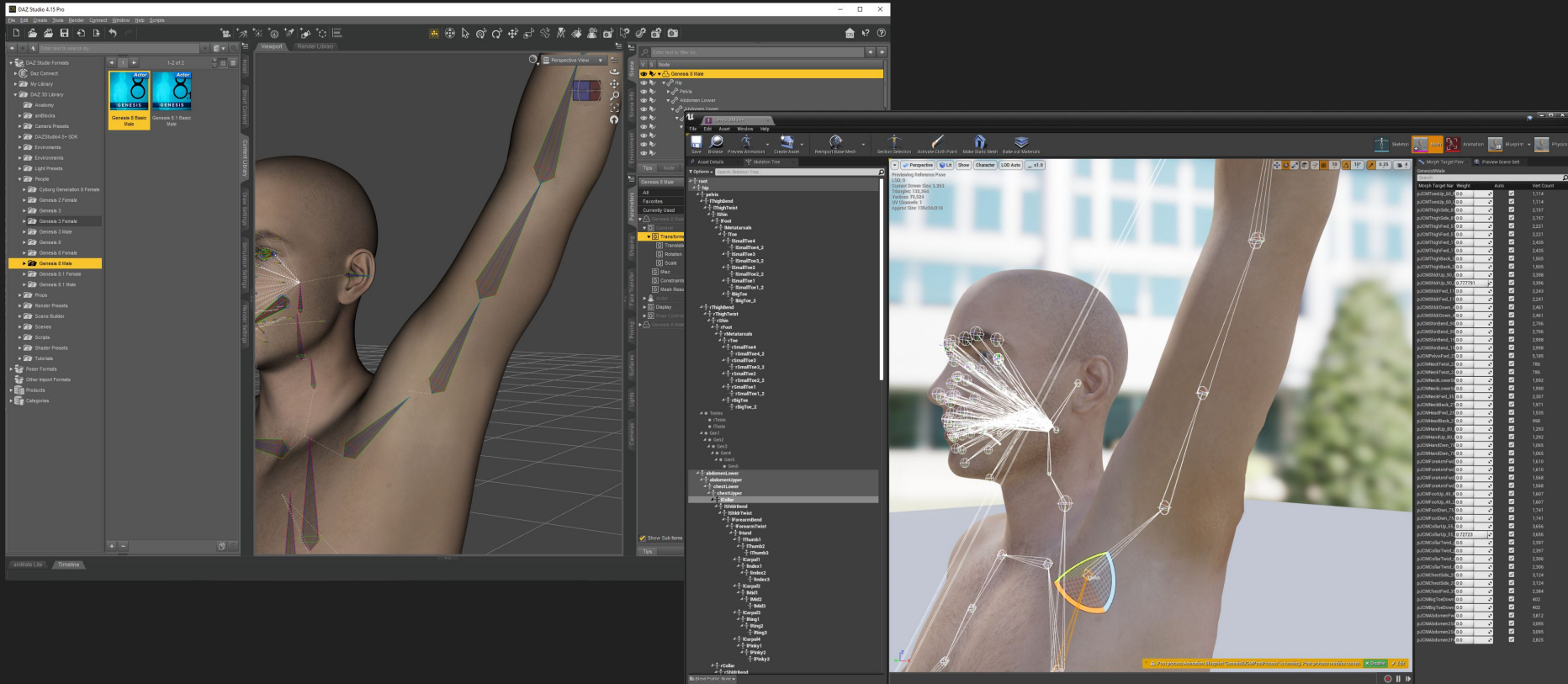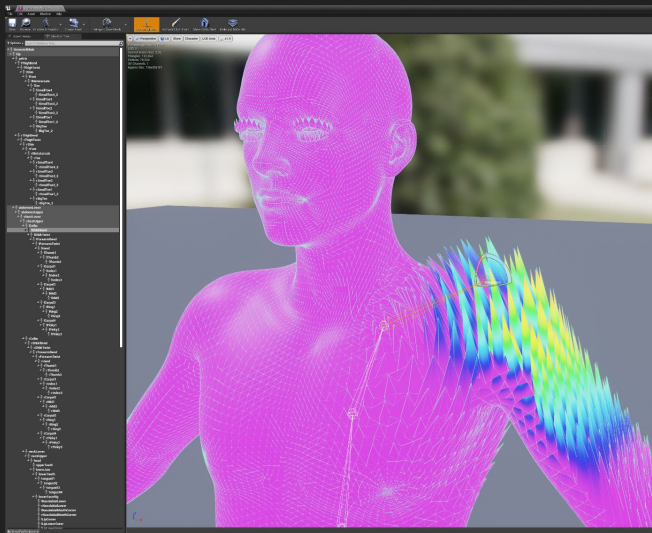# Daz to UE4 Subd Skin Weight

Cocktail Boy

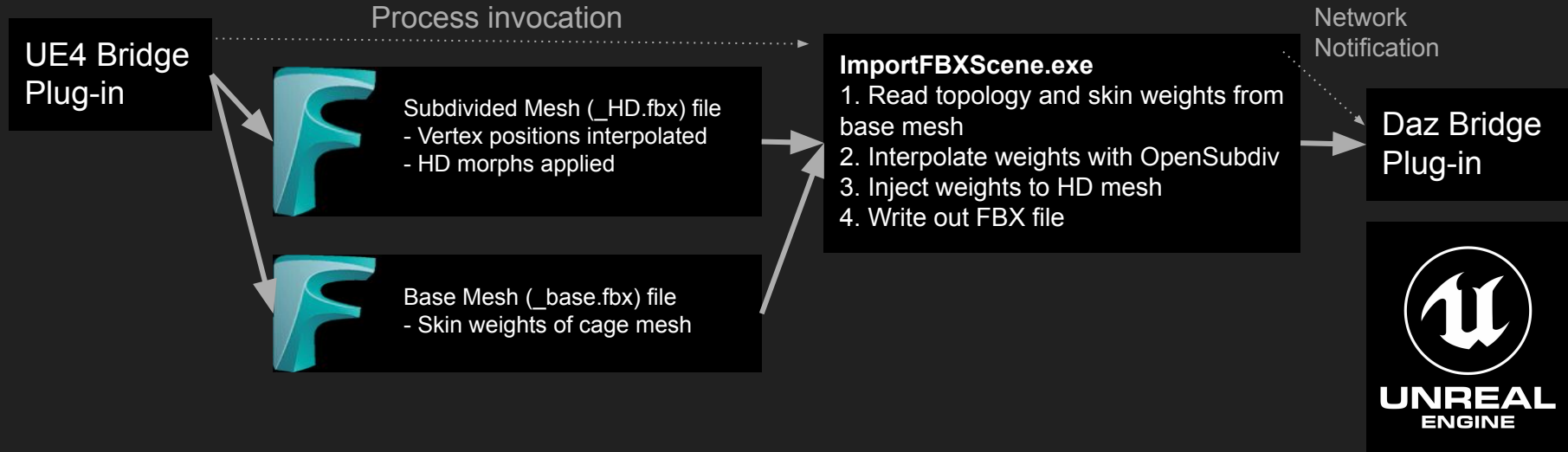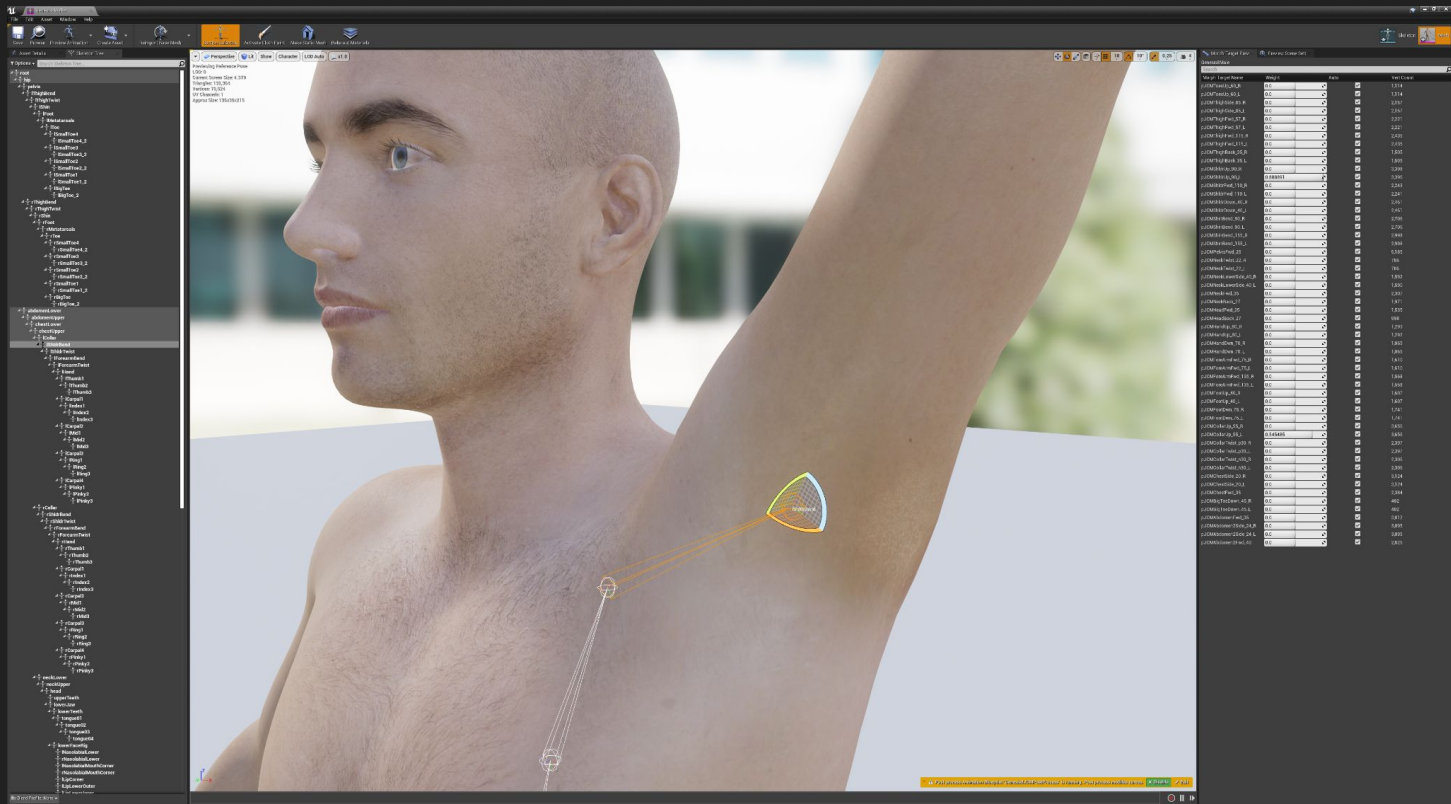# Skinning was not smooth with Daz-to-Unreal export

It turned out

- Daz exports subdivided mesh with interpolated vertex positions but not interpolated skin weights
- Daz-to-Unreal plugin generates missing weights, but it's done with simple linear interpolation
- It is possible to use Maya to subdivide mesh and interpolate skin weights, but it would lose Daz HD morphs (e.g. teeth), and the bake is painfully slow

Daz-to-Unreal with OpenSubdiv Skin Weight Interpolation

Process invocation

Network Notification

UE4 Bridge Plug-in

Subdivided Mesh (_HD.fbx) file
- Vertex positions interpolated
- HD morphs applied

ImportFBXScene.exe
1. Read topology and skin weights from base mesh
2. Interpolate weights with OpenSubdiv
3. Inject weights to HD mesh
4. Write out FBX file

Daz Bridge Plug-in

Base Mesh (_base.fbx) file
- Skin weights of cage mesh

- Single click exports from Daz; imports all the way to UE4
- Faster than Maya subdiv or Daz-to-Unreal skin weights generation
- Supports subdivision level higher than 1

Fixed!

Enjoy!