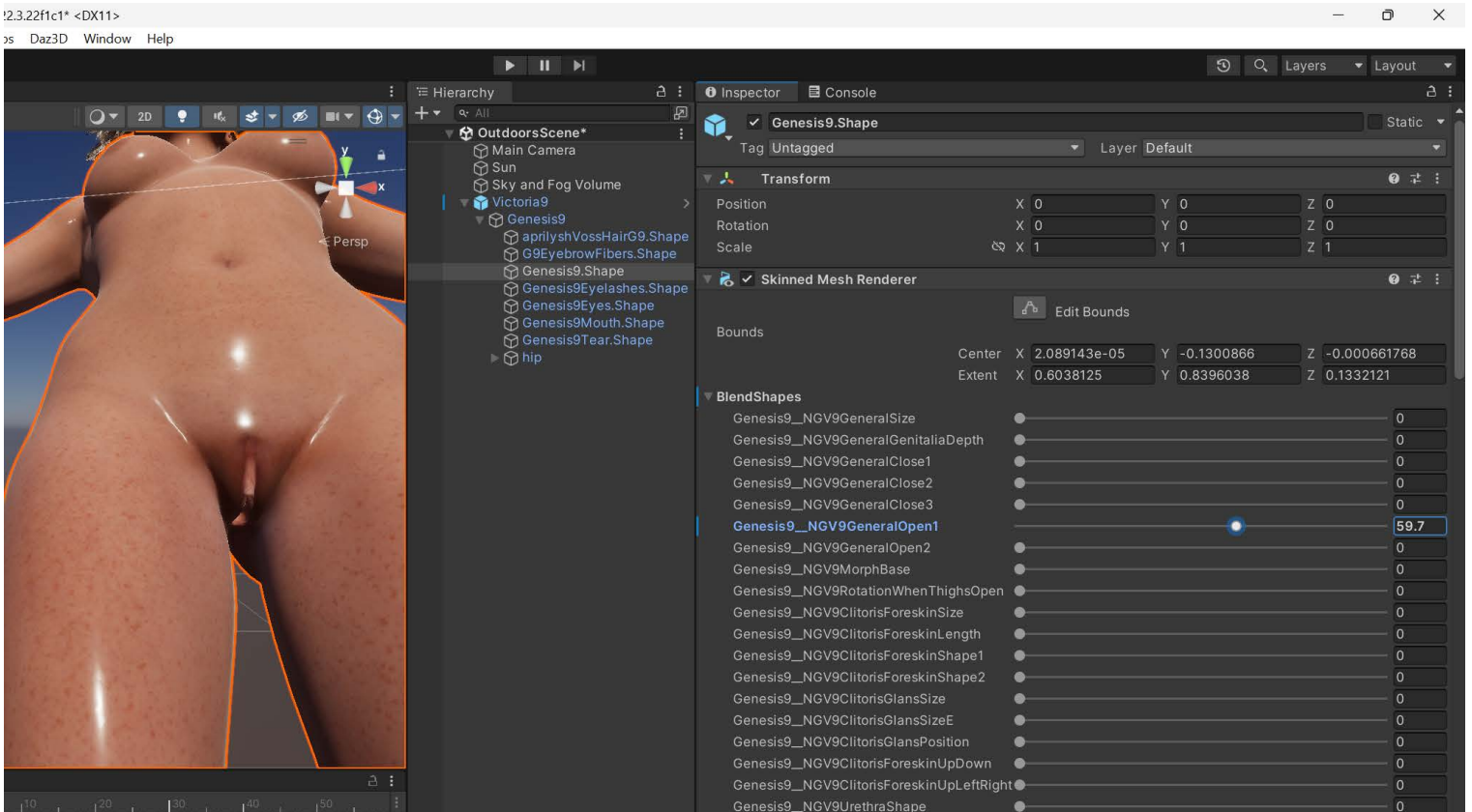
9. Click the 'Accept' button in the Select Morphs dialog. After the dialog is closed, click the 'Accept' button in the DazToUnity Bridge window and wait for processing to complete.



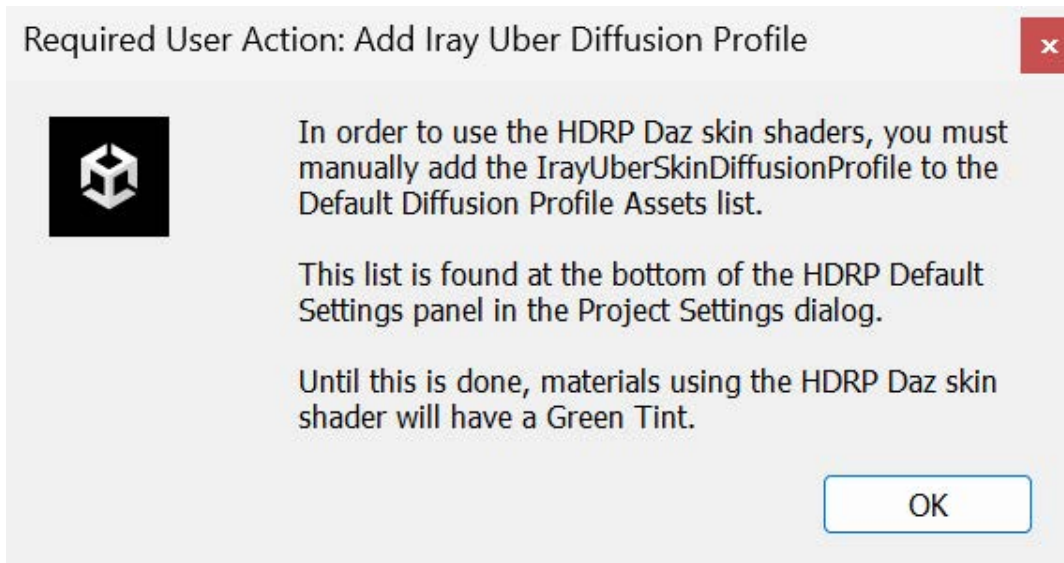
10. When you see the DazToUnity Bridge pop up prompt, switch to Unity and you will see that the Unity Bridge Plugin is importing assets. When the import is completed, a prompt will pop up.



11. Close this prompt and select 'Victoria 9 > Genesis 9 > Genesis 9.Shape' in the Hierarchy panel, then click the triangle button to the left of 'BlendShapes' in the Inspector panel, you can see all the morphs of NGG9.



Please note that after closing the previously mentioned prompt, another prompt may pop up.



This prompt reminds us to add an IRA diffusion profile for the HDRP rendering pipeline to render skin and other materials with subsurface scattering (SSS). Please refer to the section starting at 2:03 in the video tutorial below:

https://www.youtube.com/watch?v=B_szQcX_i3I