



### Blender Market - Blender To Daz Studio Plugin v2.2.15

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The Blender to Daz Studio plugin allows users to export Blender objects to Daz Studio in FBX format, preserving PBR textures and materials.

It converts Blender's PrincipleBSDF materials to Daz's Uberlay material, ensuring accurate texture export with the following mappings: BaseColor to Base Color, Metallic to Metallicity, Roughness to Glossy Roughness and Reflectivity, Normal to Normal Map, and Alpha to Cutout Opacity. To ensure proper functionality, users must follow the documentation and video guide for correctly connecting materials and textures in Blender.

- Multi-object Export Support:** The tool allows users to export multiple Blender objects at once, streamlining the process and saving time by handling several objects in a single export.
- Shape Key Export:** It supports the export of shape keys, enabling users to transfer morph targets into Daz Studio. These shape keys are converted into Morphs, maintaining their functionality and allowing for further customization within Daz Studio.



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