

DAZ STUDIO UNIVERSAL PRODUCT INSTALLER





INTRODUCTION

The Daz Studio Universal Product Installer is a streamlined tool designed to simplify and unify the installation of third-party Daz Studio content. Instead of manually extracting ZIP files, sorting through folder structures, or resolving installation conflicts, the plugin automates the entire process with clean, reliable results, transforming a task that once took minutes or hours into a matter of seconds.

The plugin was created to eliminate the common challenges Daz Studio users face when managing content from different sources. Many artists spend unnecessary time installing products one by one, fixing misplaced files, and troubleshooting missing Smart Content entries. This tool replaces that manual workflow with an efficient, one-click installation system that analyzes each archive, places files in the correct directories, and generates Smart Content metadata automatically.

The Universal Product Installer supports assets from virtually any Daz-compatible marketplace or creator, including 3D Shards, Renderosity, Gumroad, ShareCG, and independent vendors. This makes it a truly universal solution for anyone managing a diverse digital library.

Beyond installation, it includes robust tools for content management: custom thumbnail assignment, metadata editing, multi-library browsing, product exporting, and clean uninstalling. Users can also load assets directly in Daz Studio via the built-in quick-access functionality, keeping everything organized and accessible from one centralized interface.

Whether you are a beginner exploring Daz Studio or an experienced artist with a large asset collection, the Universal Product Installer delivers a fast, reliable, and conflict-free way to manage your entire library. It removes the repetitive housekeeping work so you can focus more on creating, and ensures that your content becomes immediately usable, neatly organized, and fully integrated into your workflow.

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- MANAGING INSTALLED CONTENT
- METADATA EDITING
 - Product Metadata
 - Asset Metadata
- USING PRODUCTS
- EXPORTING PRODUCTS
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- SUPPORT & CONTACT



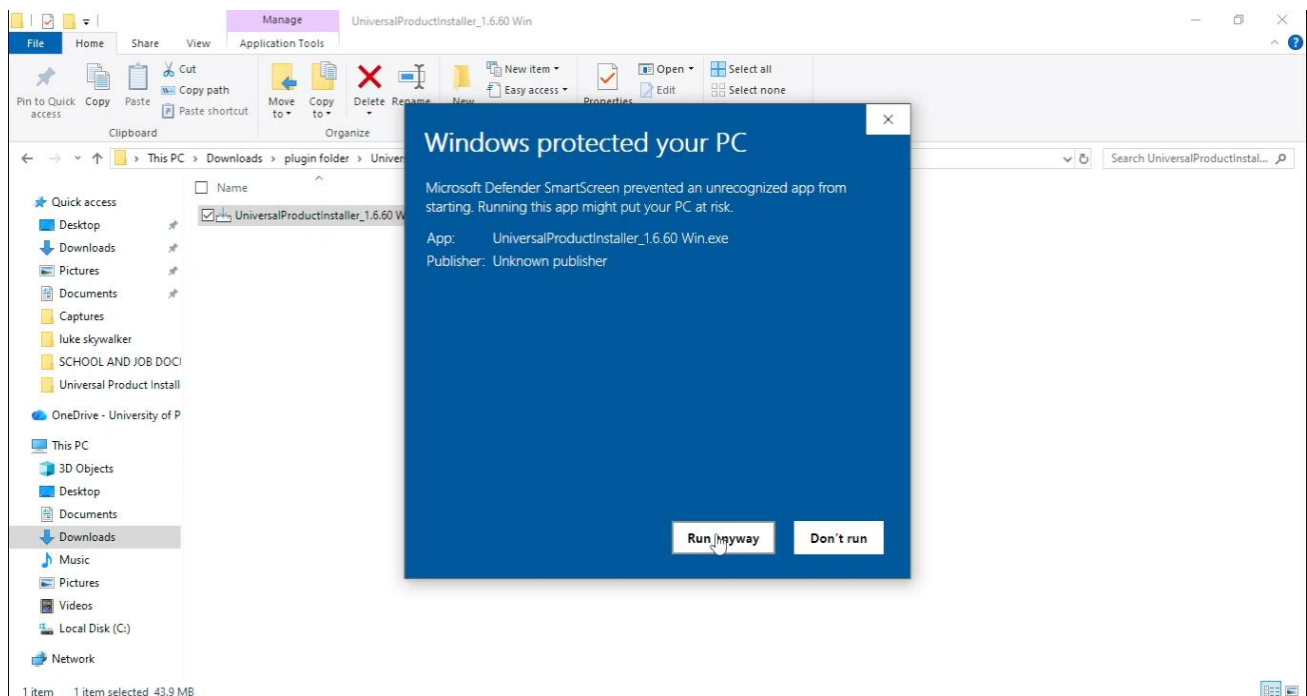


INSTALLATION AND ACTIVATION

To use the Daz Studio Universal Product Installer, you must install Daz Studio 4.12 or higher. Please note that Daz Studio 2025 is currently not supported, pending the release of a stable version; at the moment, Daz Studio 2025 is only available as an alpha build. The plugin runs on both macOS and Windows (32 and 64-bit versions). When you purchase the plugin from 3D Shards, you will receive an installer zip file.

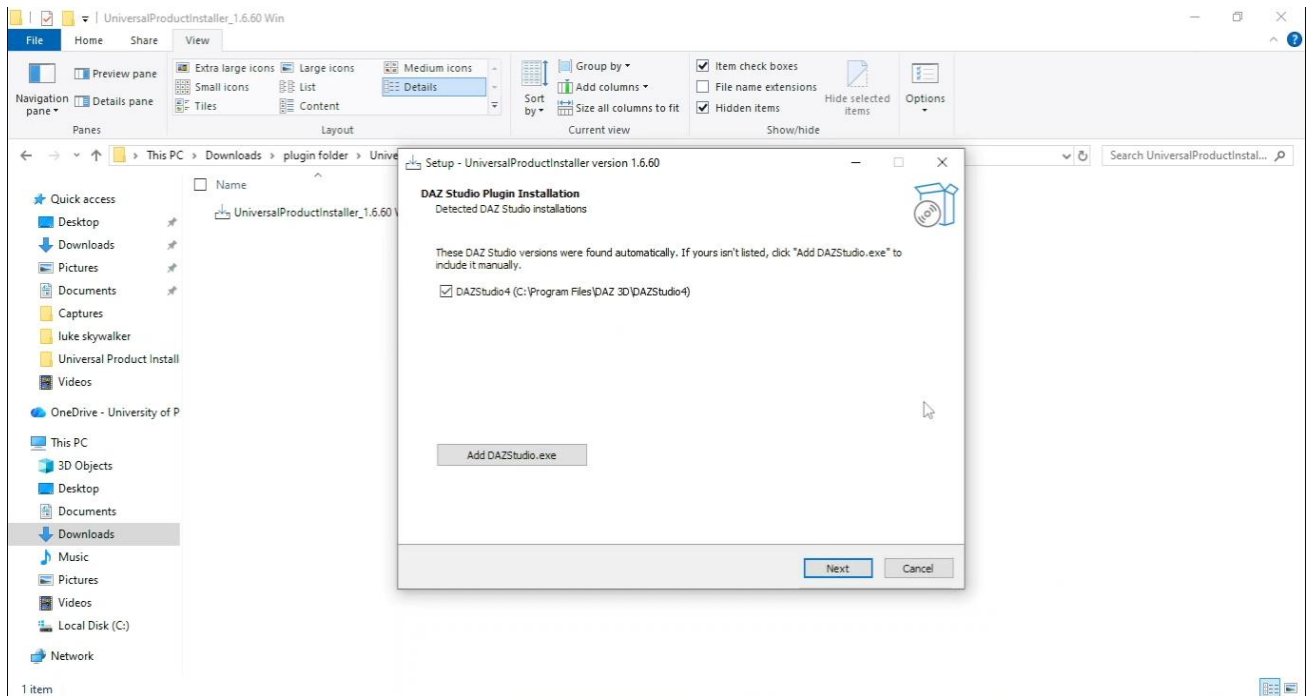
For the macOS version, installation must be done manually; please refer to the readme document included in the installer zip file.

For the Windows version, once downloaded, run the .exe installation file. A warning message from Windows will appear, but this is normal; simply click **Run Anyway** to continue with the installation.



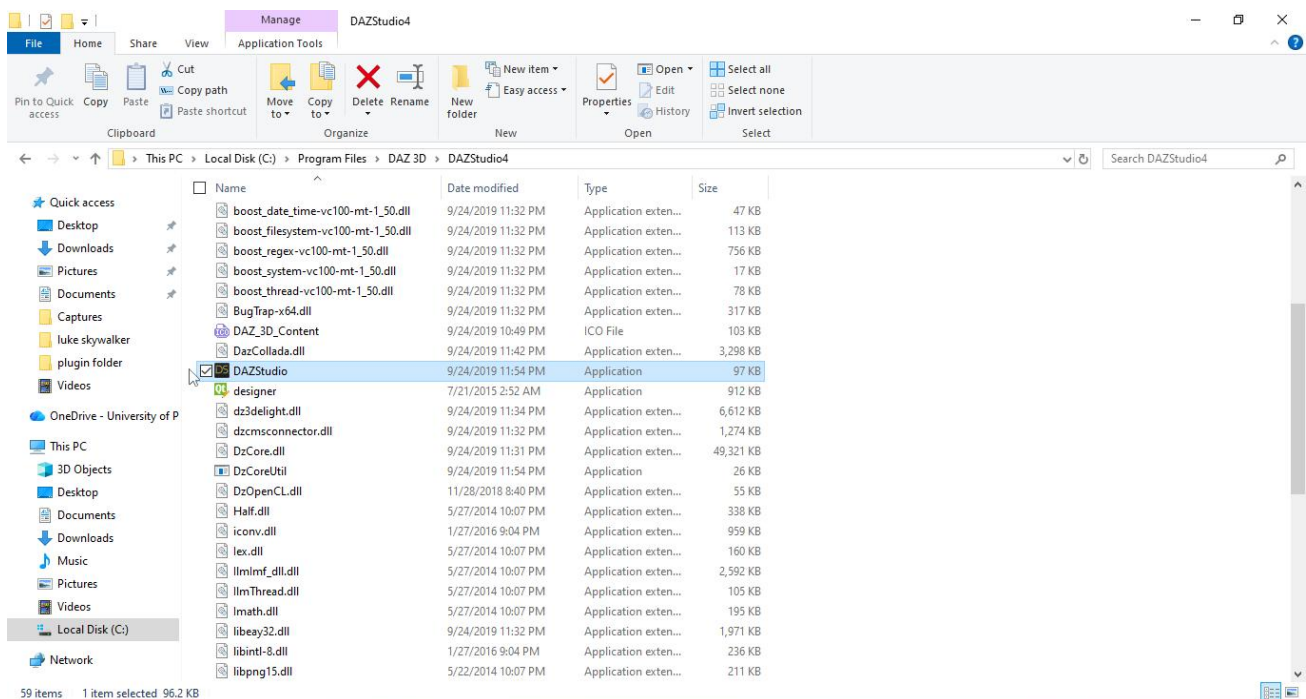
After running the installation the setup window will pop up, and your Daz Studio version should automatically be selected.





C:\Program Files\DAZ 3D\DAZStudio4 was automatically selected

However, if it is not automatically selected, you can manually add it by clicking **Add DAZStudio.exe** and selecting the Daz Studio installation file on your device.

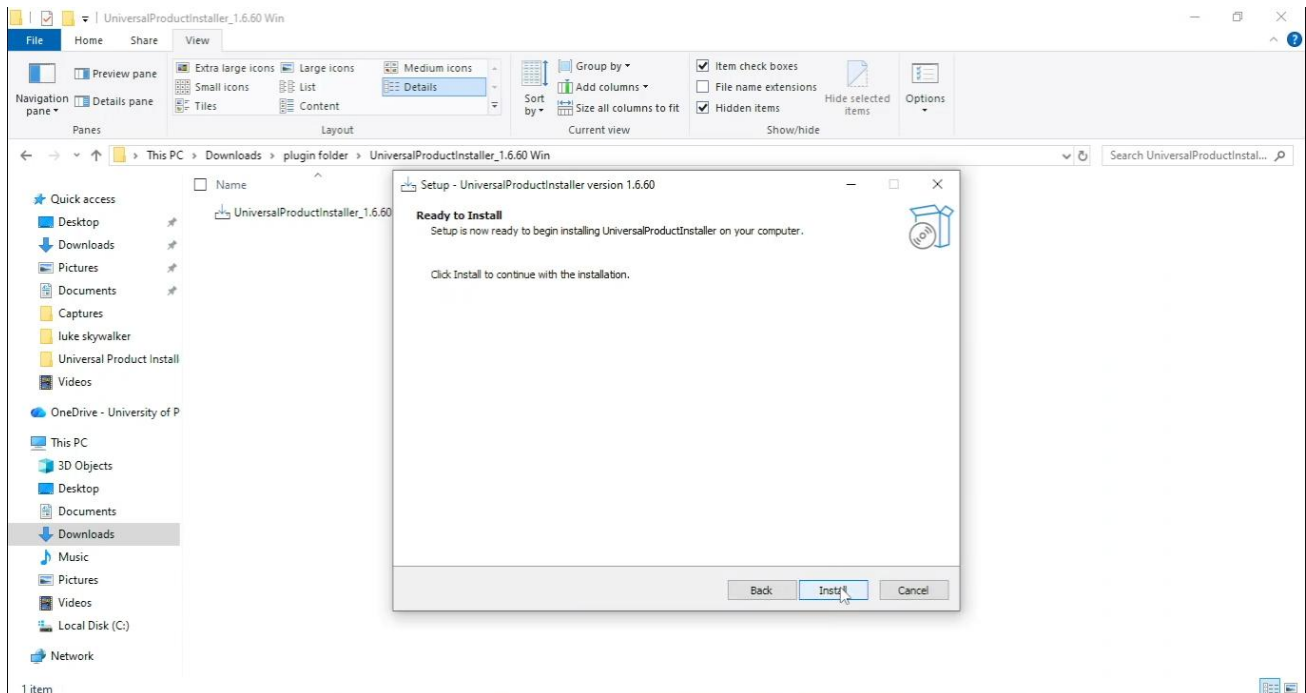


Tip: Most program installation files on Windows are in C:\Program Files (for 64-bit) and C:\Program Files (x86) (for 32-bit)

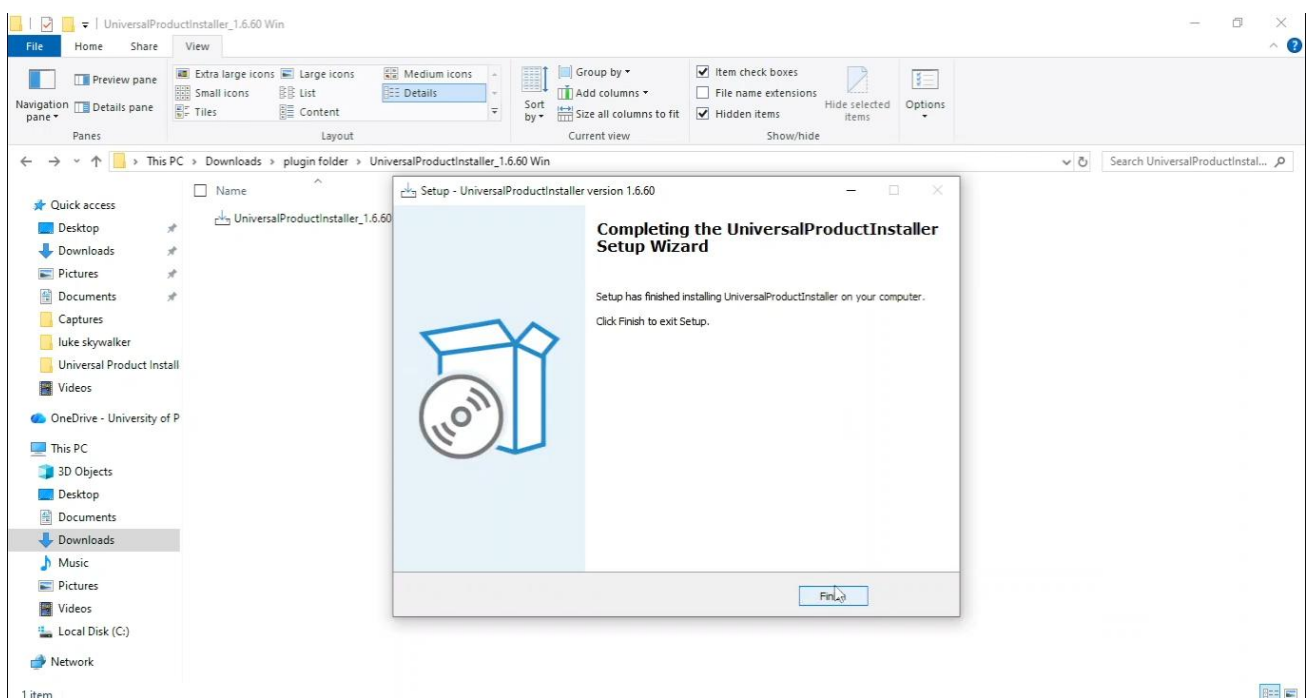




Also, if you have multiple versions of Daz Studio, you can add them all. After doing this, click **Install** to begin installing the plugin.

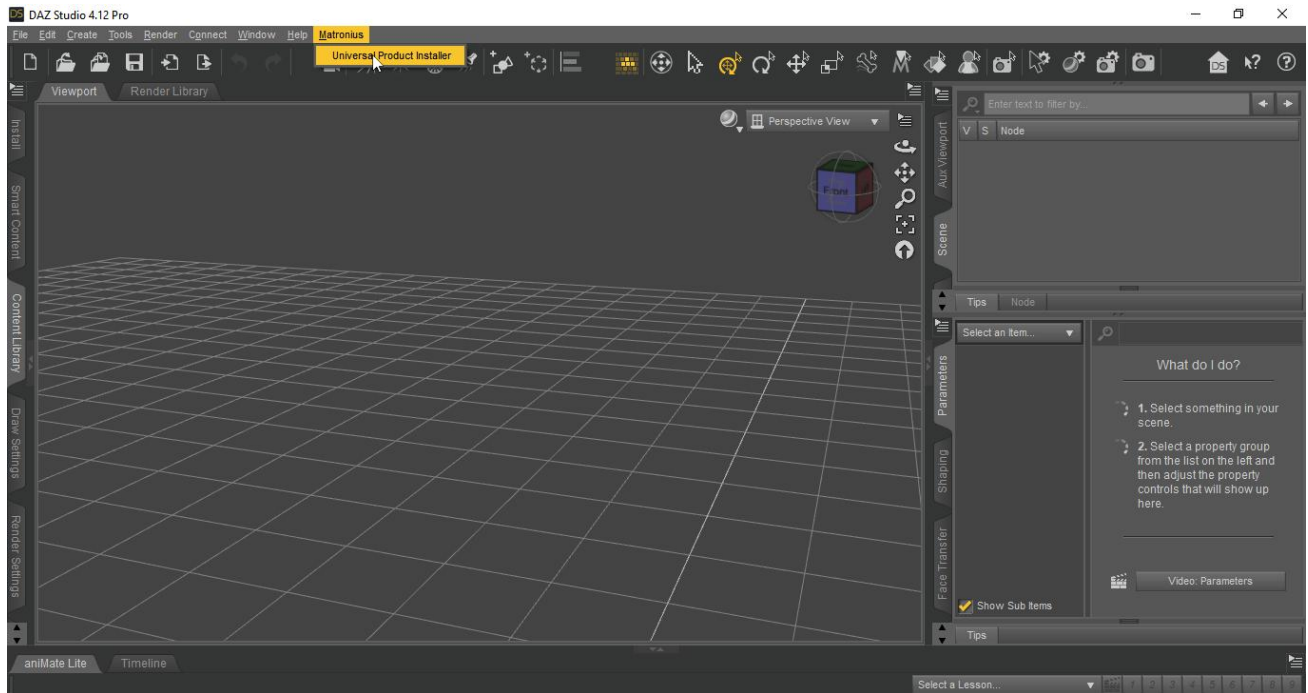


Once the installation is complete, click **Finish** to exit the setup.



After completing the installation, open the version of Daz Studio where the plugin was installed. You can access the **Universal Product Installer** from the **Matronius** menu located in the main menu bar at the top of the interface.





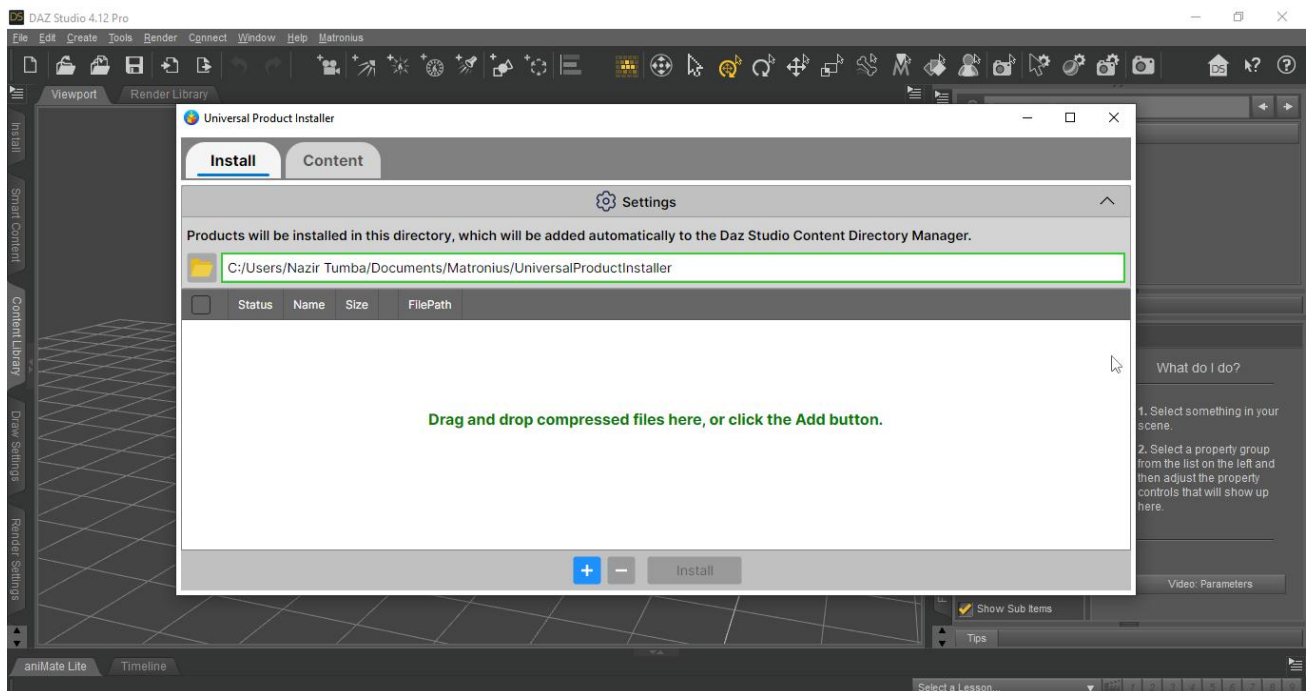
INTERFACE OVERVIEW

The Universal Product Installer has two tabs:

1. Install Tab
2. Content Tab

Install Tab

This tab handles all steps required to install compressed product files.





Key interface elements

Install Directory:

- Shows the content folder where products will be installed. Use Browse to select a different directory.

Add Files:

- Opens a file explorer window to select compressed archives.

Drag-and-Drop Area:

- Allows you to drop .zip/.rar/.7z/.tar/.gz files directly into the queue.

File List Panel:

- Displays all selected product archives ready for installation.

Remove File Button:

- Deletes selected files from the queue before installation.

Select/Deselect All Checkbox:

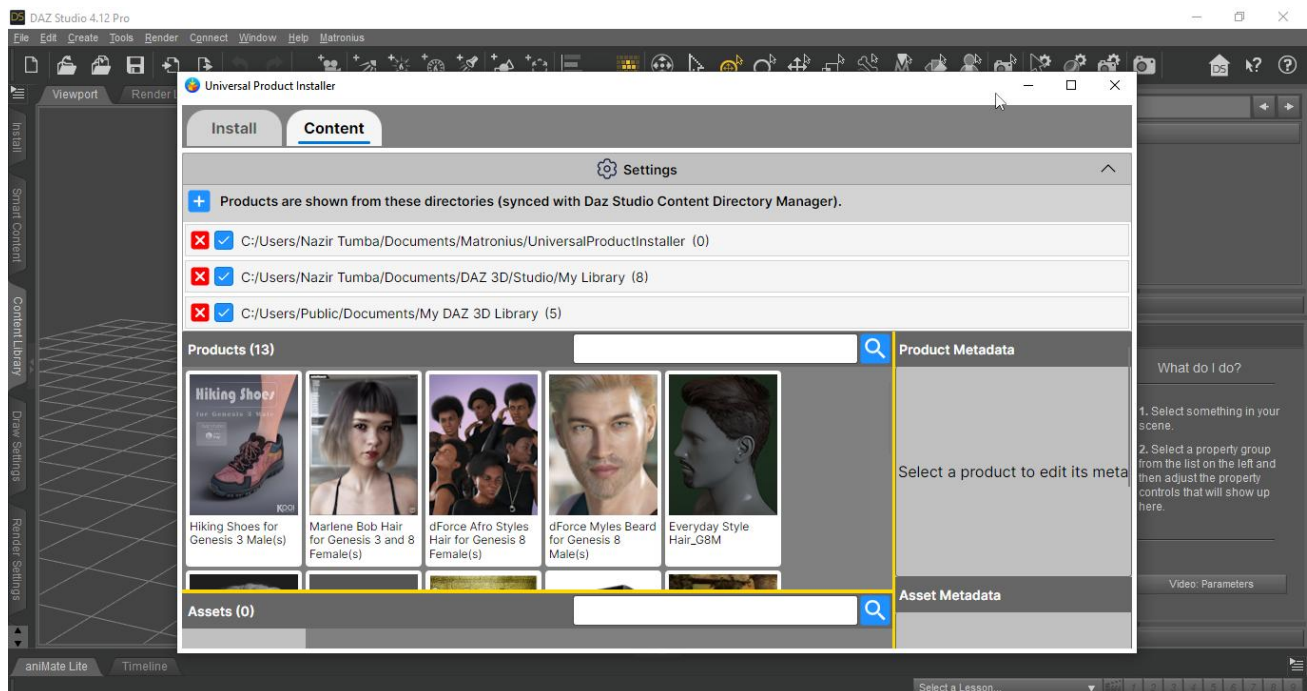
- For quick batch selection.

Install Button:

- Begins the installation process for all selected files.

Content Tab

This tab displays all installed products and their metadata.





Key interface elements

Products List:

- All installed items appear here with their thumbnail icons.

Assets List:

- Shows individual components inside selected products.

Metadata Editor:

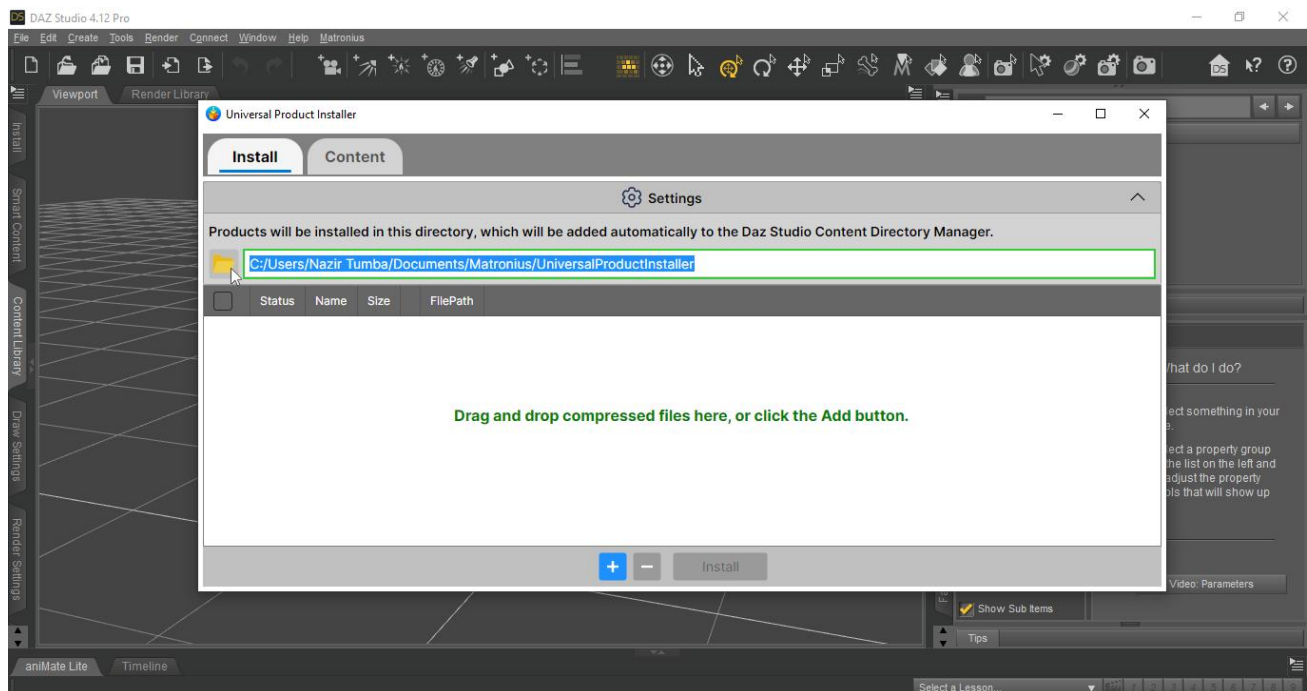
- Lets you modify product and asset metadata fields.

Search Function:

- Filters both products and assets by name or keywords.

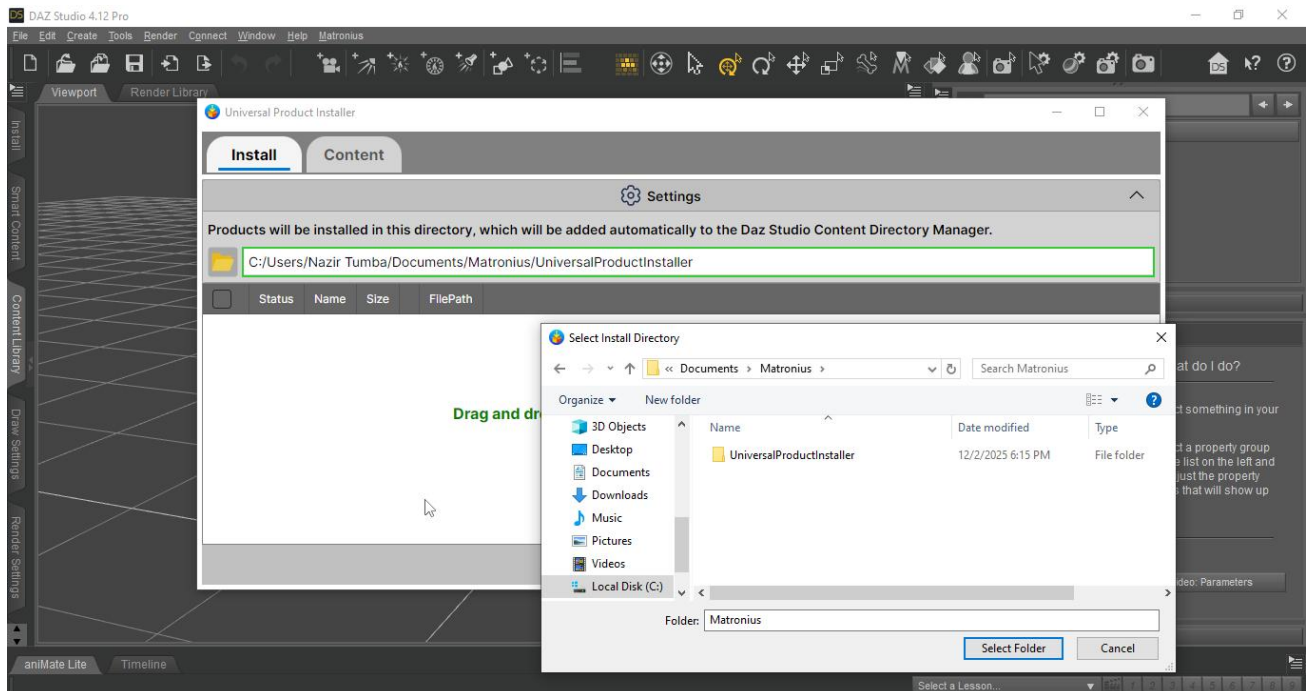
INSTALLING PRODUCTS

1. Define the directory where you want the products to be installed. The default location is the Matronius folder inside your device's Documents directory.

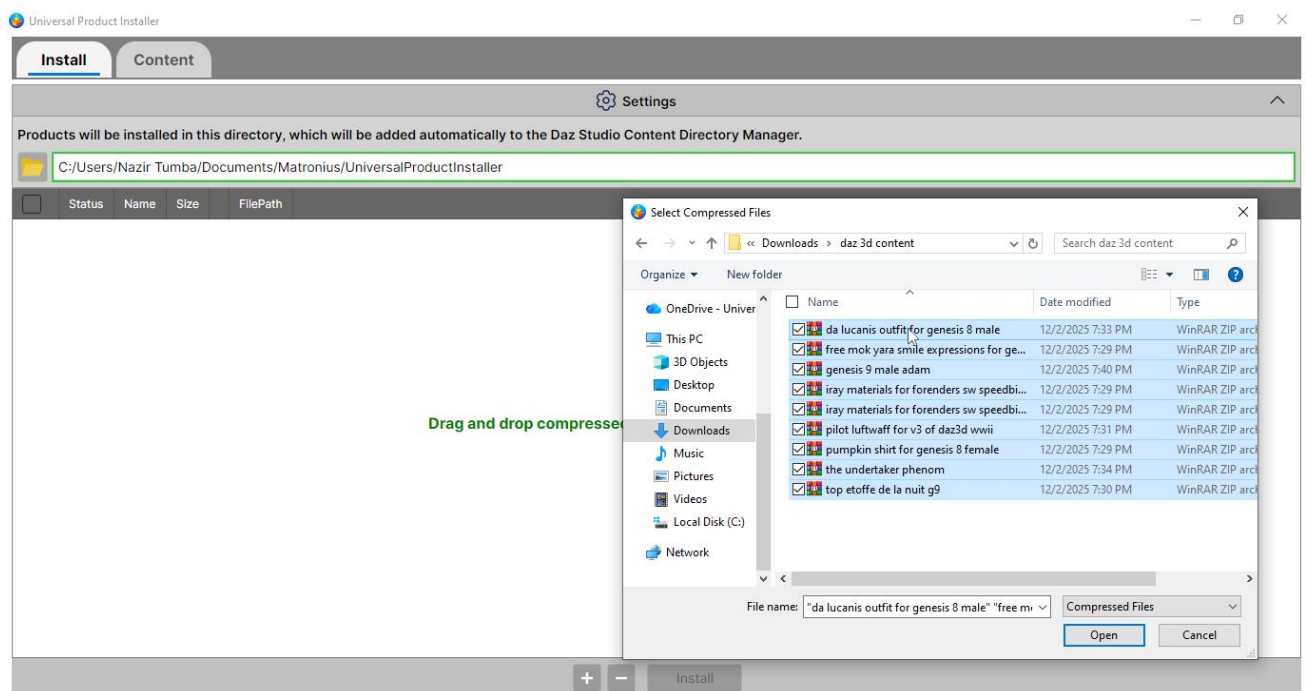




If you want to change it from the default directory, click the Browse button and select a different folder.

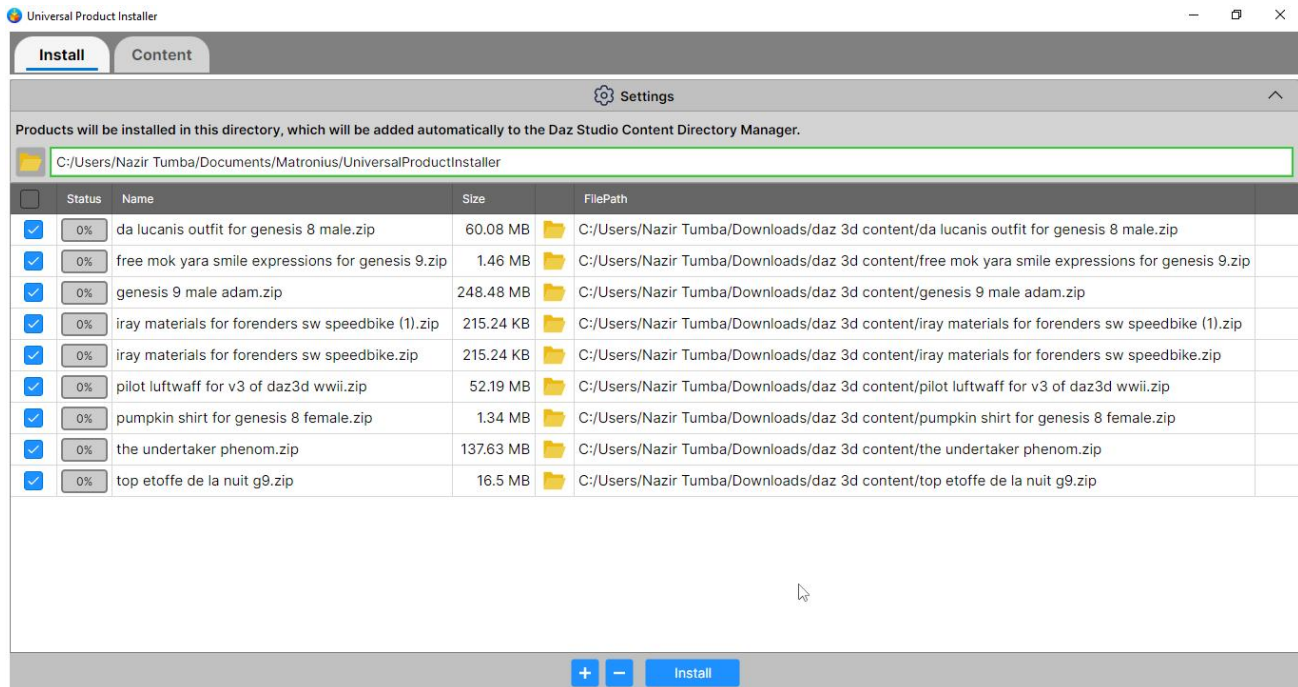


2. Click the Add button to select the compressed files you want to install. Supported formats include .zip, .rar, .7z, .tar, and .gz. You can also add files by dragging them directly into the panel

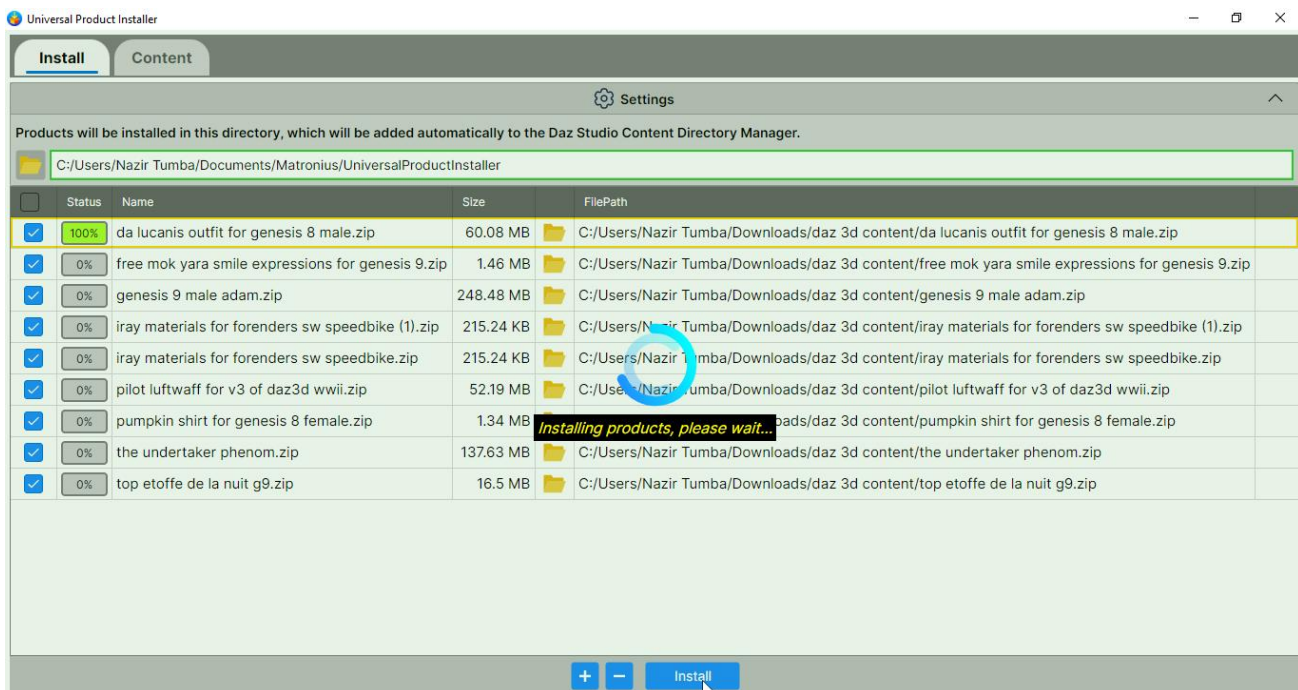




The added files will appear in the Install tab. You can remove a file by clicking the minus button.

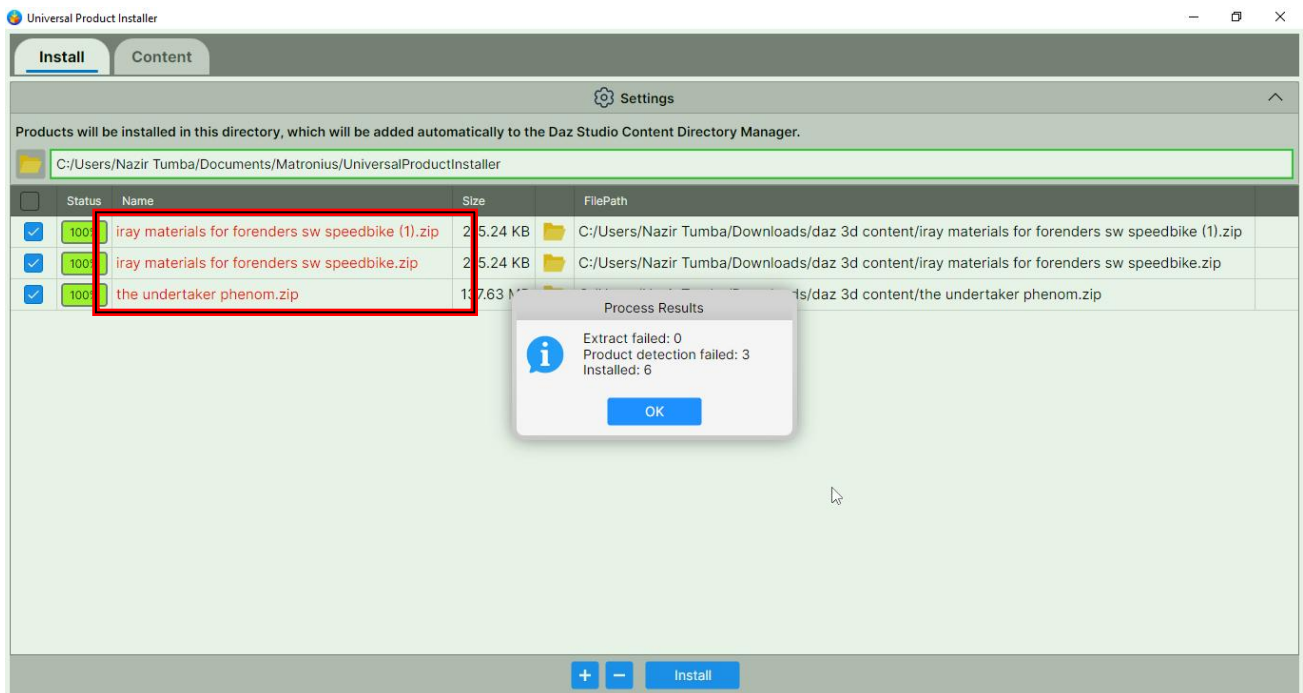


3. Use the checkboxes to select the products you want to install, then click the **Install** button.



After the installation is complete, the files that failed and those installed successfully will be displayed. Files that are not installed may lack the minimum required product data and will remain highlighted in red in the list.

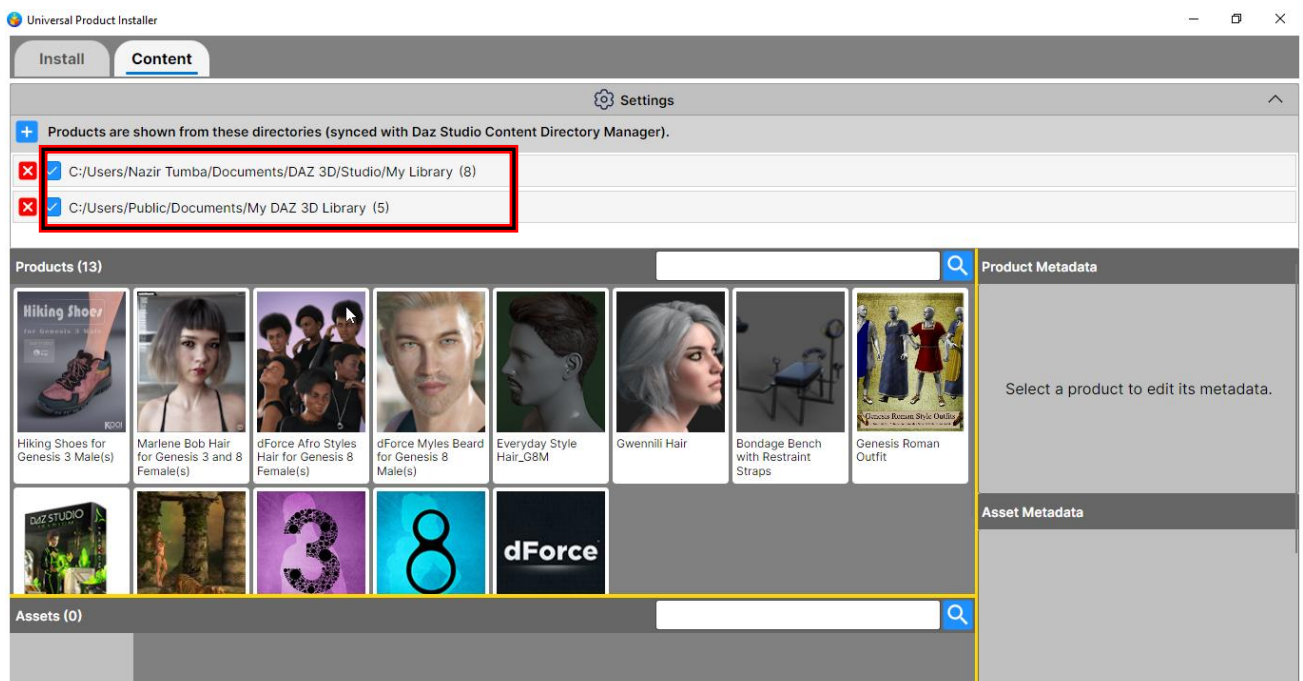




Here 6 products were installed and 3 failed to install which are shown in red

MANAGING INSTALLED CONTENT

On first launch, Universal Product Installer automatically detects and lists available Daz Studio content directories. Therefore, if you had existing products before installing the plugin, they will appear in the Content tab automatically.

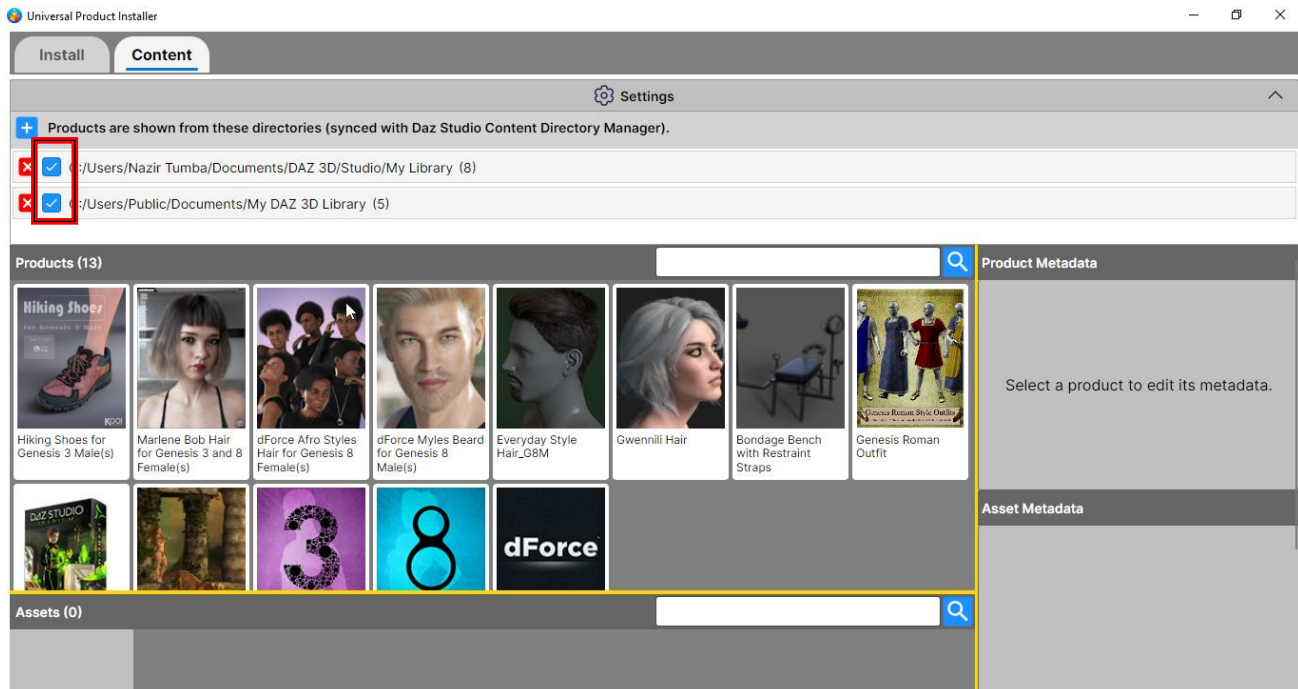


The products are displayed in the Products tab, and the directories are shown above it. You can disable or enable directories instead of removing and re-adding them, allowing you to visually control which products are displayed.

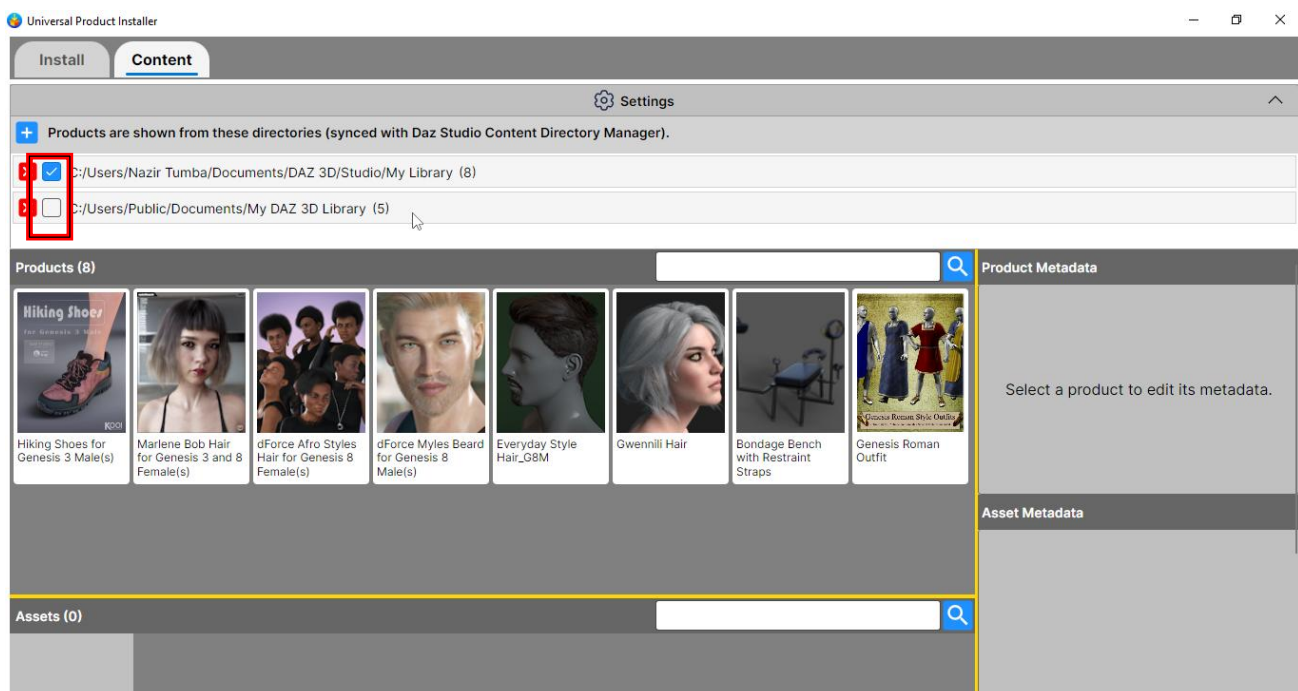




To enable a directory, simply left-click the checkbox beside it. To disable a directory, left-click the checkbox again to remove the check-mark.

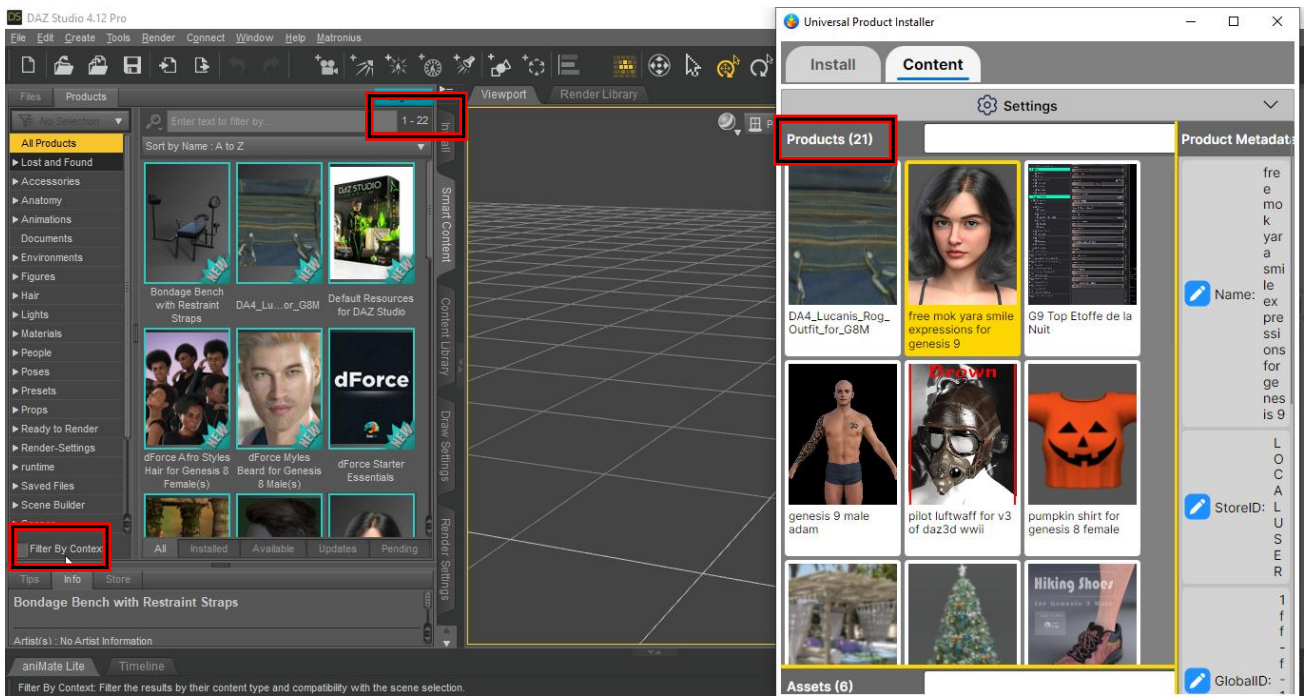


The two original directories are enabled here and they have 8 and 5 products respectively, totaling 13 products in the Products Tab.

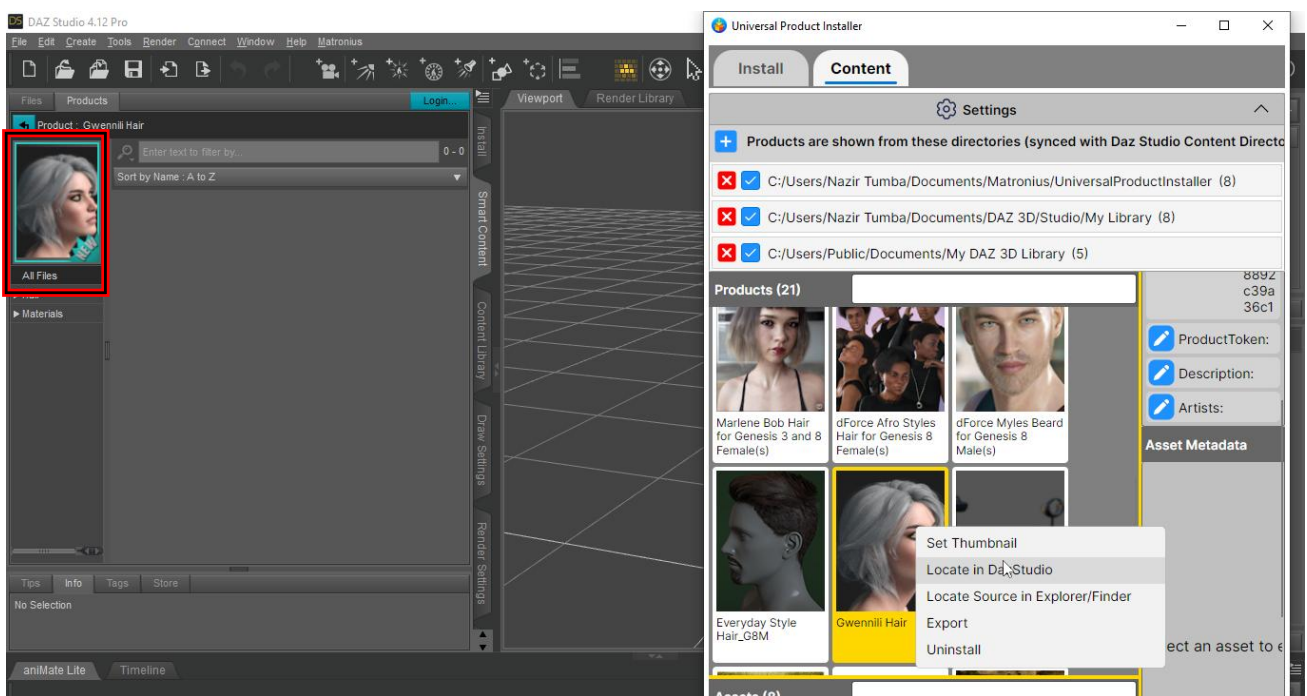


The second directory has been disabled, causing only the products of the first directory (8) to be displayed in the Products Tab.





By right-clicking a product and selecting **Locate in Daz Studio**, you can jump directly to that product inside Daz Studio.

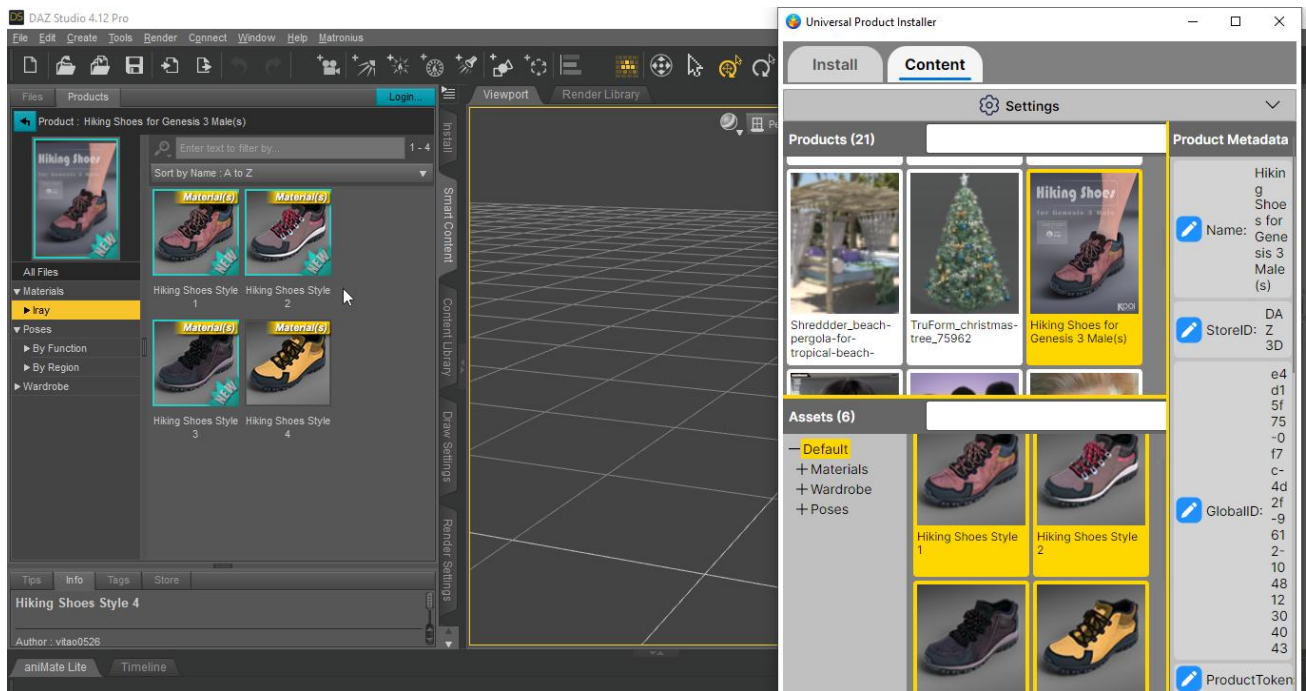


The product you locate will be shown in the **Smart Content** Tab in Daz Studio

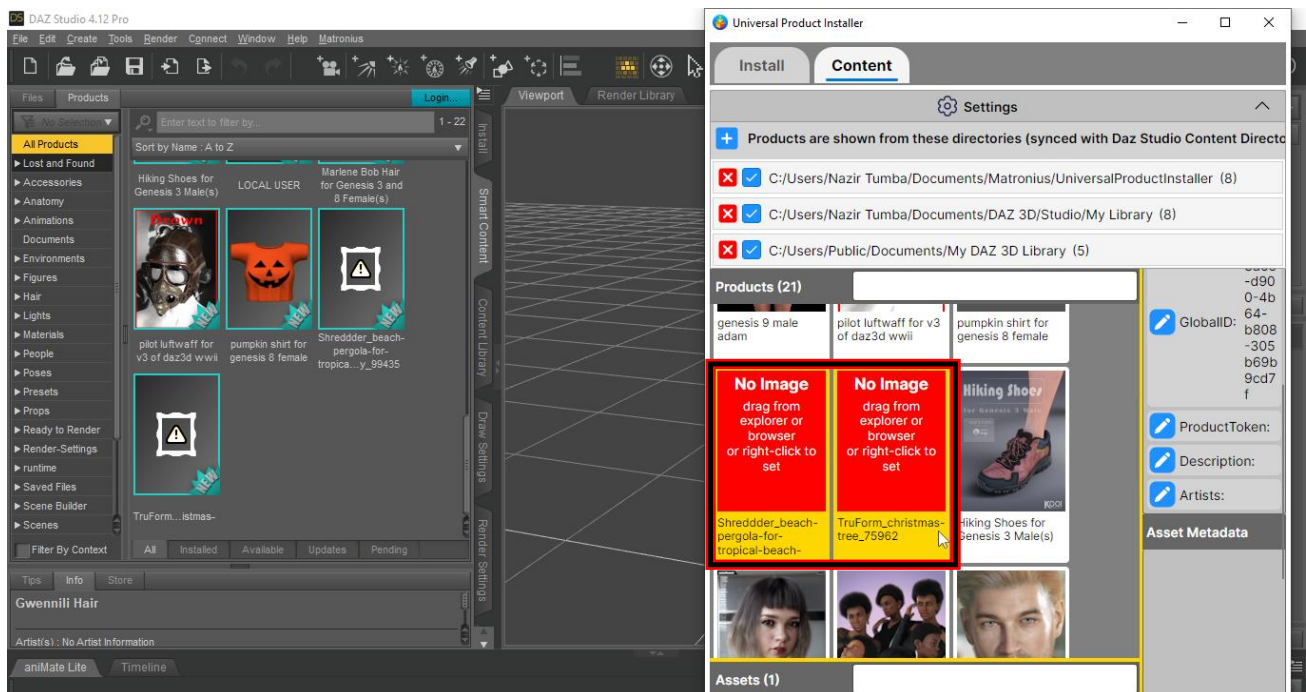




Below the Products tab is the Assets tab, which contains categories to help you organize and locate your assets easily.

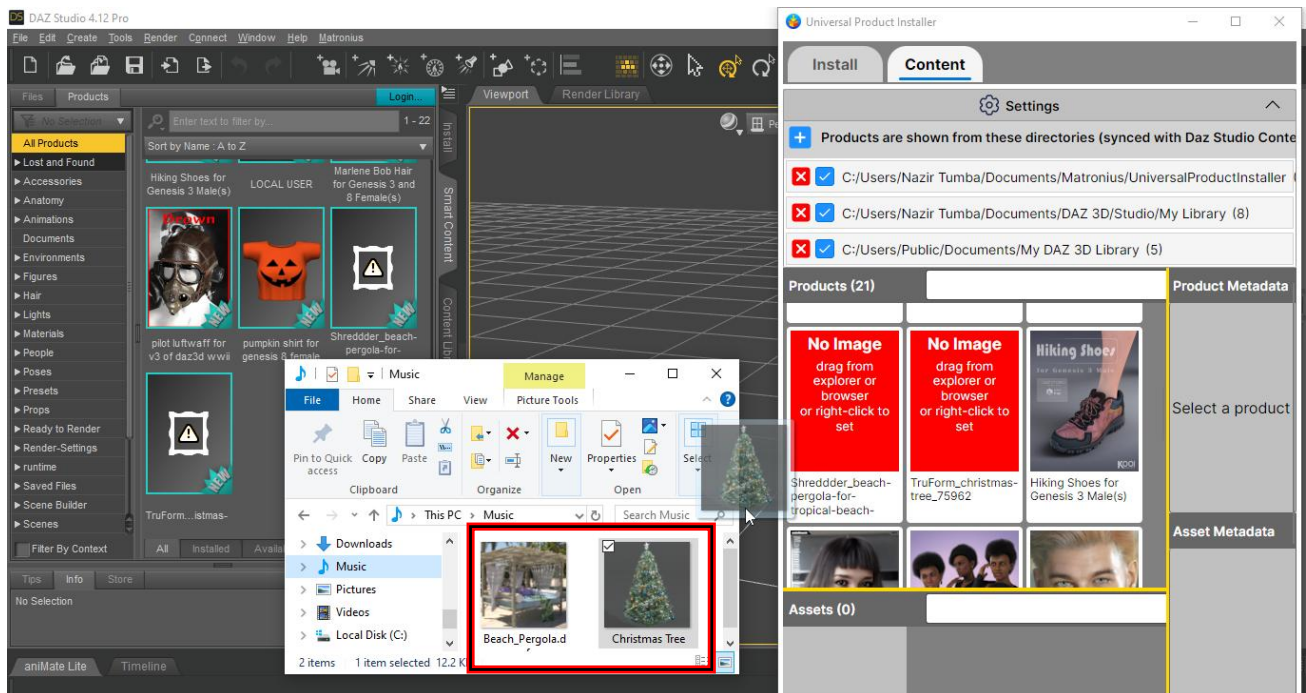


You may notice some products highlighted in red; this indicates that no thumbnail image was detected for them.



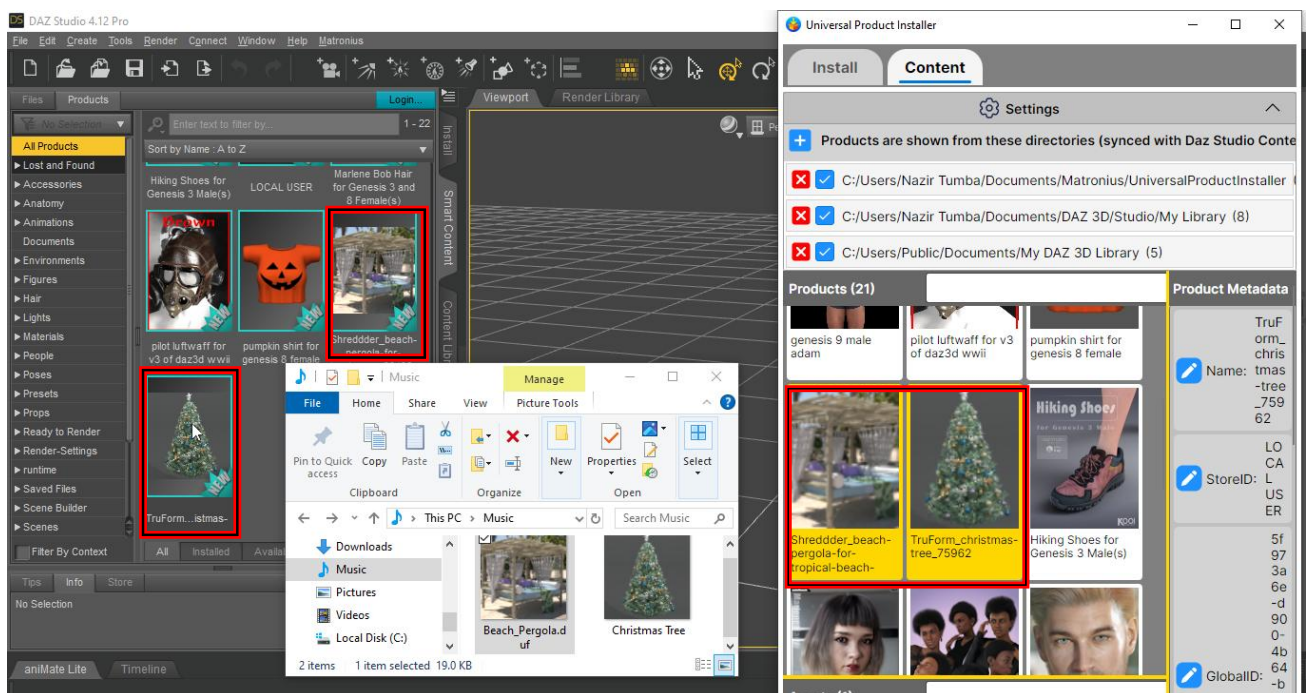


A new thumbnail can be set easily by dragging an image from Windows Explorer or Mac Finder, or by dragging one directly from a web browser.



Beach_Prgola.d and Christmas Tree images were dragged from the folder in Windows to the Products tab

The new thumbnail will appear in the Universal Product Installer Products tab as well as in the Daz Studio Smart Content tab.



The two images now appear as thumbnails in both the Products tab and Daz Studio Smart Content tab

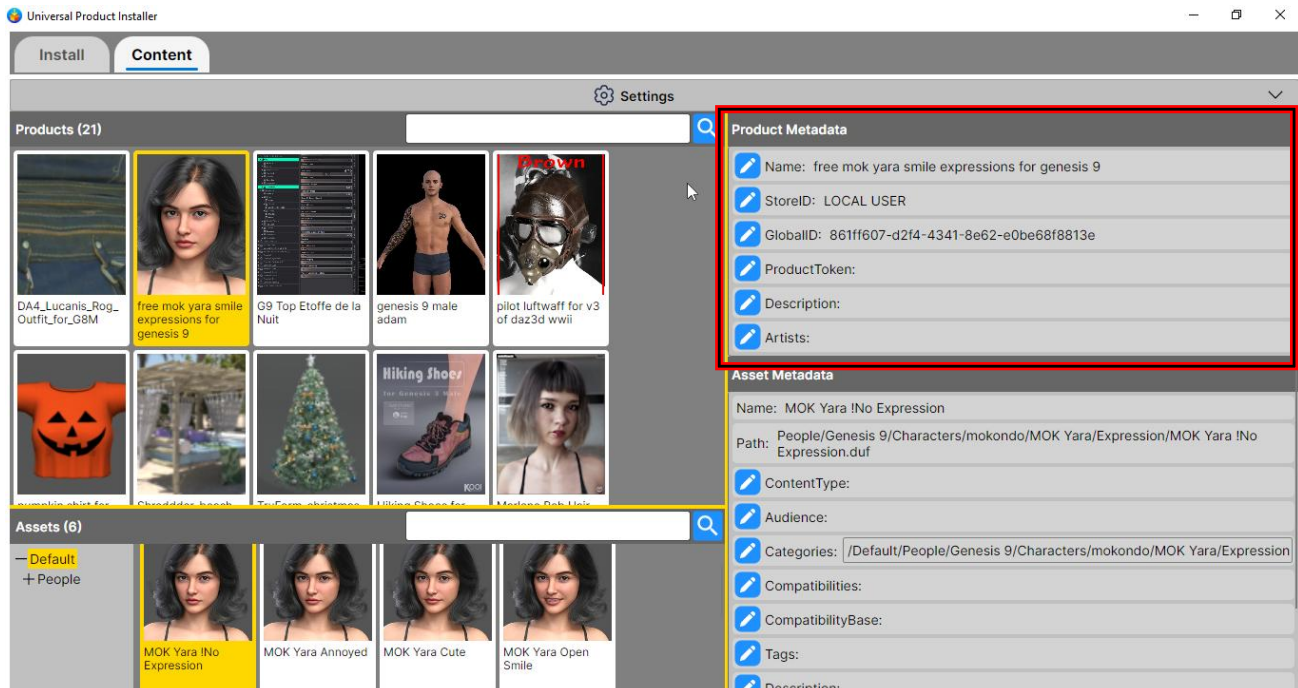




METADATA EDITING

Each product in Daz Studio has metadata accessible through the Edit Metadata menu. This includes metadata for both products and assets. The Universal Product Installer features a full metadata editor, allowing you to correct and improve product information using easier, more user-friendly interfaces.

Product Metadata



Name

The official product name. Editing this updates the name immediately in both the Installer and Daz Studio.

Store ID

Identifies the marketplace or vendor where the product originated (e.g., Daz, RenderHub, Local User). Useful for sorting and filtering.

Global ID

A unique identifier for the product. A new Global ID can be generated automatically if needed. Required for Daz Studio's internal database.

ProductToken

A Daz specific metadata field used by certain advanced systems. This field is optional unless required by Daz documentation.





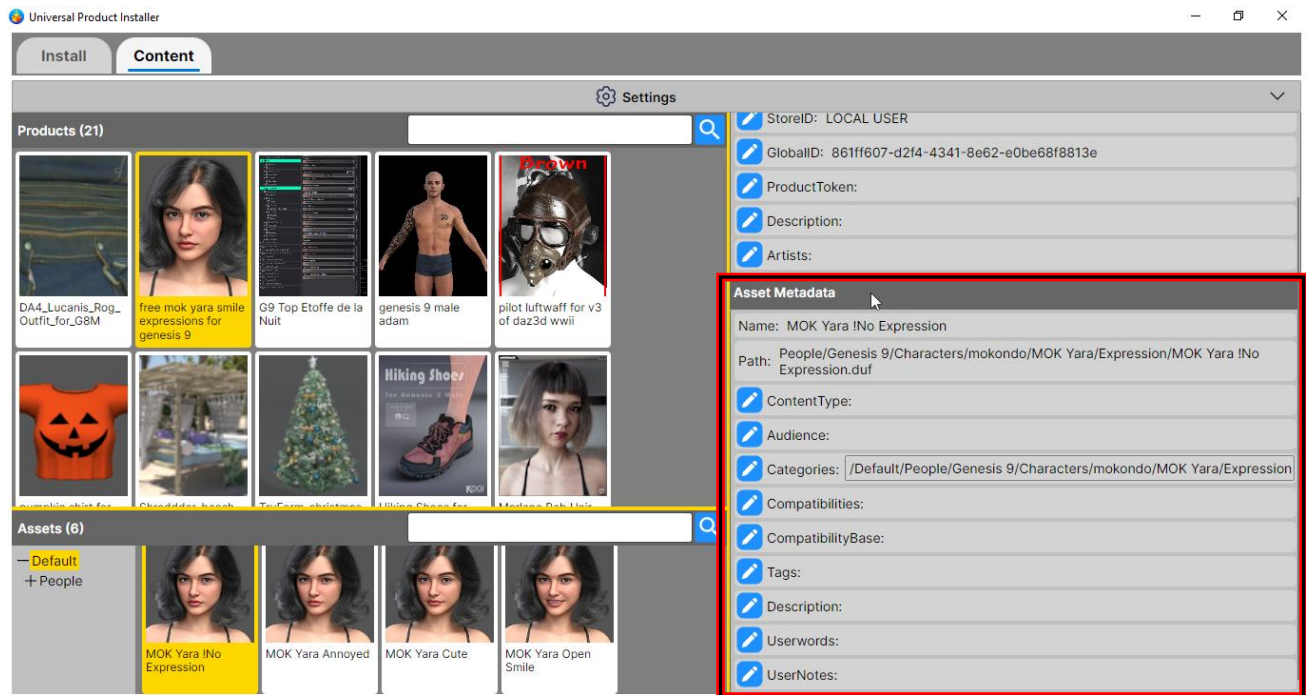
Description

A short text description of the product. Appears in Daz Studio and helps users understand what the product contains.

Artists

Credits for the creator(s) of the product. Can include one or multiple names.

Asset Metadata



Name

The name of the individual asset (pose, character preset, material, prop, etc.). Adjusting this updates how the asset appears in both tools.

Path

The directory location where the asset is stored in the content library. (Not editable—informational only.)

Content Type

Defines the asset classification (e.g., Actor, Pose, Material, Prop). These options are retrieved directly from Daz Studio's official metadata list.

Audience

Indicates the audience target; whether it is for Children, Teens or Adults.

Categories

Controls where the asset appears inside Daz Studio's Smart Content. An asset can belong to multiple categories simultaneously.





Compatibility

Lists the items, figures, or objects the asset is meant to work with. Example: A material compatible with “Genesis 9 Female.”

Compatibility Base

Specifies the primary figure or item the asset is designed for. Other compatible assets are grouped under this base item.

Tags

Keywords used for searching or filtering assets. Helps with quick discovery inside the content library.

Description

A short note about what the asset is or how it is meant to be used.

Userwords

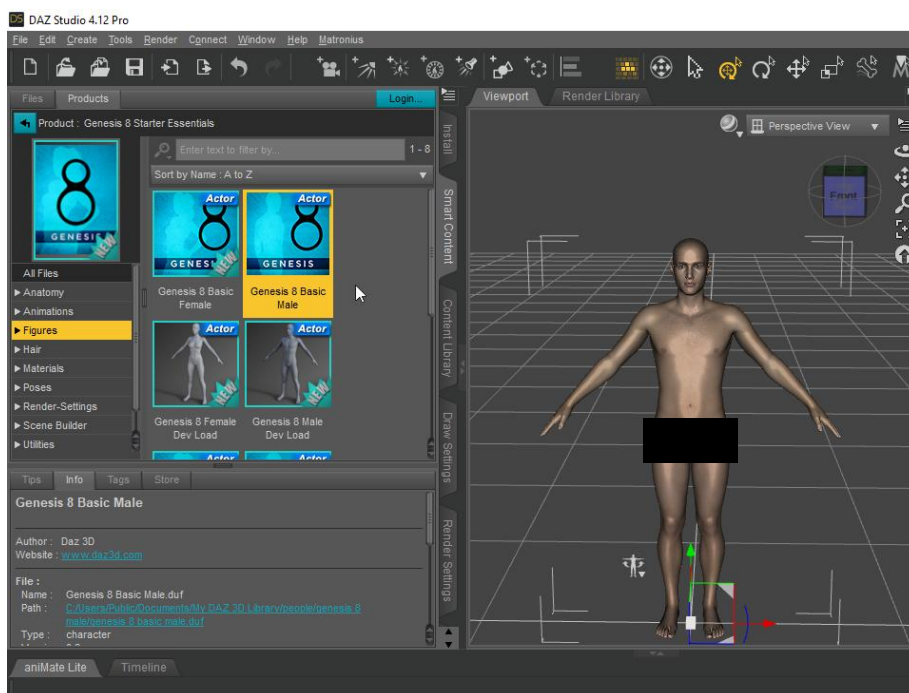
Custom keywords added by the user. Useful for personalized sorting and searching.

Usernotes

User-created notes for personal reference. Does not affect content placement or functionality.

USING PRODUCTS

The Universal Product Installer provides its users with a unique experience. From downloading products from various sources to having them organized and ready to use in your Daz Studio Library in less than a minute.

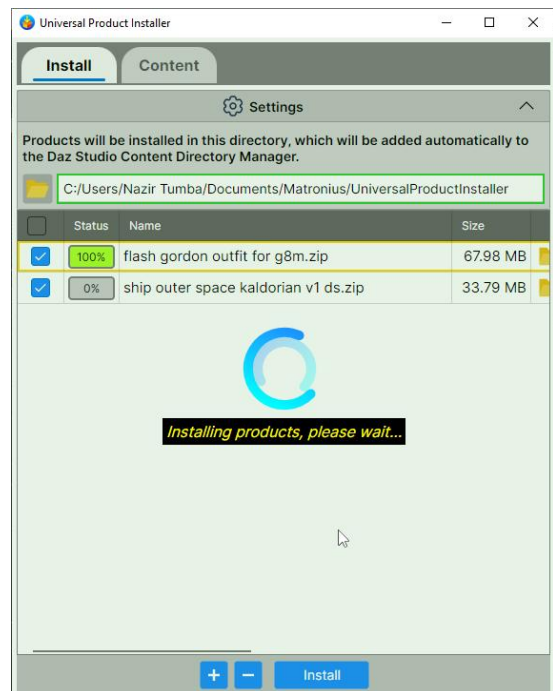
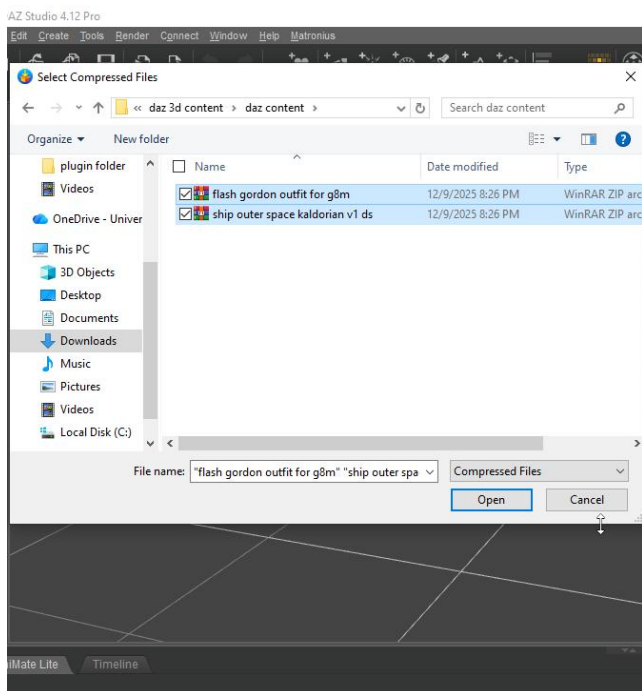


Genesis 8 Male avatar which is a default avatar in Daz Studio is added to the viewport scene.

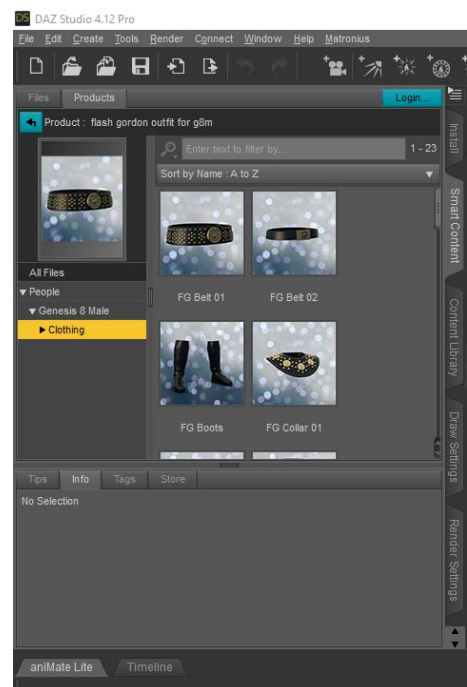
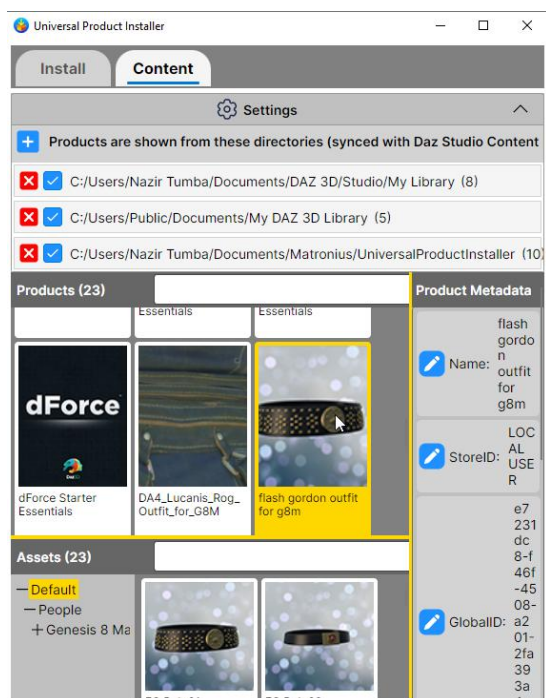




Two new products were installed using the Universal Product Installer.

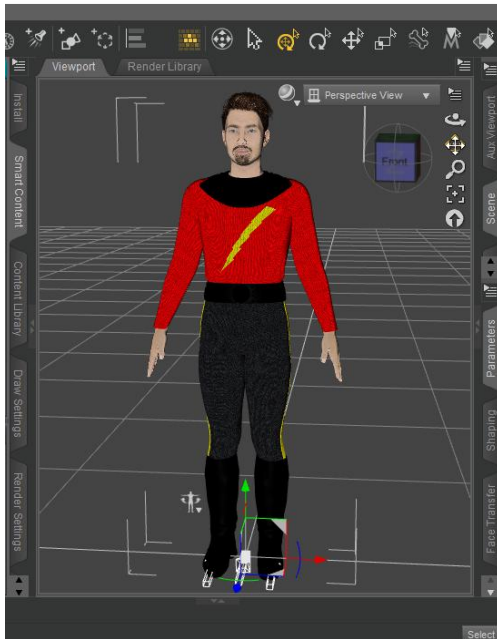


The two products are installed in the Products tab and are also shown in the Daz Studio Smart Content tab.





Different clothing assets were added to the default Genesis 8 Male, and the avatar can be rendered, animated, or exported for other purposes as desired.



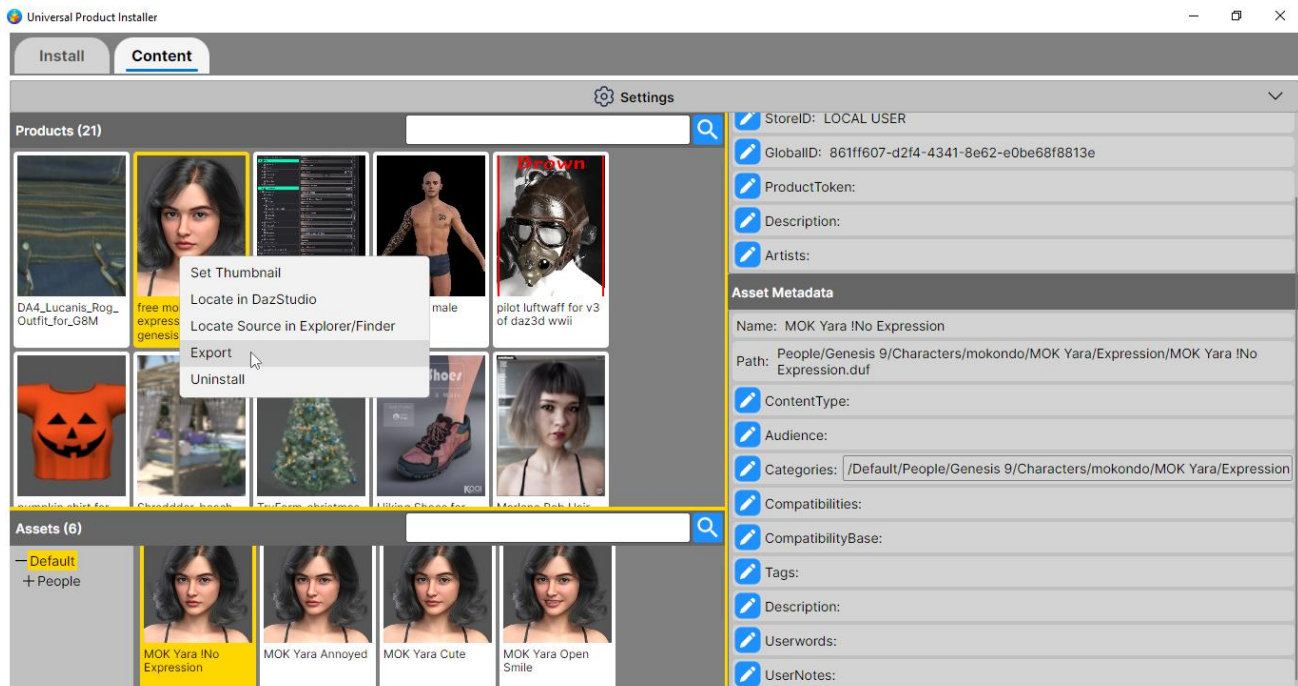
Viewport Scene



Rendered Scene

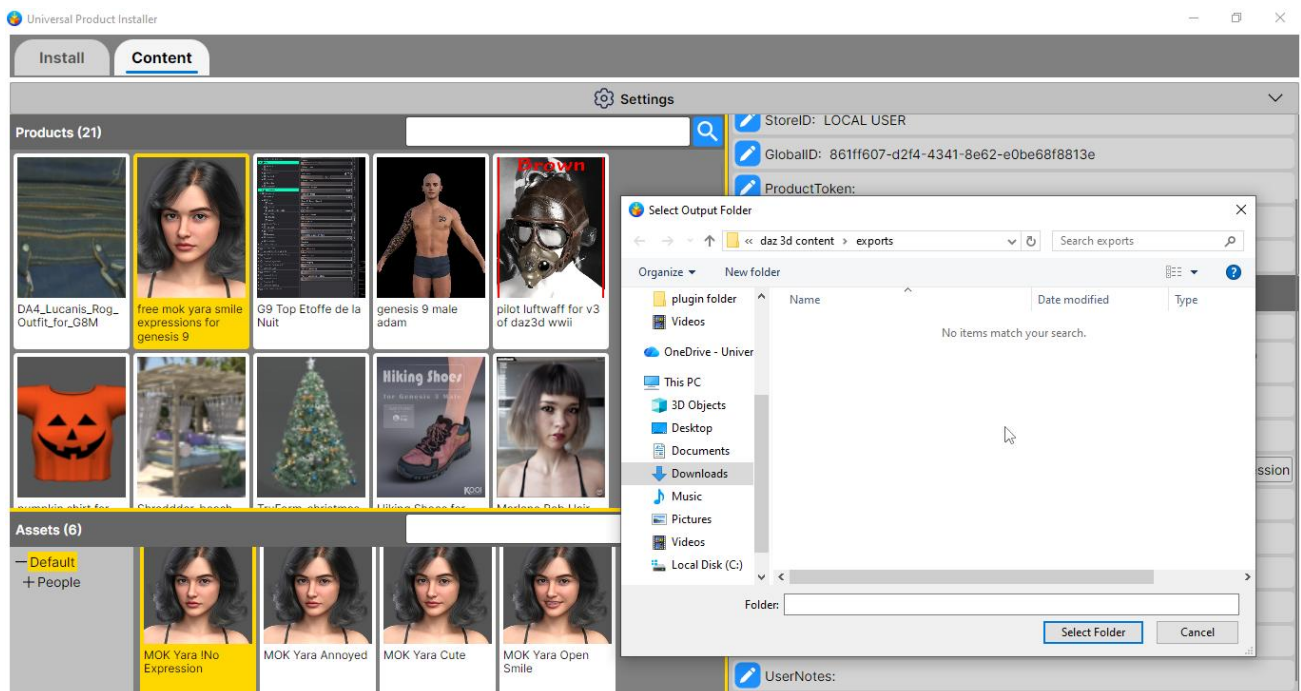
EXPORTING PRODUCTS

The Universal Product Installer allows you to export one or multiple products as a .zip file. This is useful for backups, transferring content between computers, sharing content with collaborators, and archiving custom metadata. To do this right-click on the product, and select **Export**.



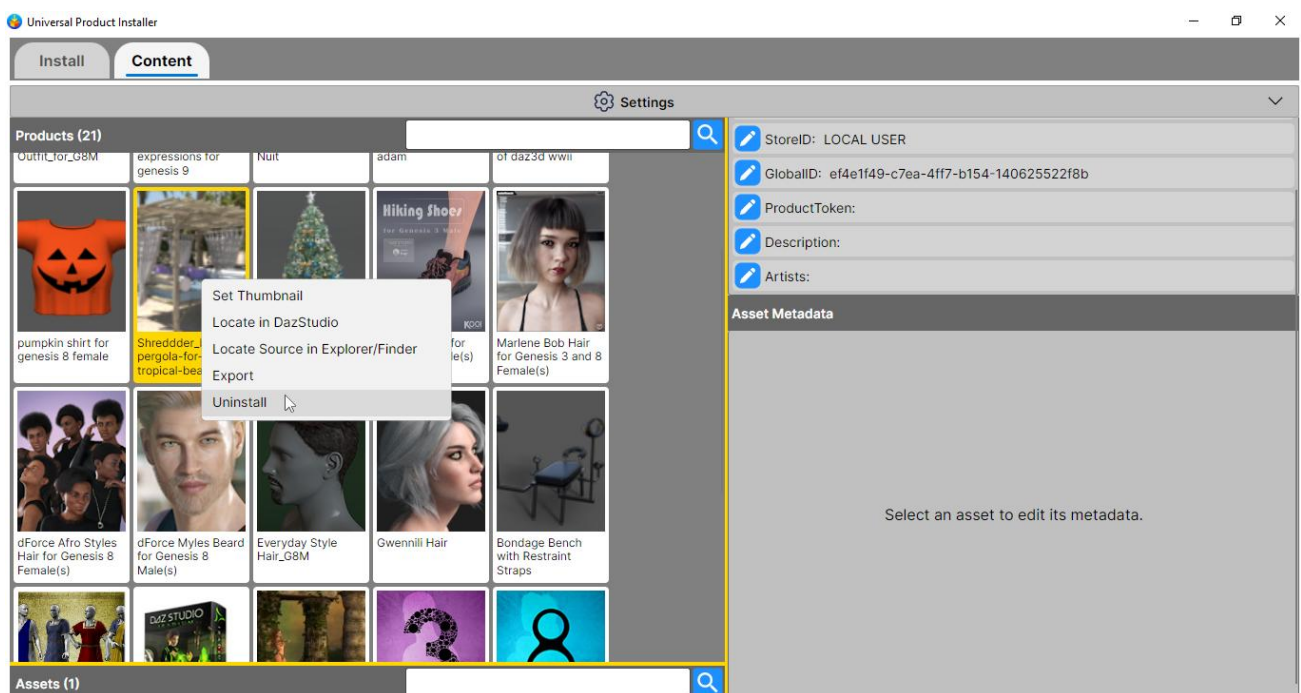


Select the folder you want to save the product file, and the exported file will be saved there.



UNINSTALLING PRODUCTS

To uninstall a product, right-click it and select **Uninstall**. The product will be permanently removed from the Products tab as well as from the Smart Content tab in Daz Studio. All products can be reinstalled by following the steps on pages 7–10.





SUPPORT & CONTACT

For questions, bug reports, or feature requests, please contact:

Matronius Limited – Support Team

Website: <https://matronius.com>

Email: support@matronius.co.site

We are committed to continuously improving the Universal Product Installer and supporting your creative workflow.

