

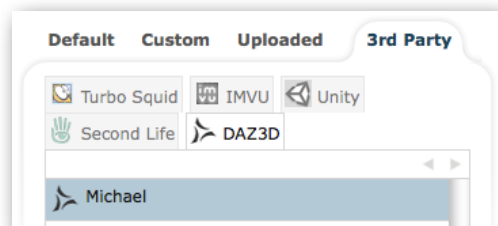


DAZ 3D - Workflow

Creating animation for DAZ Studio

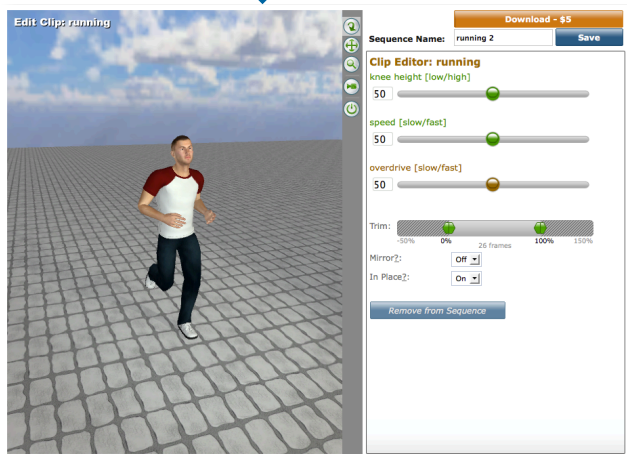
Mixamo to DAZ

In Mixamo



1. Select a motion on Mixamo

- Then click the “Edit Character” button in the bottom left-hand side of the motion editor
- Select “3rd Party” in the character widget, choose “DAZ 3D” and select your character



2. Customize Your Motion

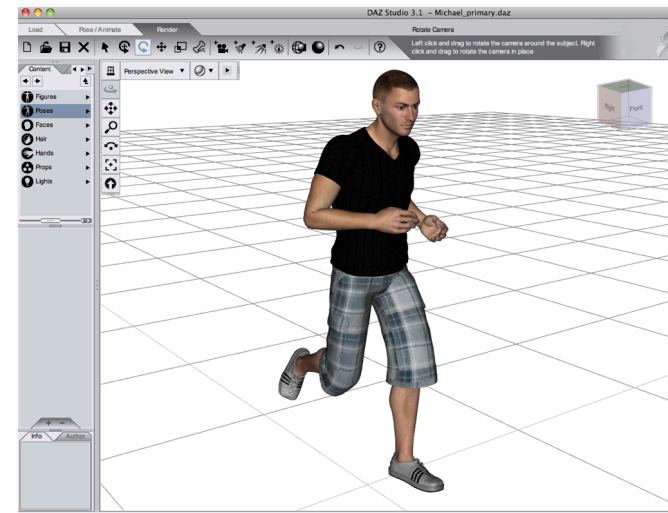
Using built-in sliders & controls

3. Download in .BVH format

Standard format for DAZ Studio



In DAZ Studio



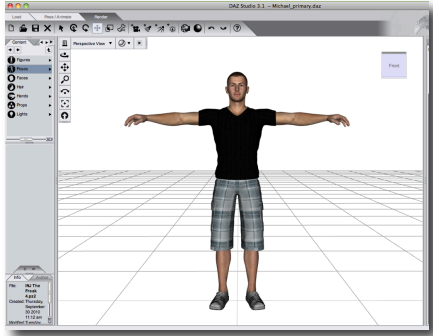
4. Upload to DAZ Studio

- Select File > Import
- Under Scene Animation Setup Options, select “Adjust scene to match file” and unselect all other options
- If your animation appears to be somewhat off the floor, select the “Parameters” tab. Then select the small arrow to the right and choose “Move to Floor” (alternatively, select Ctrl + D, or Command + D for Mac)

Creating animation for DAZ Studio

Bi-directional: Export from DAZ to Mixamo and back

In DAZ Studio



1. Export Your Character

- **Important note:** Mixamo hosts DAZ characters on-site (no need to upload) for your convenience. You can find these under the 3rd party tab in “Edit Character” window
- If your character’s skeleton is drastically different from standard DAZ, you may upload for better results.

If you are uploading, select the following:

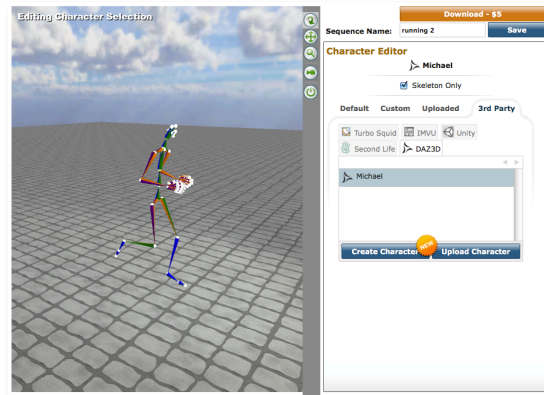
- “Standard Motion Builder format” (preferred) or BioVision (.bvh)
- If using FBX, select the latest format and use default options
- For BioVision, use default options



In Mixamo

2. Upload Your Character

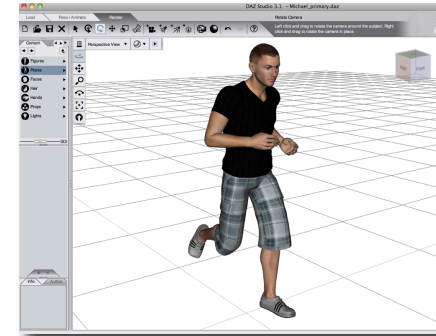
- You may find the upload wizard by navigating to the “Characters” tab, or by selecting “Upload Character” from the “Edit Character” window
- Select the option for “DAZ Character”



3. Select and Customize Your Motion

- Using built-in sliders & controls
- If you have uploaded an FBX version with mesh, we will display it. BVH files will not display your character’s mesh.

In DAZ Studio



5. Upload to DAZ Studio

- Select File > Import
- Under Scene Animation Setup Options, select “Adjust scene to match file” and unselect all other options
- If your animation appears to be above or below the floor, select the “Parameters” tab. Then select the small arrow to the right and choose “Move to Floor” (alternatively, select Ctl + D, or Apple + D for Mac)



4. Download in .BVH format

Standard format for import to DAZ Studio