

Install TressFX plug-in for Maya

1. Download the project from [GitHub](#), then copy the "plug-ins" folder

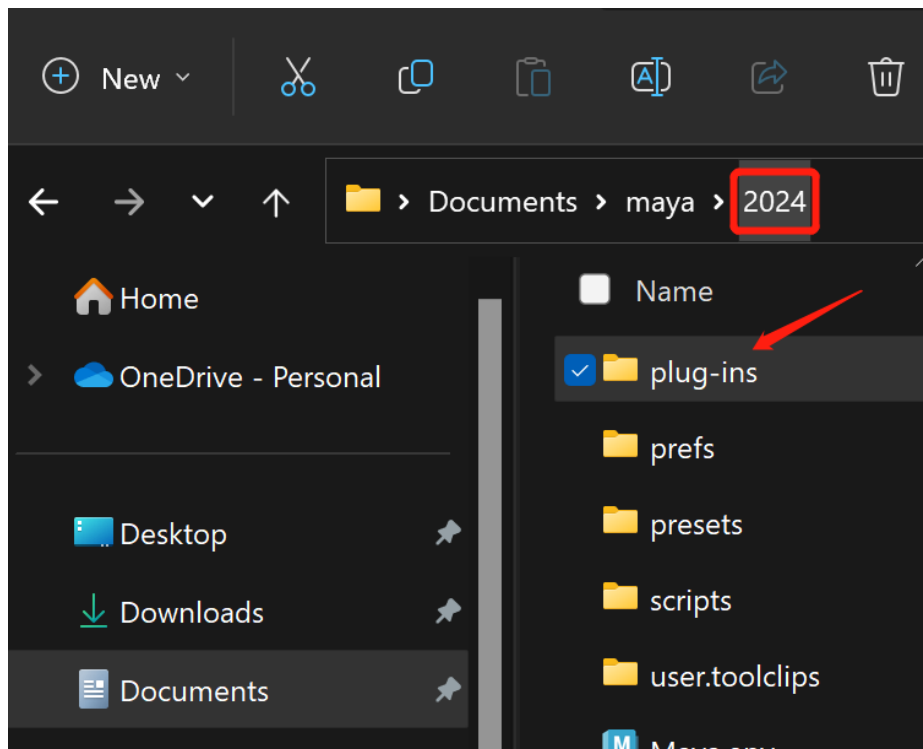
From

cn.unity.hairfx.core\ Maya_TressFX_Exporter~*[2018-2020] Or [2022-2024] \ plug-ins

* Make sure you copy the plug-in file that match your Maya version!

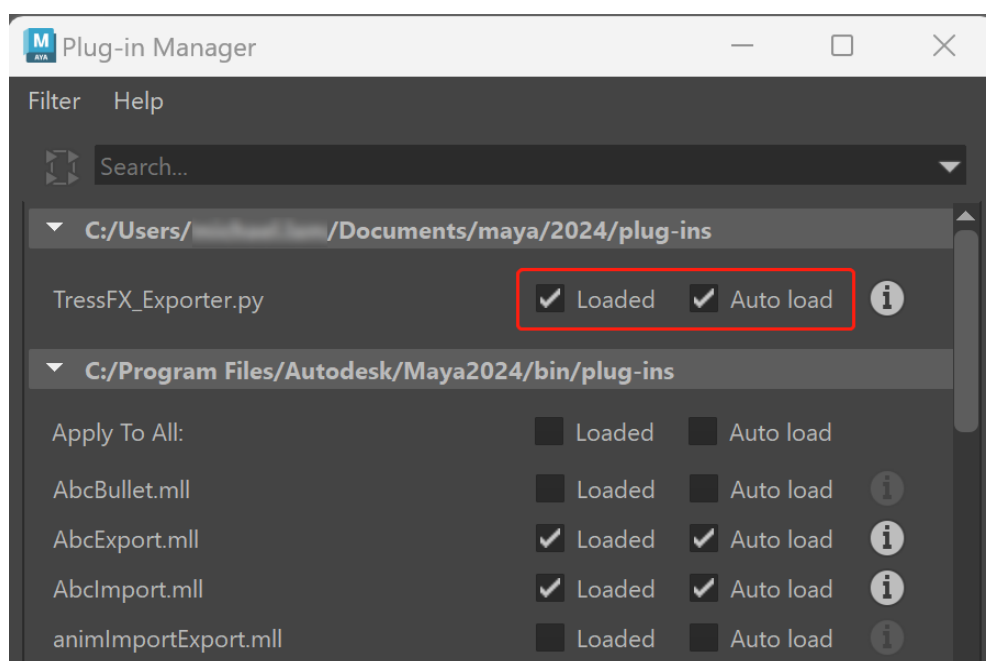
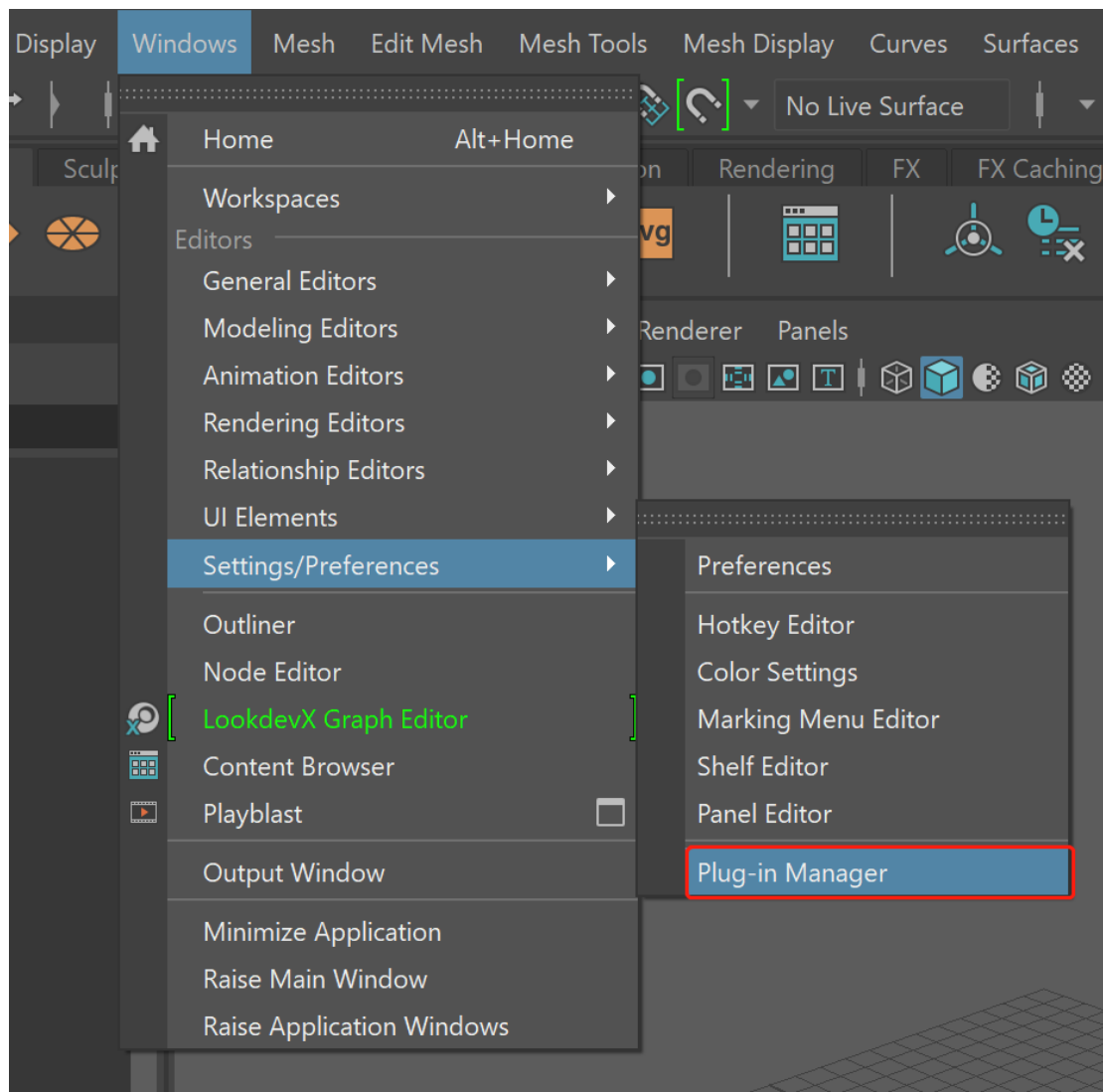
To

C:\Users\YOUR_USER_NAME\Documents\maya\MAYA_VERSION\

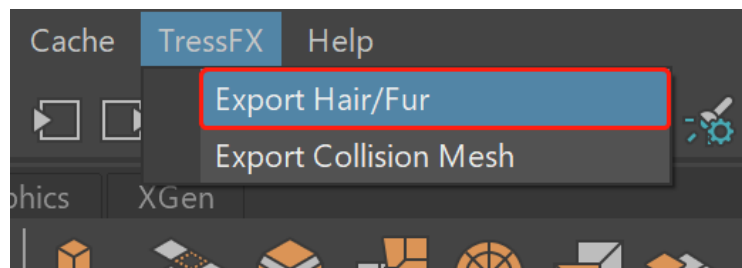


2. Launch Maya application

3. Load the plugin from Setting/Preferences > Plug-in Manager

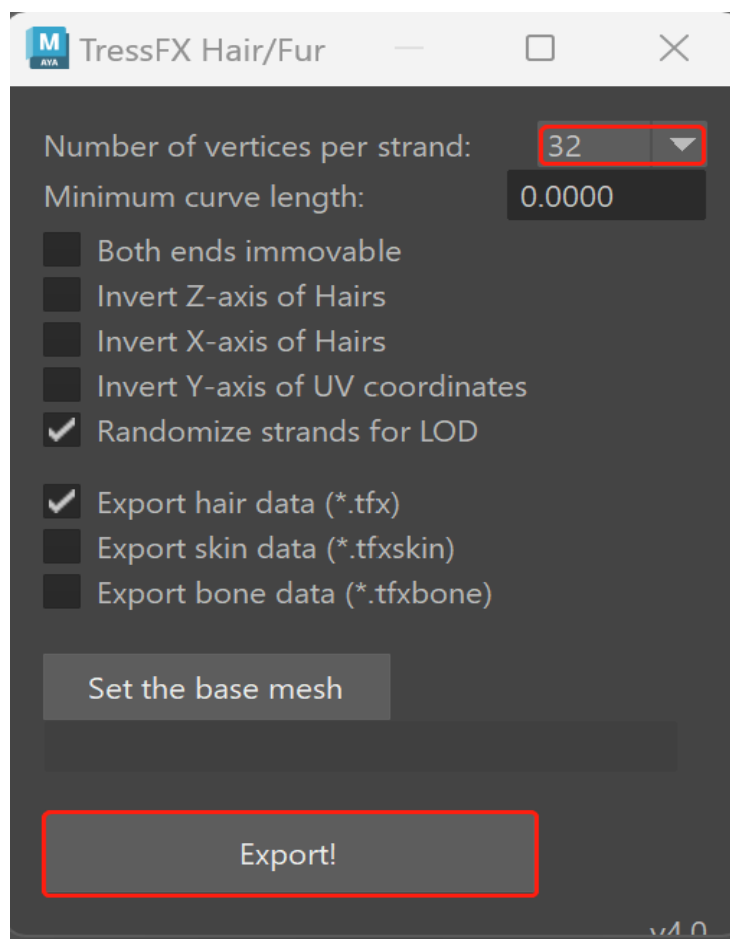


4. Select TressFX "Export Hair/Fur" from menu to launch the tool



5. Export the hair file:

- Selected group of curves
- Set the vertex count per strand (short strand: 4 to 16, long strand: 32 to 64)
- Click the "Export!" button to export a .tfx file



6. Now the .tfx file is ready to import to Unity project.