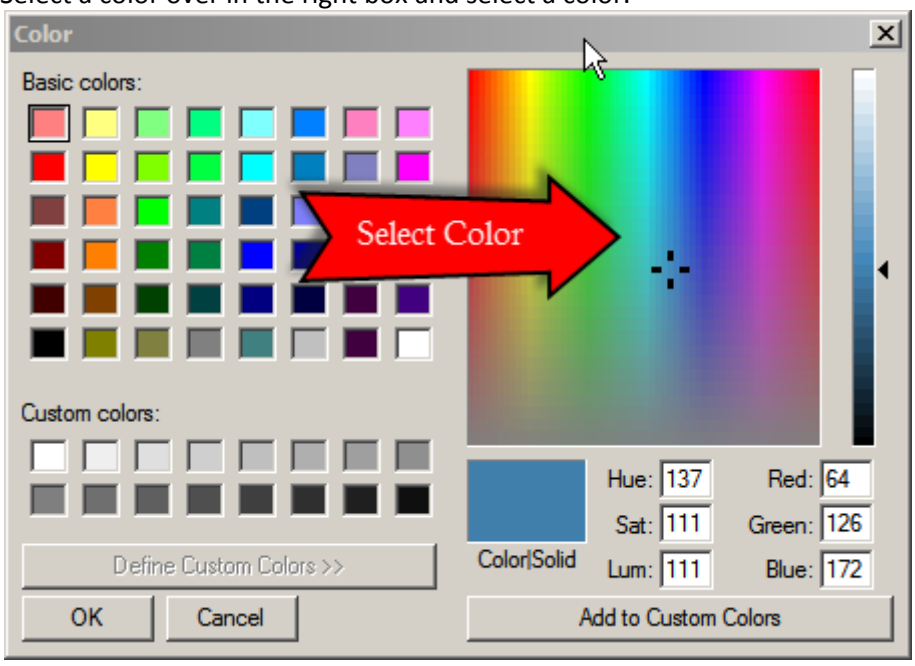
Load Dye-For-Me version of Hair.

Go into the 'MASTER' Material.

Ctrl Left Click over the Dye Base Color
(or click on it and go to the upper right corner of the color selector to bring up the following window)

Select a color over in the right box and select a color.

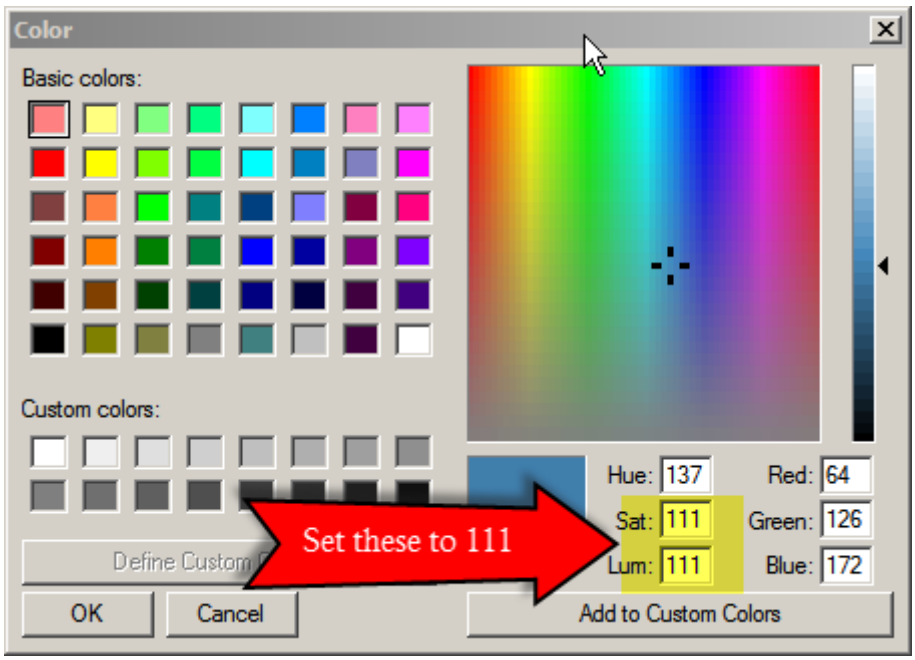


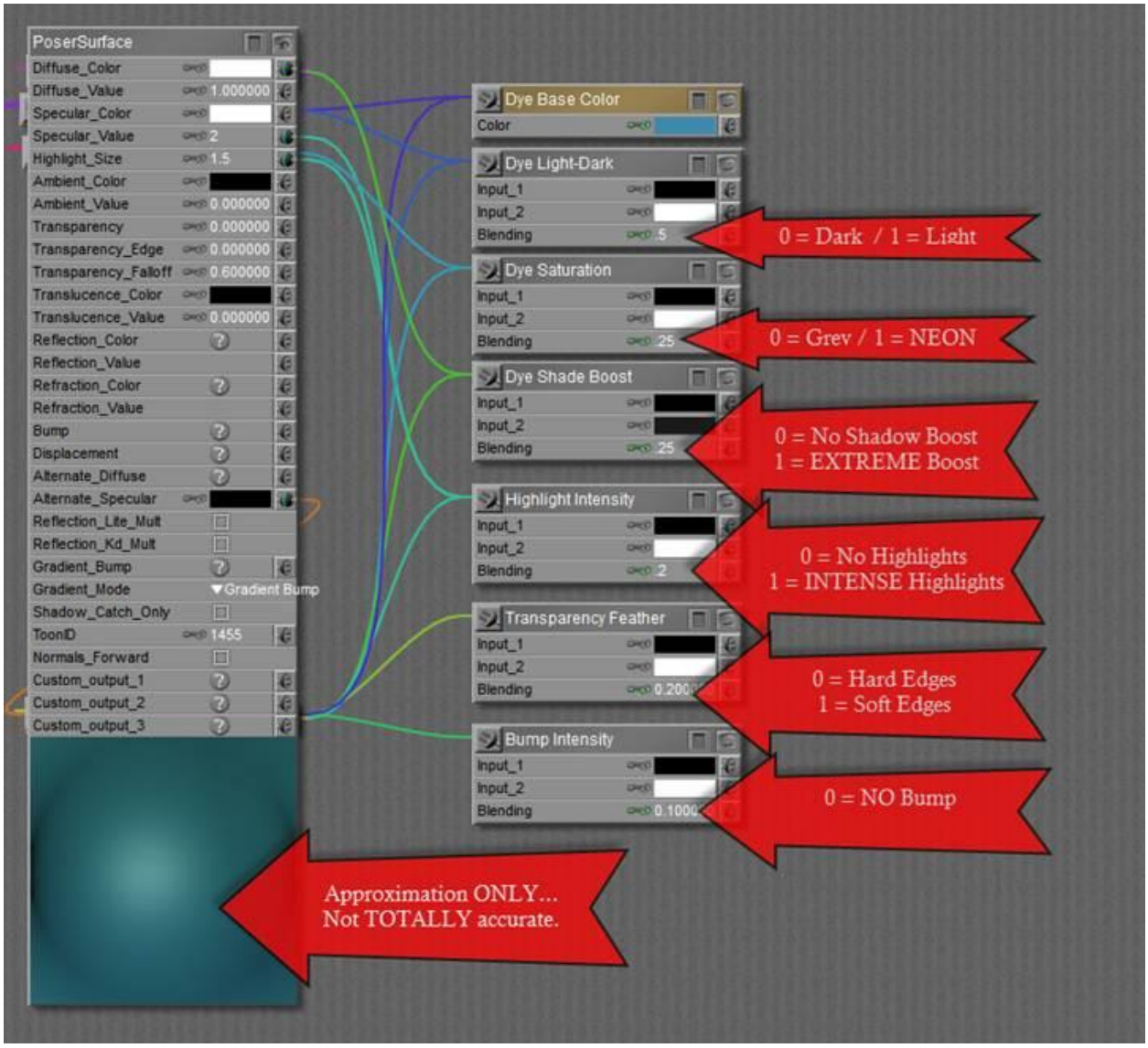
Set the Saturation and Luminosity both to about 111.

Yes, I know this ends up with a shade not at all what you wanted, but trust me… you're not picking your final shade, you're picking a shade you can adjust from…. so you need something that the code can work with.

Keep it between 75 and 115 and you should be good.

If you choose Blues or Purples , you may want to bring the Saturation down to around 80 as the intensity of the saturation tends to look more unnatural in these shades.




PoserSurface
Diffuse_Color
Diffuse_Value 1.000000
Specular_Color
Specular_Value 2
Highlight_Size 1.5
Ambient_Color
Ambient_Value 0.000000
Transparency 0.000000
Transparency_Edge 0.000000
Transparency_Falloff 0.600000
Translucence_Color
Translucence_Value 0.000000
Reflection_Color
Reflection_Value
Refraction_Color
Refraction_Value
Bump
Displacement
Alternate_Diffuse
Alternate_Specular
Reflection_Lite_Mult
Reflection_Kd_Mult
Gradient_Bump
Gradient_Mode Gradient Bump
Shadow_Catch_Only
ToonID 1455
Normals_Forward
Custom_output_1
Custom_output_2
Custom_output_3
Dye Base Color
Color
Dye Light-Dark
Input_1
Input_2
Blending .5
0 = Dark / 1 = Light
Dye Saturation
Input_1
Input_2
Blending .25
0 = Grey / 1 = NEON
Dye Shade Boost
Input_1
Input_2
Blending .25
0 = No Shadow Boost
1 = EXTREME Boost
Highlight Intensity
Input_1
Input_2
Blending .2
0 = No Highlights
1 = INTENSE Highlights
Transparency Feather
Input_1
Input_2
Blending 0.200
0 = Hard Edges
1 = Soft Edges
Bump Intensity
Input_1
Input_2
Blending 0.1000
0 = NO Bump
Approximation ONLY...
Not TOTALLY accurate.

Let's break it down:
Saturation: Power of the Color
1 = Practically Neon Rave Colors, dripping with brilliant color
0.5 = Medium intensity, natural shades.
0.1 = Barely any color at all, Grey with a hint of highlights
0 = NO COLOR, completely mono-chromatic grey, don't recommend it, but it's there.

Highlight-Intensity: Power of the Shine
0 = Dull nearly lifeless hair.
0.1 = Average lighting this will produce a soft shine.
1 = Shines in a dark room with only a candle to illuminate it….

Shade-Boost: The dark shadows of the hair, giving it artificial depth without increasing AO render times.
1 = Heavy shadows. Use also with Dark Hair colors to improve the contrasts to make the shine better.
0.5 = Normal shades and medium blondes or low light conditions.
0.1 = Powder soft colors for which any shadow is overpowering.

Light-Dark: This is the big deal, the actual shade of dark/light of the hair… Midnight or Platinum, this is how you get it.
0 = Darkest possible
1 = Lightest possible.
(I don't recommend maxing out this dial… if you really need something darker or lighter, set to .9 or .1 and then alter the base dye color on the preview, gives a bit better results and gives you some room to 'adjust it'… once you max out this dial, there's no adjusting it further.)

Trans-Feather: This is how soft the transparency is. Depending on how close or how far away you render a character, your default transparency can look like it doesn't exist or is so transparent that you can see the scalp.
0 = Sharp edges, little transparency along the edges.
0.5 = Soft edges perfect for close up portraits.

Bump-Intensity: Depending on how close you are to your subject, the bump map can frequently become either so soft that there is no hint of it or so overpowering that it's painful. Use this dial to fine tune for your render.
0 = No Bump
0.5 = Strong Bump
1 = Insanely Strong Bump

Please note, the Material Preview on the Master is an approximation only. It may not be entirely accurate.

Do not alter any Material EXCEPT for the Master Material. Any alteration to the individual materials may result in strange and severely weird renders… Maybe beautiful, maybe not, but the inner workings of the DyeJob are difficult enough to set up and explaining them is next to impossible. Just stick to altering the 'Master' Material's 7 dials and that will take care of you.

DO NOT alter the Input1 and Input2 fields on ANY of the Master material spots. ONLY alter the Blending setting and keep all of those between 0 and 1.

Please do not use these material structures for your own products. Poses yes, but the materials in order to do this took me approximately 6 weeks worth of work. I'm glad that you like it and if you would like it done for other products, please feel free to ask me, but don't distribute or sell these shaders. Thanks.