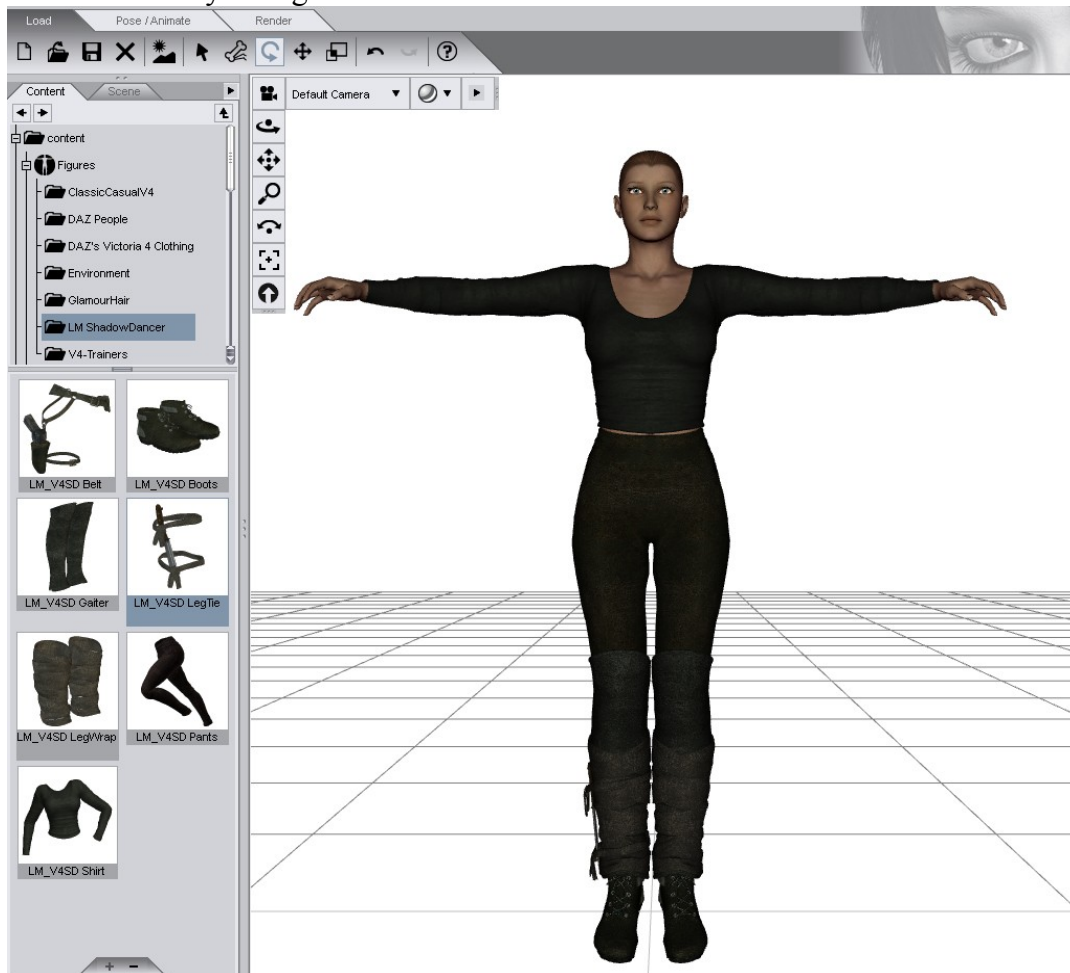
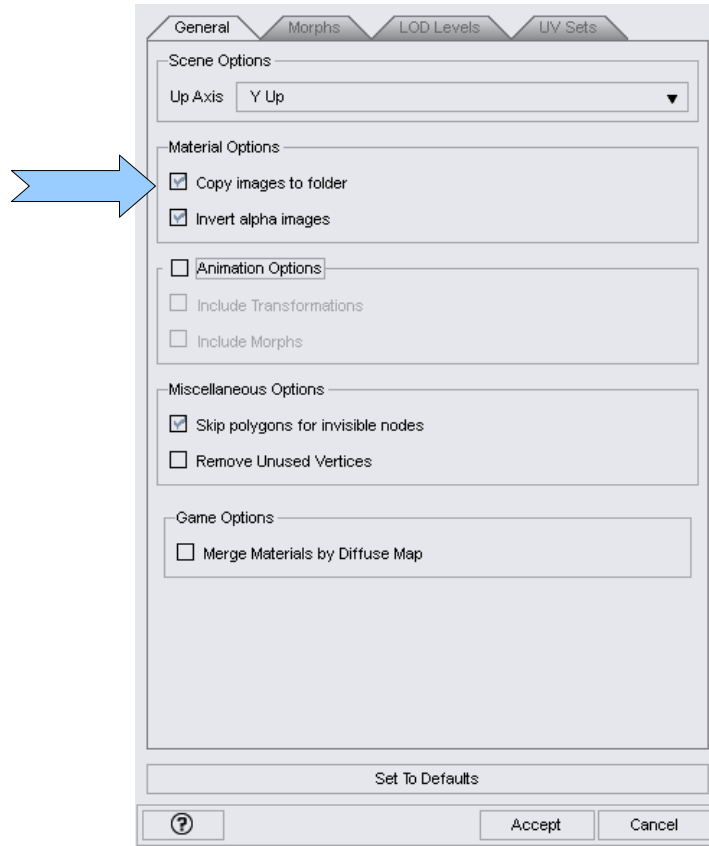


## Convert Daz3d to Blender 2.5 with RIG (Cloth, Texture and BONES)

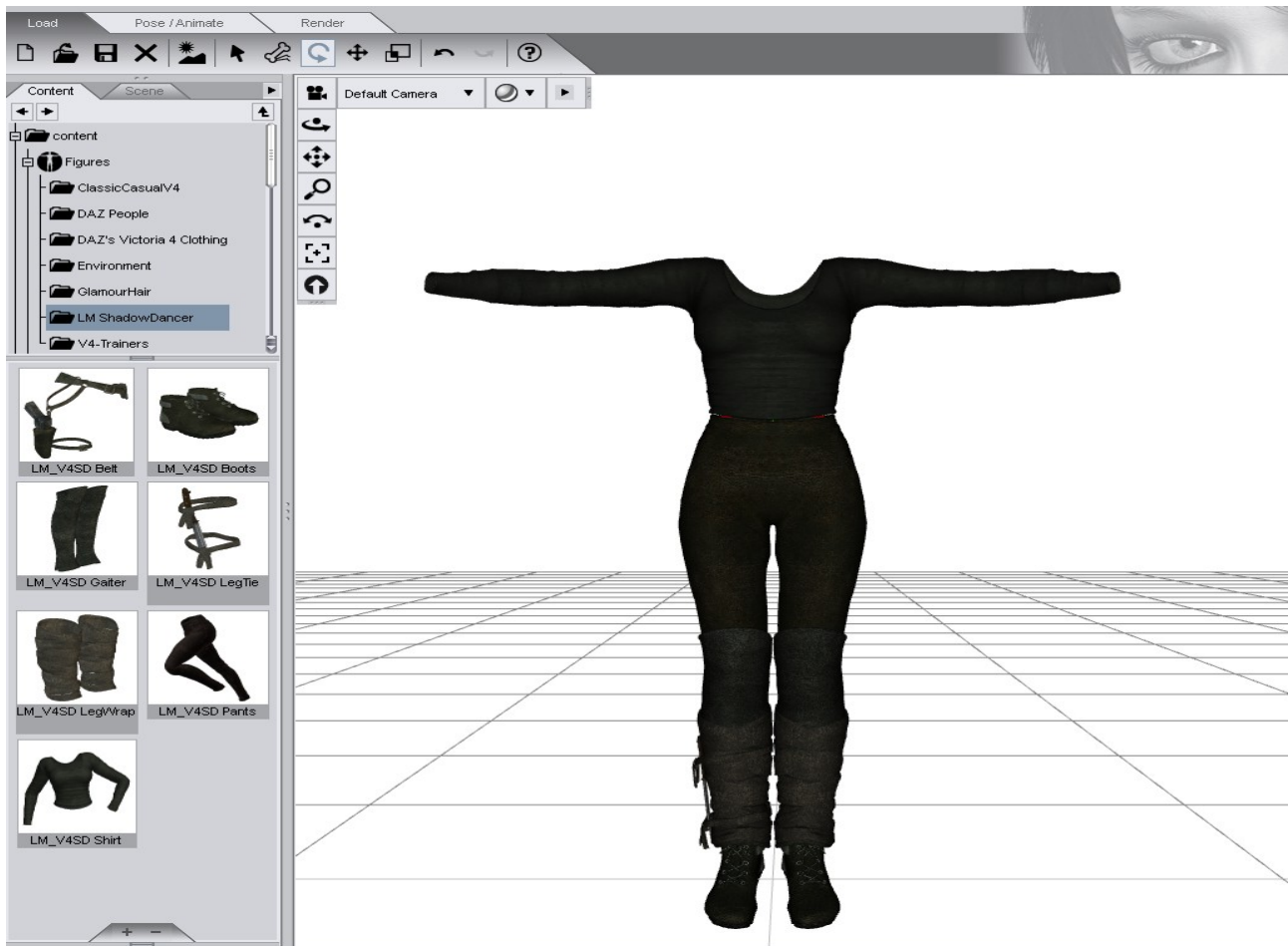
Download and Install Free Victoria 4.2 Base and Shadow Dancer for V4 for Daz3D  
Open Daz3D and Load your figures.



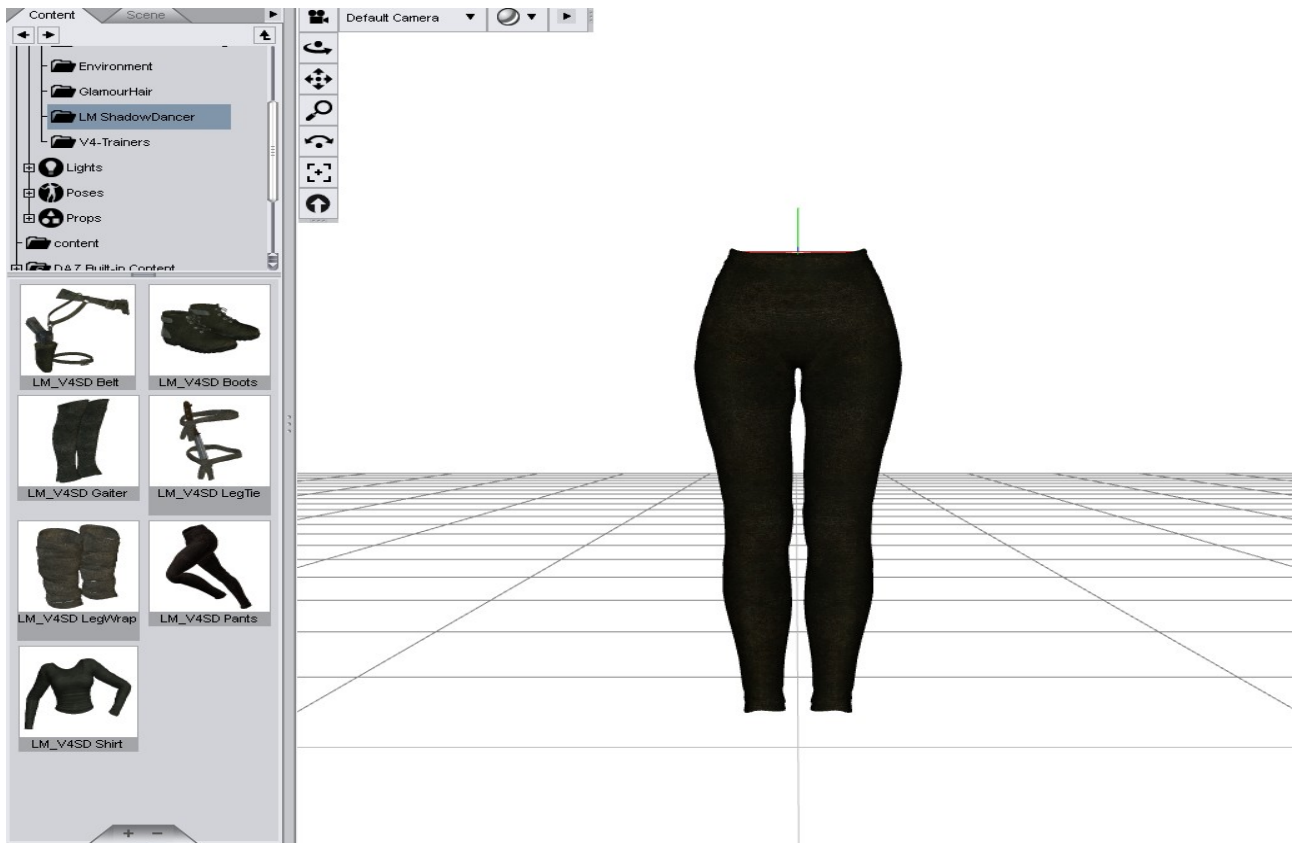
Select Victoria figures and **EXPORT** to Collada **DAE** format.  
Activete Copy images to folder



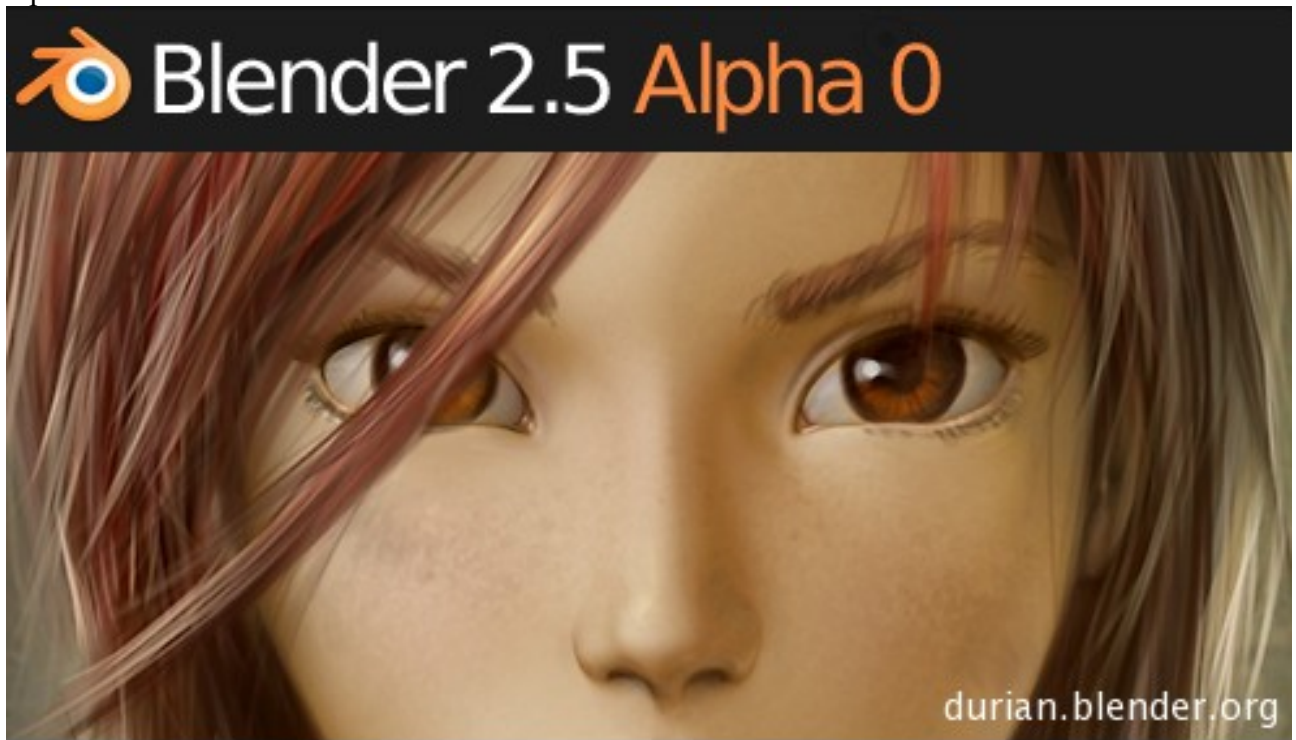
**NOW delete the Victoria object from DAZ Scene!**



Export one by one Object and DELETE other Object. (You have more COLLADA OBJECT for any part of Cloth).

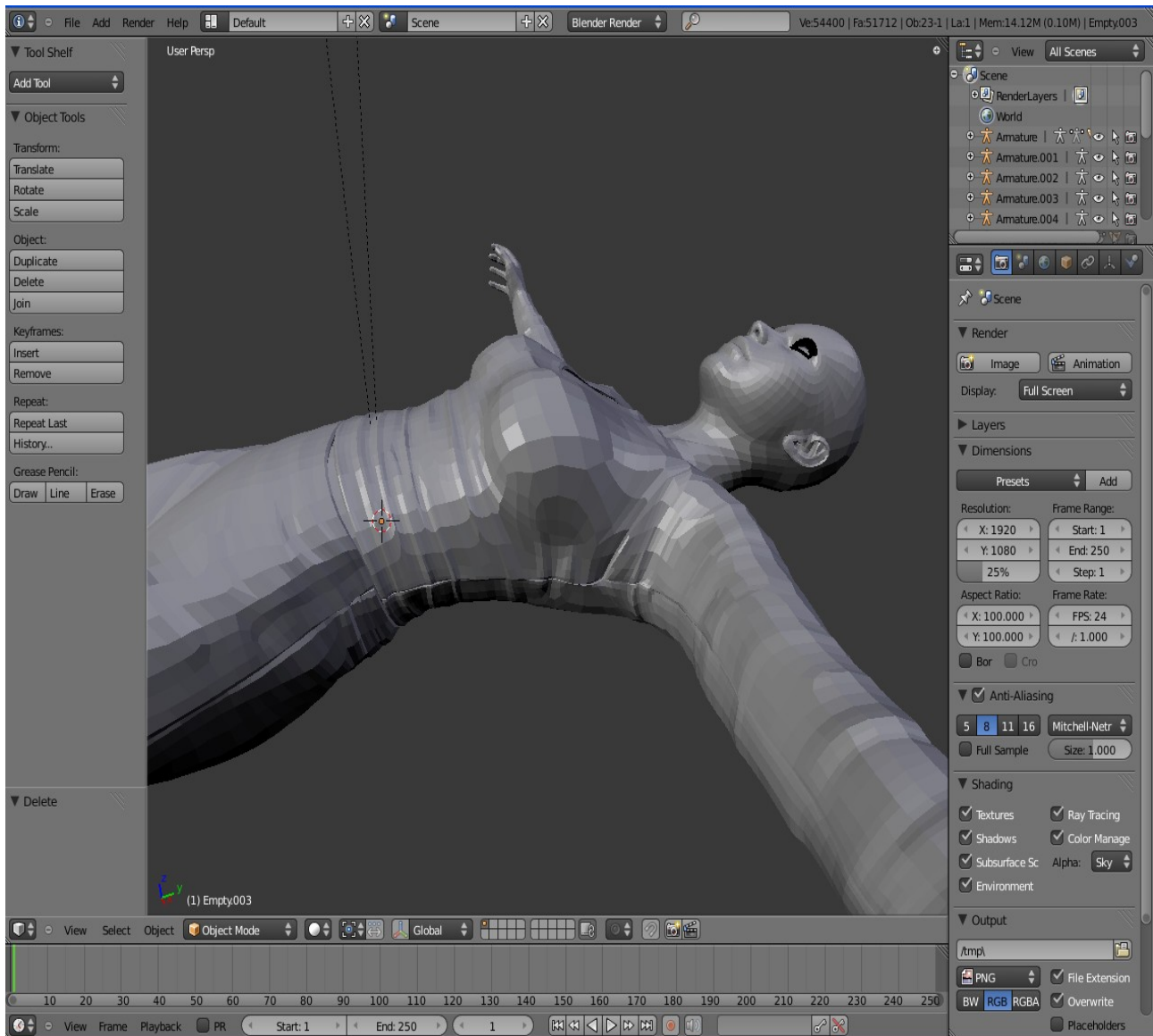


Open BLENDER 2.5

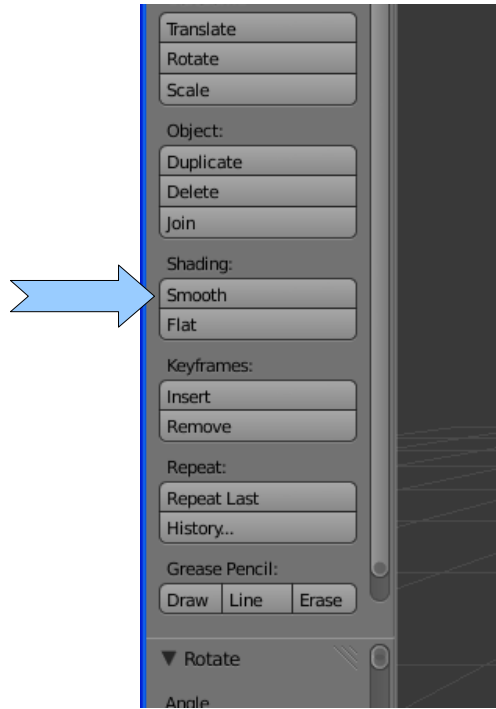


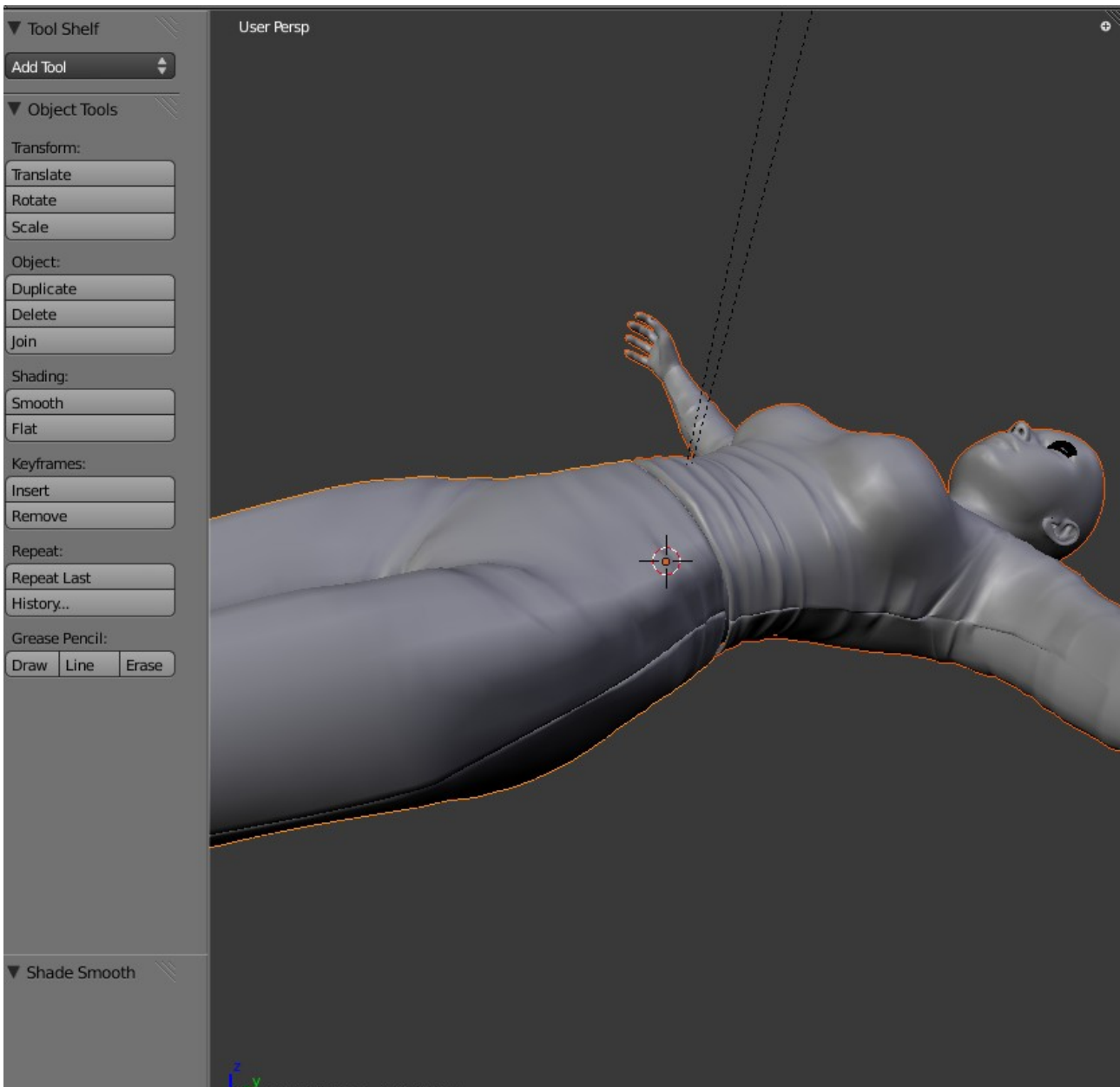
Import all DAE Figures (Victoria, and Cloth)

## Convert DAZ Studio TO Blender 2.5 – By Andrea Rotondo



Select Import Figure and press SMOOTH from OBJECT TOOLS

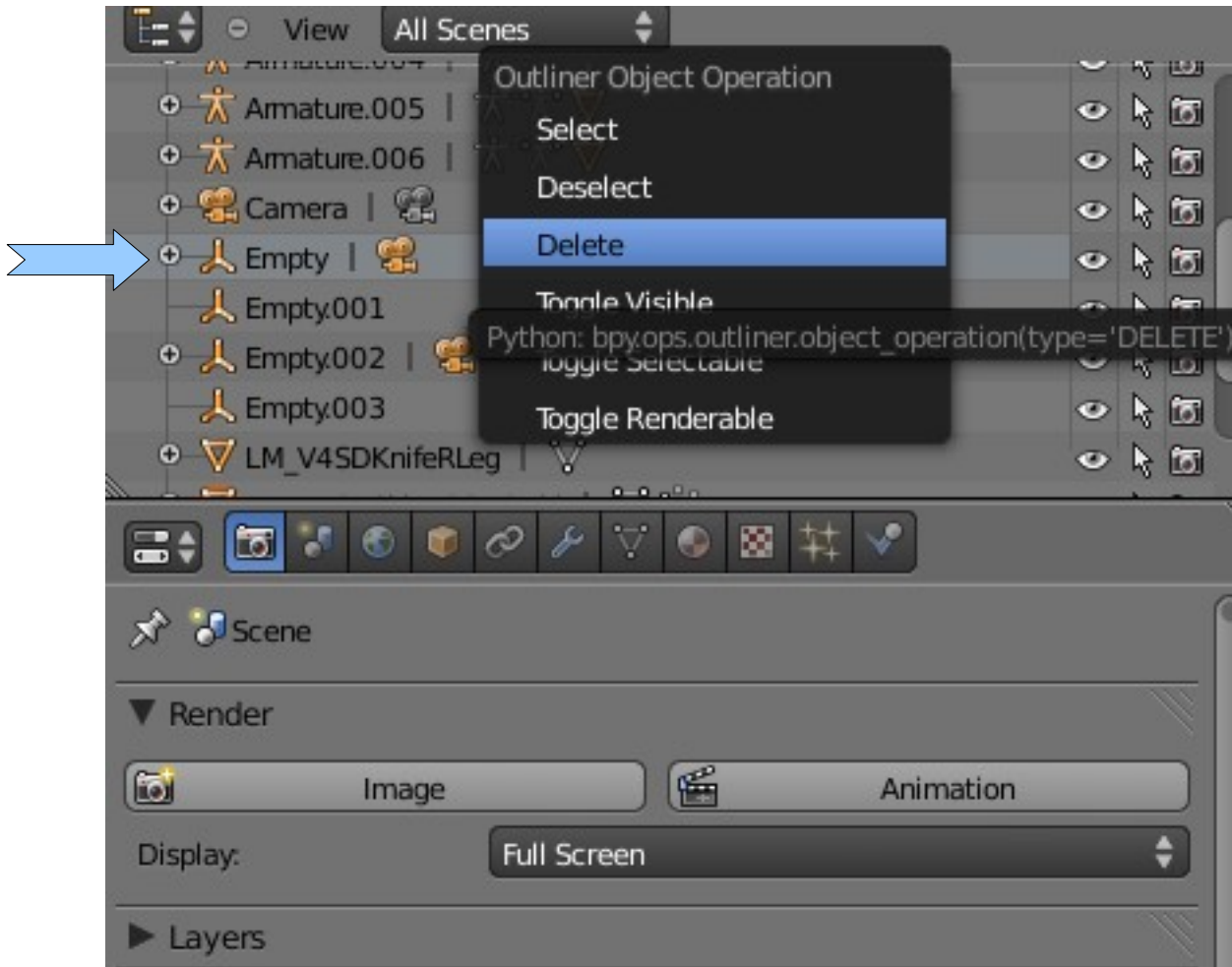




Now remove all the unused objects.

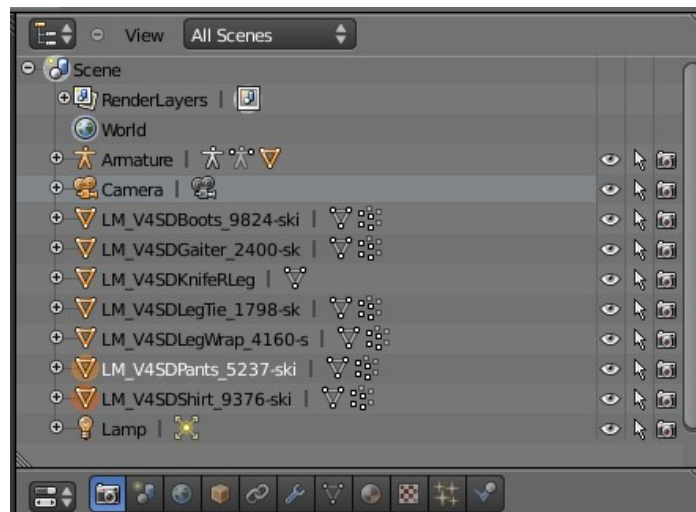
From the list remove:

- All EMPTY OBJECT
- All Camera except the first



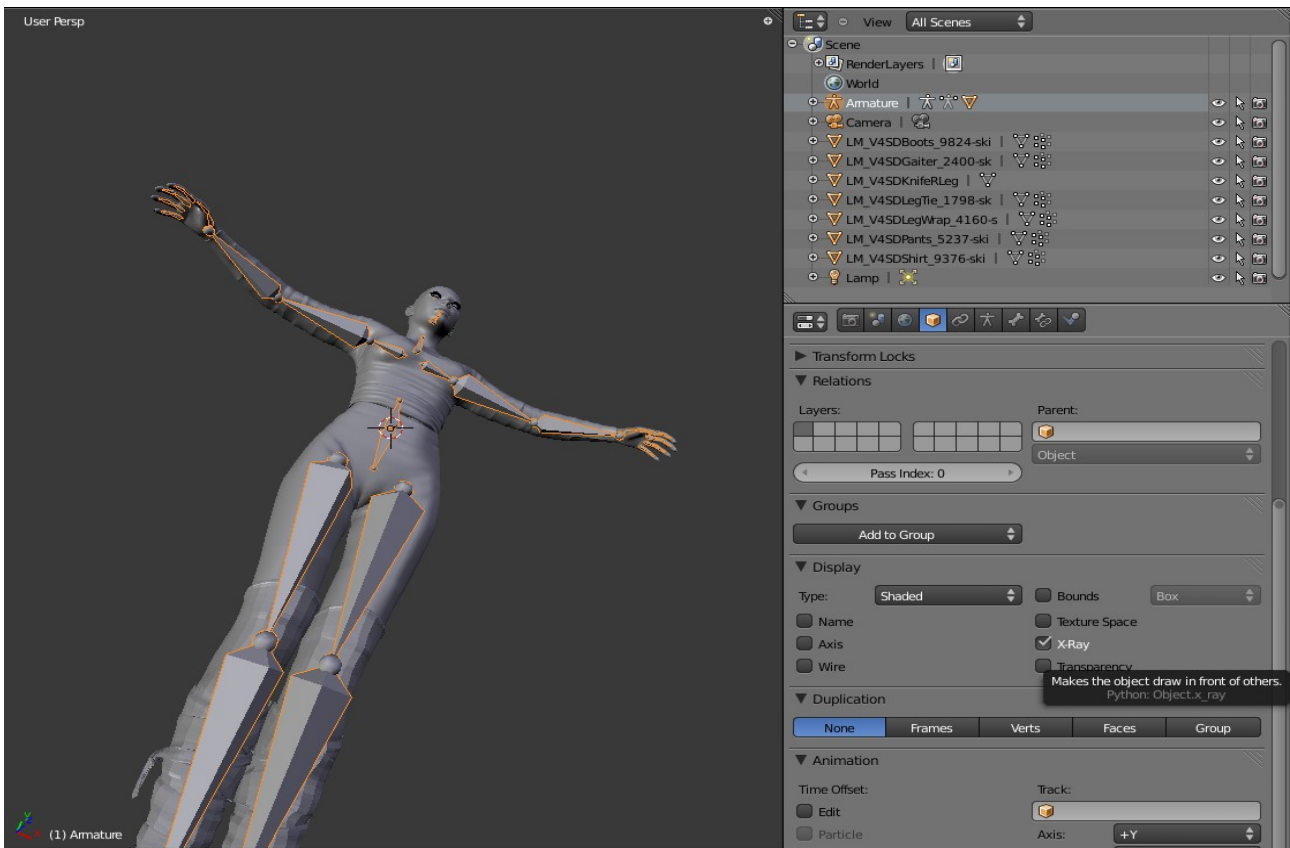
Remove all the ARMATURE.001, .002, .003 and other except the first

This is the correct LIST object:



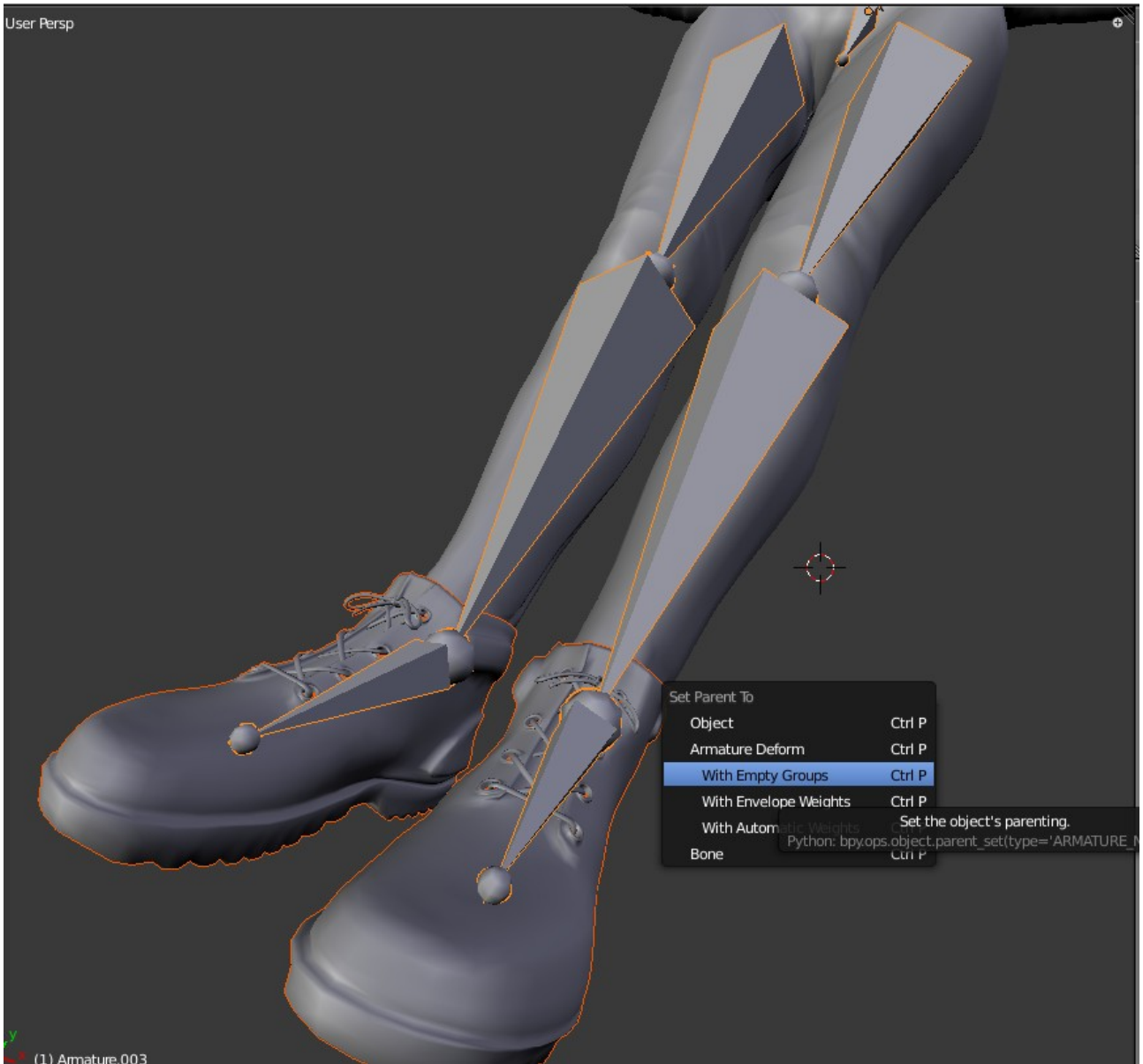
## Convert DAZ Studio TO Blender 2.5 – By Andrea Rotondo

Well, now select from list the ARMATURE, go to the OBJECT panel and activate the XRAY view



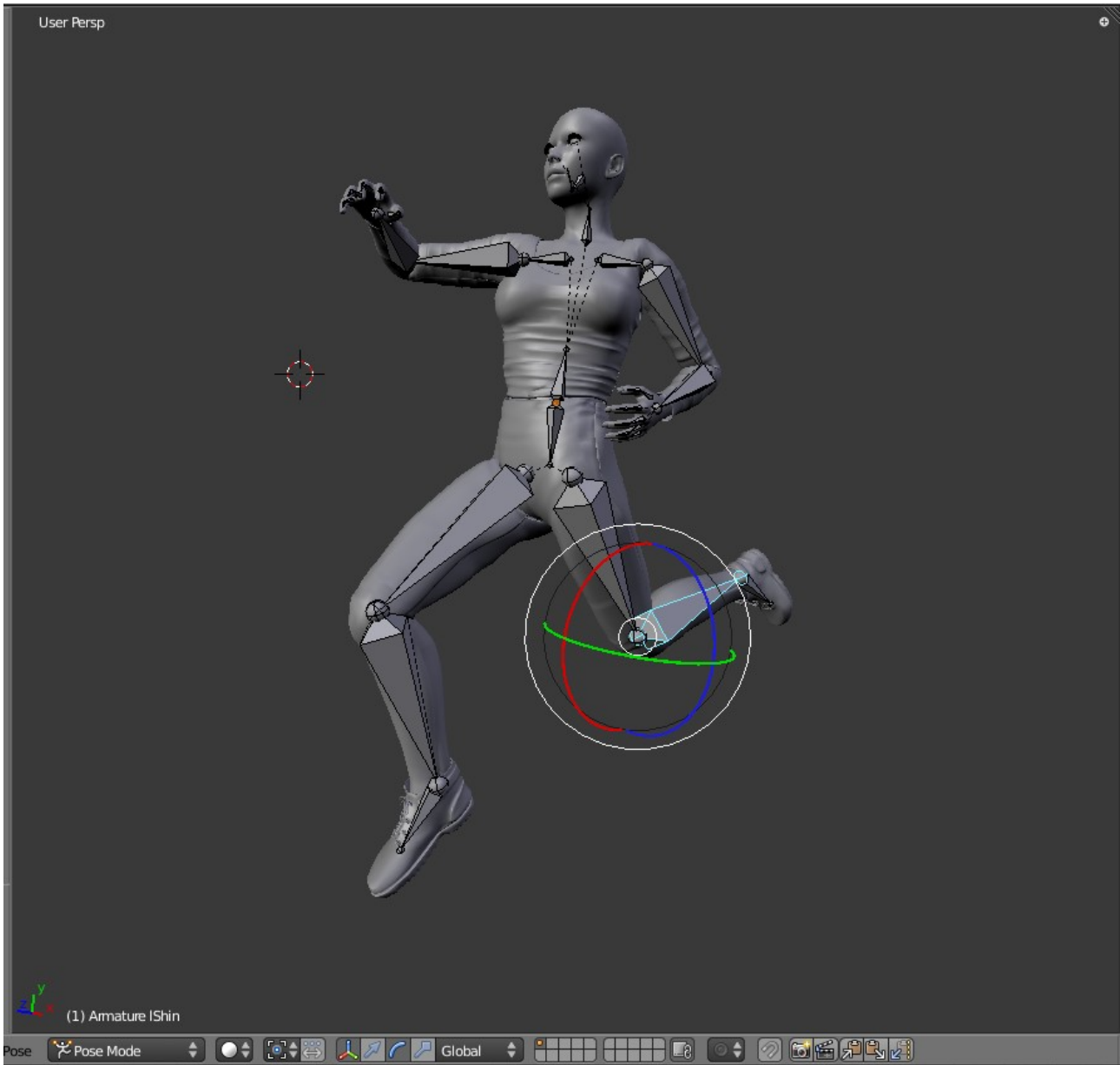
With RIGHT click Select OBJECT and after with the - SHIFT Key - the Armature.

Press CTRL + P key and select WITH EMPTY GROUPS

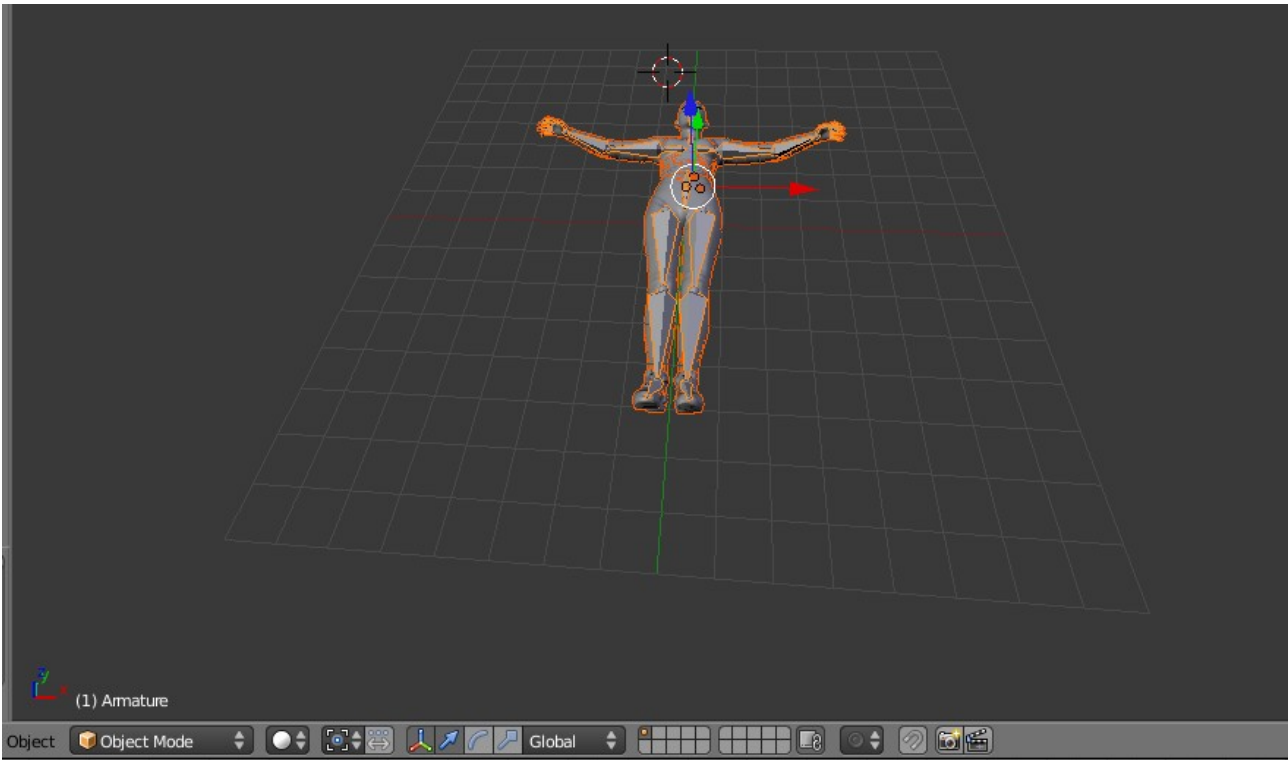


Now Repeat this procedure for all other Object

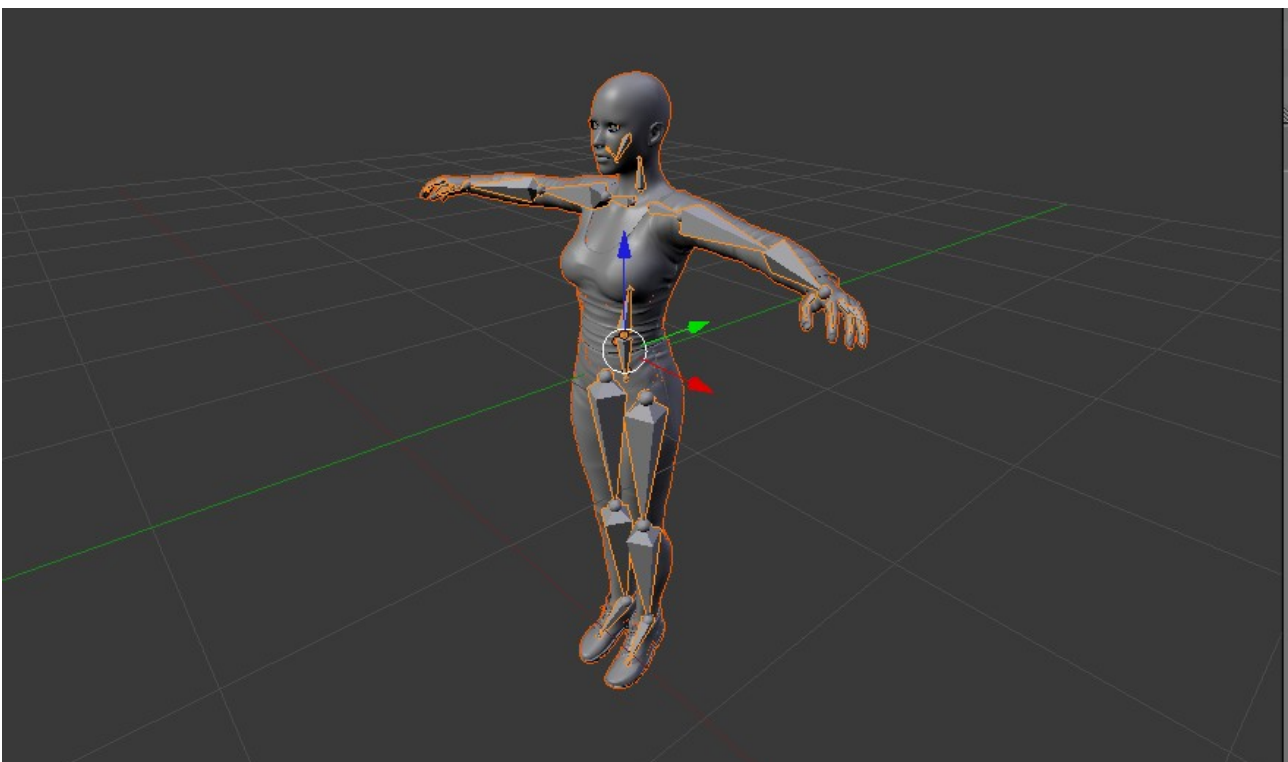
Ok, select the ARMATURE and go to POSE MODE for test your Object.



If everything works correctly, select all objects and scale with the **S** key

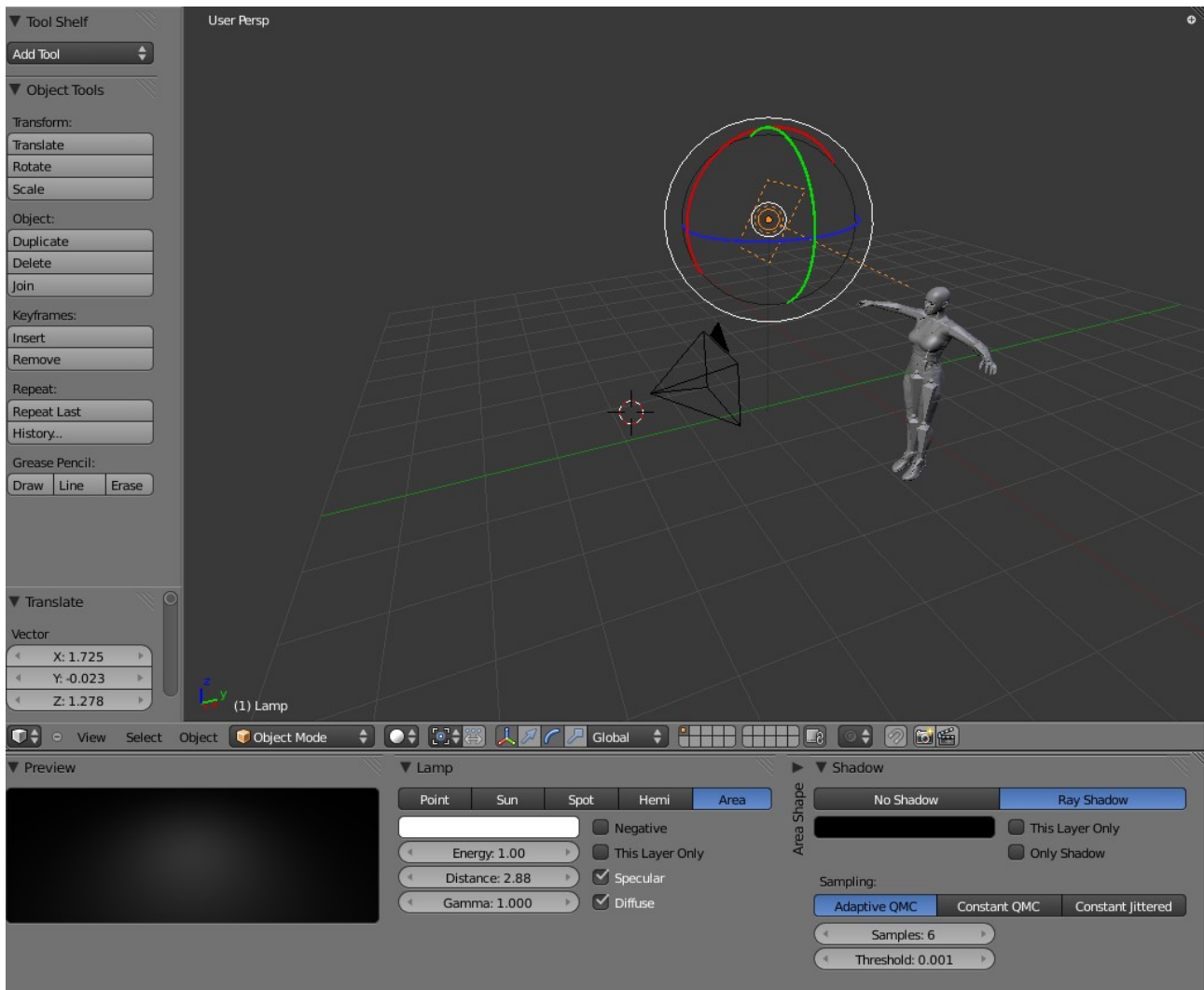


and rotated 90 ° through the R key and X



Well, Insert a camera and Light and RENDER!

This is a simply configuration for fast beautifull render!



Active the Ambient Occlusion and render!

