



DhdmGen v1.0.1 for Zbrush

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The DhdmGen plugin facilitates the creation of DAZ HD morphs from sculpted ZBrush figures.

How to design sculpting figures using plugin?

You can use "DhdmGen" to design your project.

The workflow includes importing the base figure from DAZ into ZBrush, sculpting the base morph if needed, adding subdivisions for HD detailing, generating a .dhdm file, and referencing this file in the .dsf file.

The package includes PDF documentation and a tutorial video. Currently, it supports Genesis 9, Genesis 8.1, Genesis 8, and Genesis 3 figures, works with ZBrush 2021+ versions, and supports a maximum subdivision level of 3 due to hardware limitations, which may be addressed in future updates.

"DhdmGen" Samples:



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