OOT Hairblending 2.0 for Daz Studio Iray - Tips & Tricks

1. Loading the Hair and Shaders

   Load the hair figure from your content library Genesis 3 Female → Hair.
   Open the "MATS" folder and "Iray". Select the hair figure and apply the "!Apply First"
   material preset to the hair figure. This will load all necessary textures and shaders to the hair.

   Next apply a haircolor by simply double-clicking on it.

2. Applying Hairblending

   Open the subfolder "Hairblending Colors". To activate hairblending, select one of the
   "Hairblending !Style" options. These will load alpha textures and the style how the
   hairblending color gets blended with the base texture. The last step is to choose a
   Hairblending Color. Simply double-click on one of the available "Hairblending Color"
   options.

3. Additional Options

   You can change the strength of the hairblending by applying one of the 4 available
   "Hairblending !Strength" options. Option A is the highest, Option D the lowest visibility.

4. Non destructive working

   All options are non destructive. That means you can change either the basehair color or the
   hairblending color anytime without changing the hairblending alpha style or strength. As
   well as changing the hairblending alpha style or strength will never affect your chosen
   colors.

5. Deactivating hairblending

   To deactive hairblending double-click on the "OFF" button in the "Hairblending Colors"
   folder. Once you decide you want to reactivate simply apply a "Hairblending !Style" option
   again.

6. Special Tips

   6.1. Applying Hairblending options to specific materialzones only

   All material presets will always affect all available materialzones in the hair figure. In some
   cases you might just want to add Hairblending to the front materialzones of the hair figure.
   This is easy.

Open the "Surfaces" tab of Daz Studio and select the materialzones of the hair figure you want to change. To select multiple materialzones press CTRL and click on the other materialzones you want to select. It will look like this:

Then go back to your Content Library and choose a color you would like to apply. Press CTRL and double-click on a material preset to open the options window which will look like this:
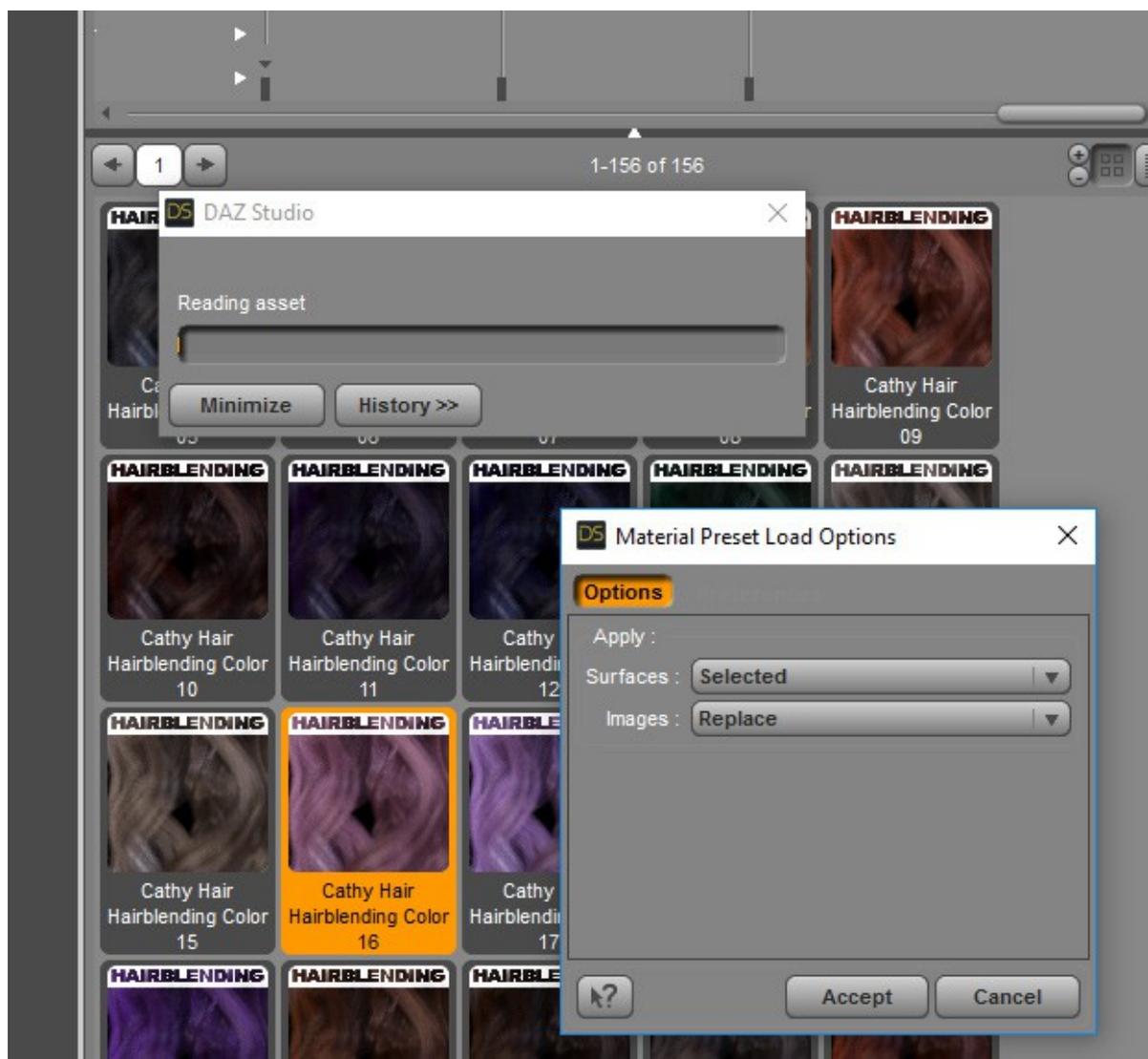
Now from the "Surfaces" dropdown check "Selected" instead of "All" and click Accept. This will now add the chosen preset to the selected materialzones only.

This option works for all included material presets like base haircolor, hairblending color or hairblending alpha style and strength.

6.2 Saving your own Hairblending Preset

In case you have created your own Hairblending style and you want to use it in future, make sure to save a copy. To save a material preset simply select the hair figure with the applied options and go to File → Save As → Material Preset and choose a proper destination inside or your content library to save the material preset to.