

# Information

## Custom Color Override

## This Node Controls the Hair's Color

## Smooth Alpha for Softer Smoother Hair Alpha Texture

Connect Node to Use Ramp with Smooth Alpha

Connect Node to use Smooth Alpha

This Color Ramp controls how Hard or Soft the Alpha Map is

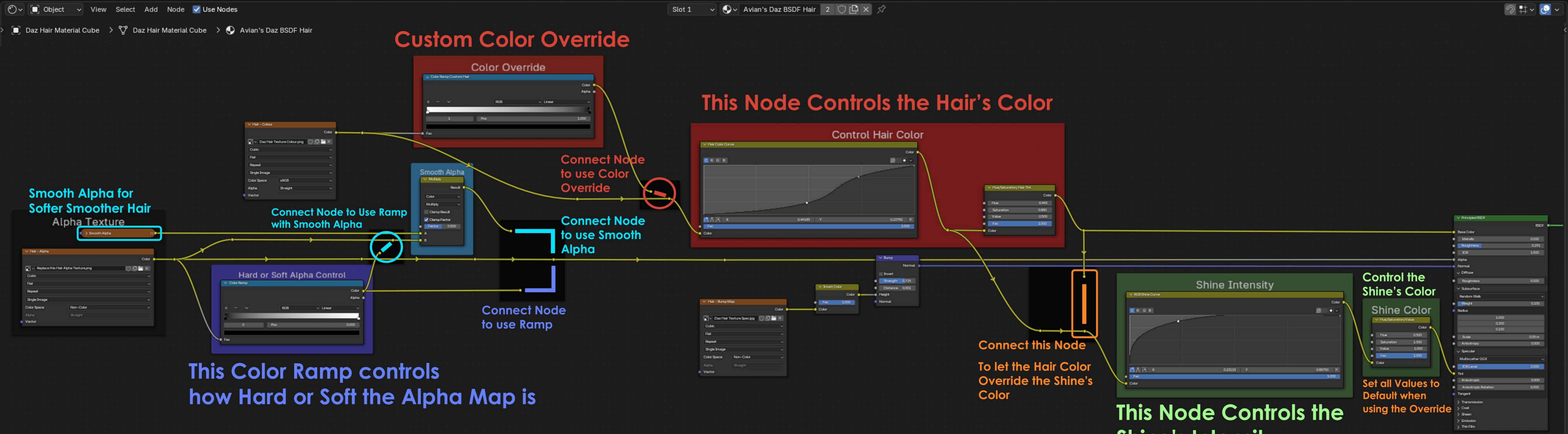
Connect Node to use Ramp

Connect this Node to let the Hair Color Override the Shine's Color

## This Node Controls the Shine's Intensity

## Control the Shine's Color

Set all Values to Default when using the Override



# 1. In the Blend File you will find

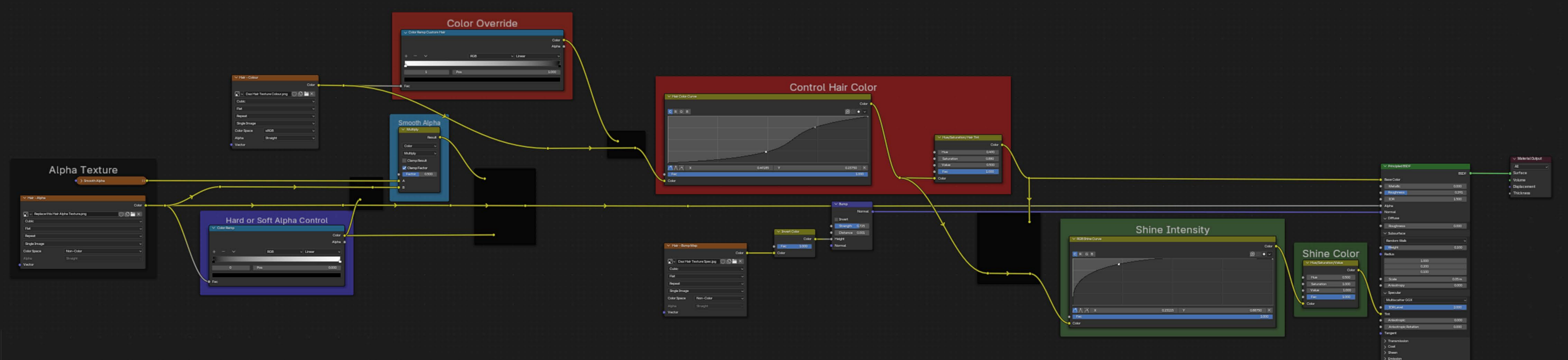
## Hair Material Example

(Remember this Material is for Static Plane based Hair.)

(Not the Deforce Strands)

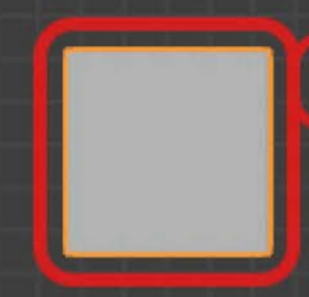


## Material Cube to Copy



# Hair Material Node Tree

2.

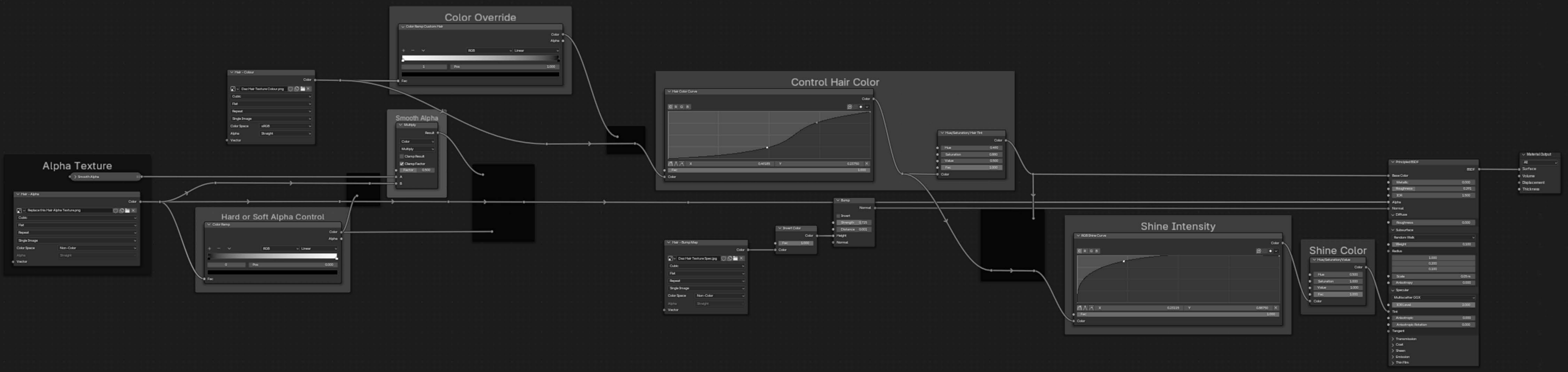


Object

- Shade Smooth
- Shade Auto Smooth
- Shade Flat
- Convert To
- Set Origin Button4 Mouse
- Copy Objects Ctrl C**
- Paste Objects Ctrl V
- Duplicate Objects Shift D
- Duplicate Linked Alt D
- Rename Active Object... F2
- Mirror
- Snap
- Parent
- Move to Collection M
- Insert Keyframe
- Insert Keyframe with Keying Set
- Delete
- Selected Model
- Material Utilities Shift Q

Copy the Material Cube

Object Mode View Select Add Node Use Nodes



Scene Collection

- Default Collection
- Collection
  - Daz Hair Material Cube
  - Daz Hair Material Example

View Image Replace this

Daz Hair Mater... Avian's Daz B...

Avian's Daz BSDF Hair

Avian's Daz BSDF ... 2

Preview

Surface Principled BSDF

- Base Co... Reroute
- Metallic 0.000
- Roughness 0.291
- IOR 1.500
- Alpha Reroute
- Normal Bump

Diffuse

- Roughness 0.000

Subsurface Random Walk

- Weight 0.100
- Radius 1.000
- Scale 0.200
- 0.100
- Scale 0.05 m
- Anisotropy 0.000

Specular

Transmission

Coat

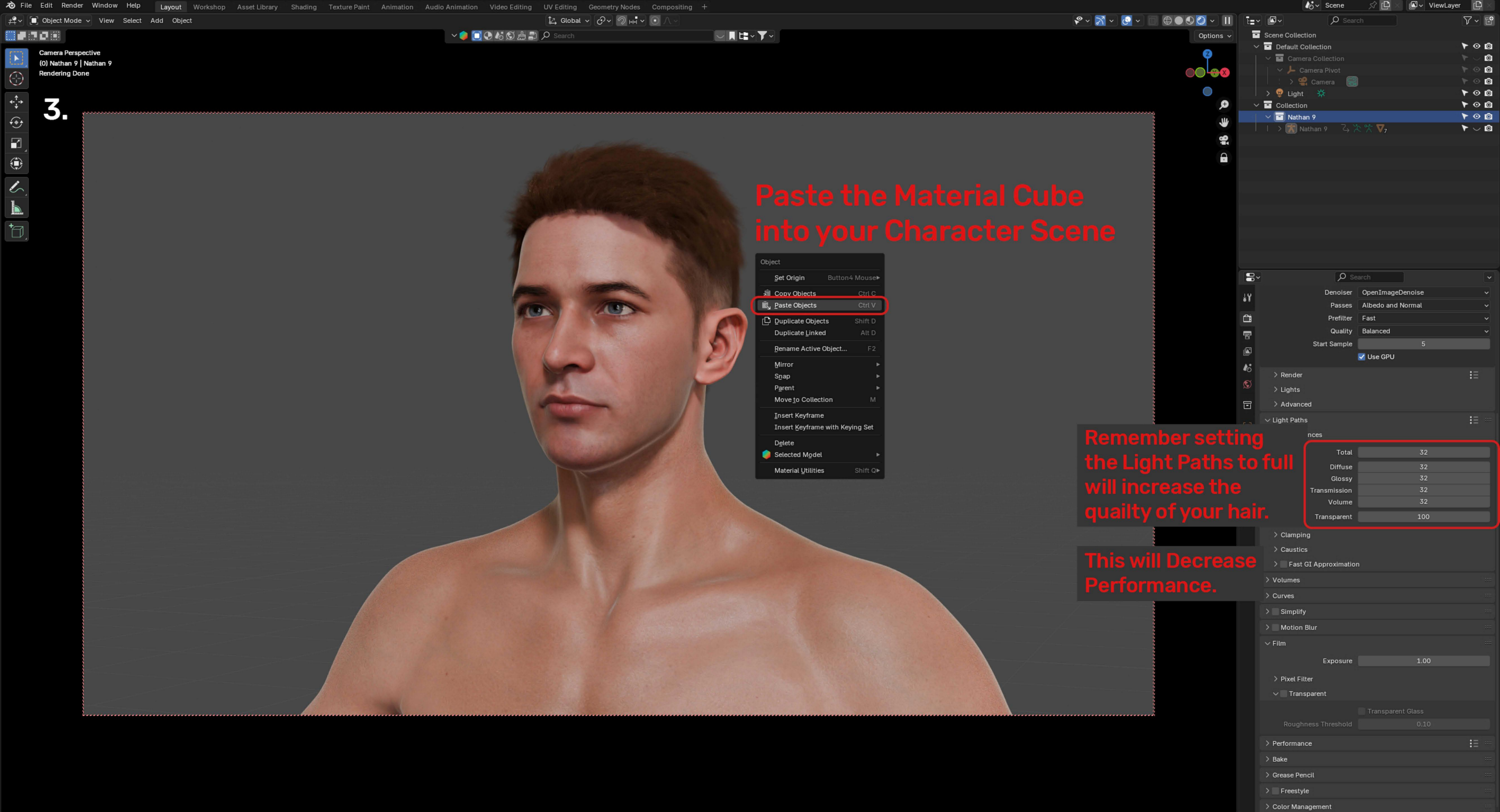
Sheen

Emission

Thin Film

Volume

Displacement



3.

## Paste the Material Cube into your Character Scene

Object

- Set Origin Button4 Mouse▶
- Copy Objects Ctrl C
- Paste Objects Ctrl V**
- Duplicate Objects Shift D
- Duplicate Linked Alt D
- Rename Active Object... F2
- Mirror ▶
- Snap ▶
- Parent ▶
- Move to Collection M
- Insert Keyframe
- Insert Keyframe with Keying Set
- Delete
- Selected Model ▶
- Material Utilities Shift Q▶

Remember setting the Light Paths to full will increase the quality of your hair.

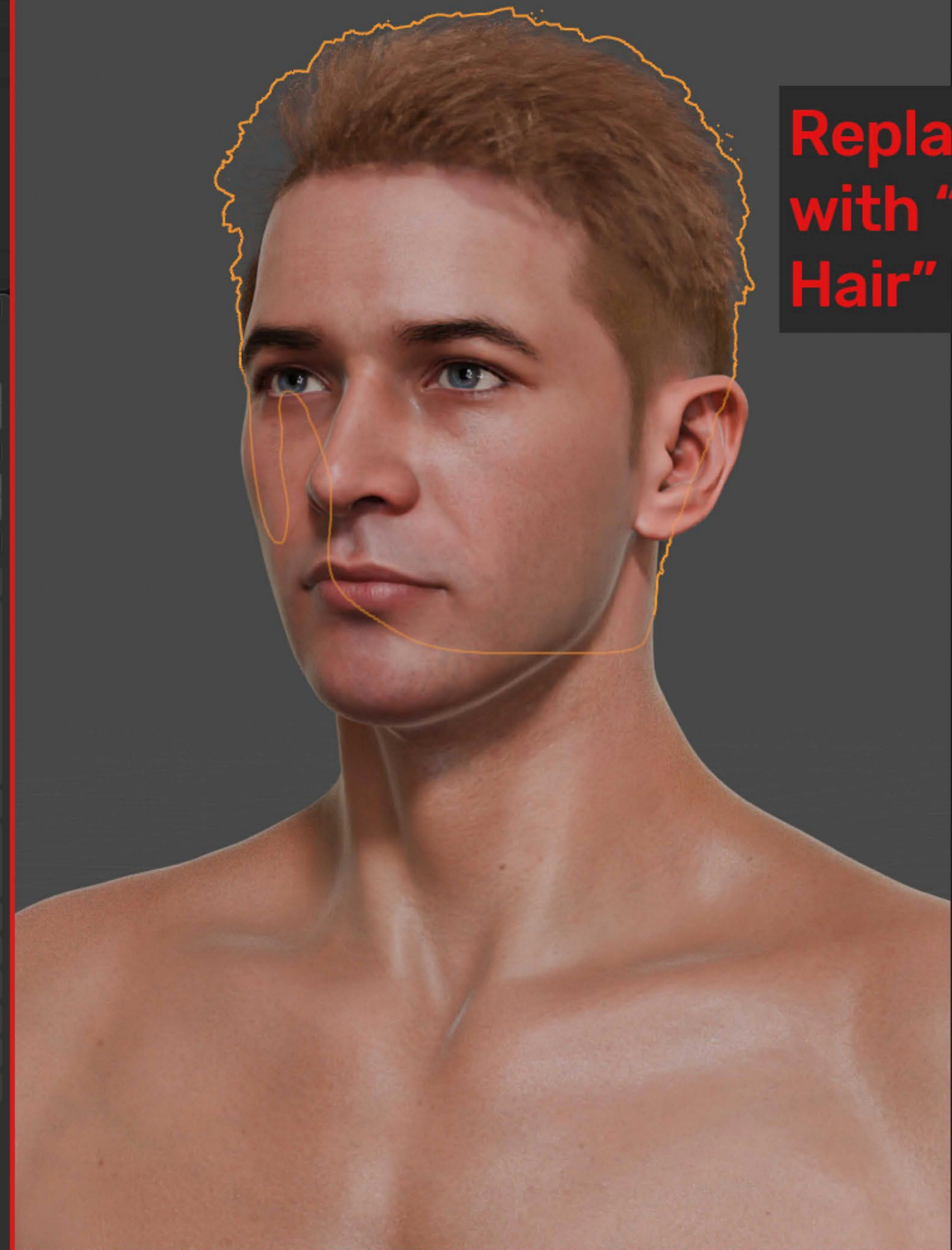
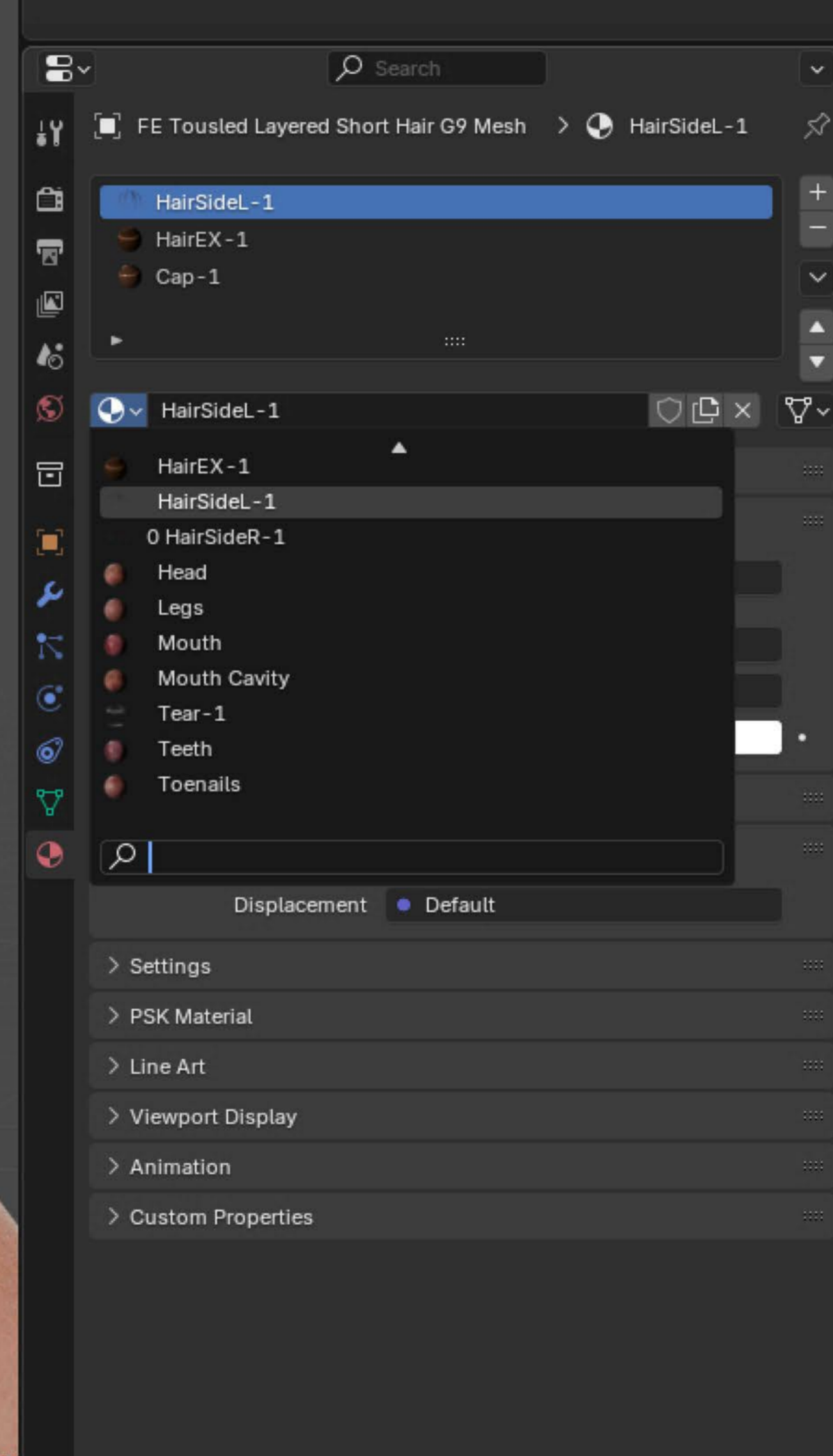
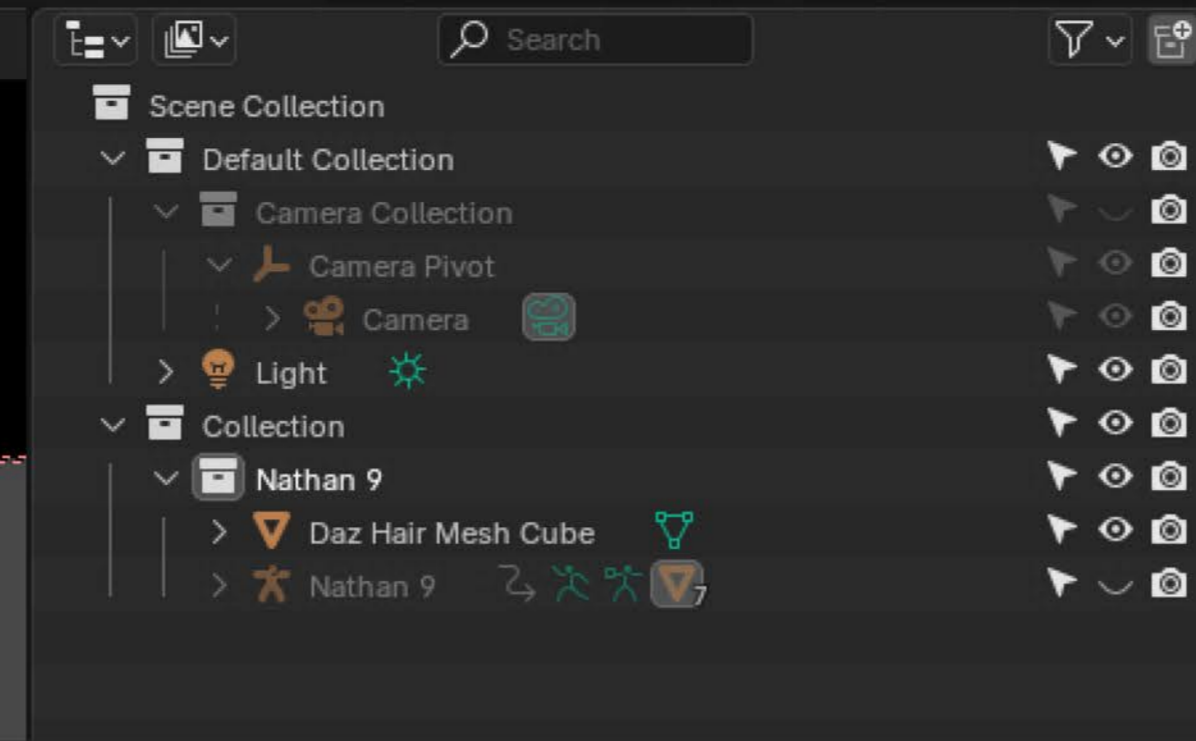
This will Decrease Performance.

Total	32
Diffuse	32
Glossy	32
Transmission	32
Volume	32
Transparent	100

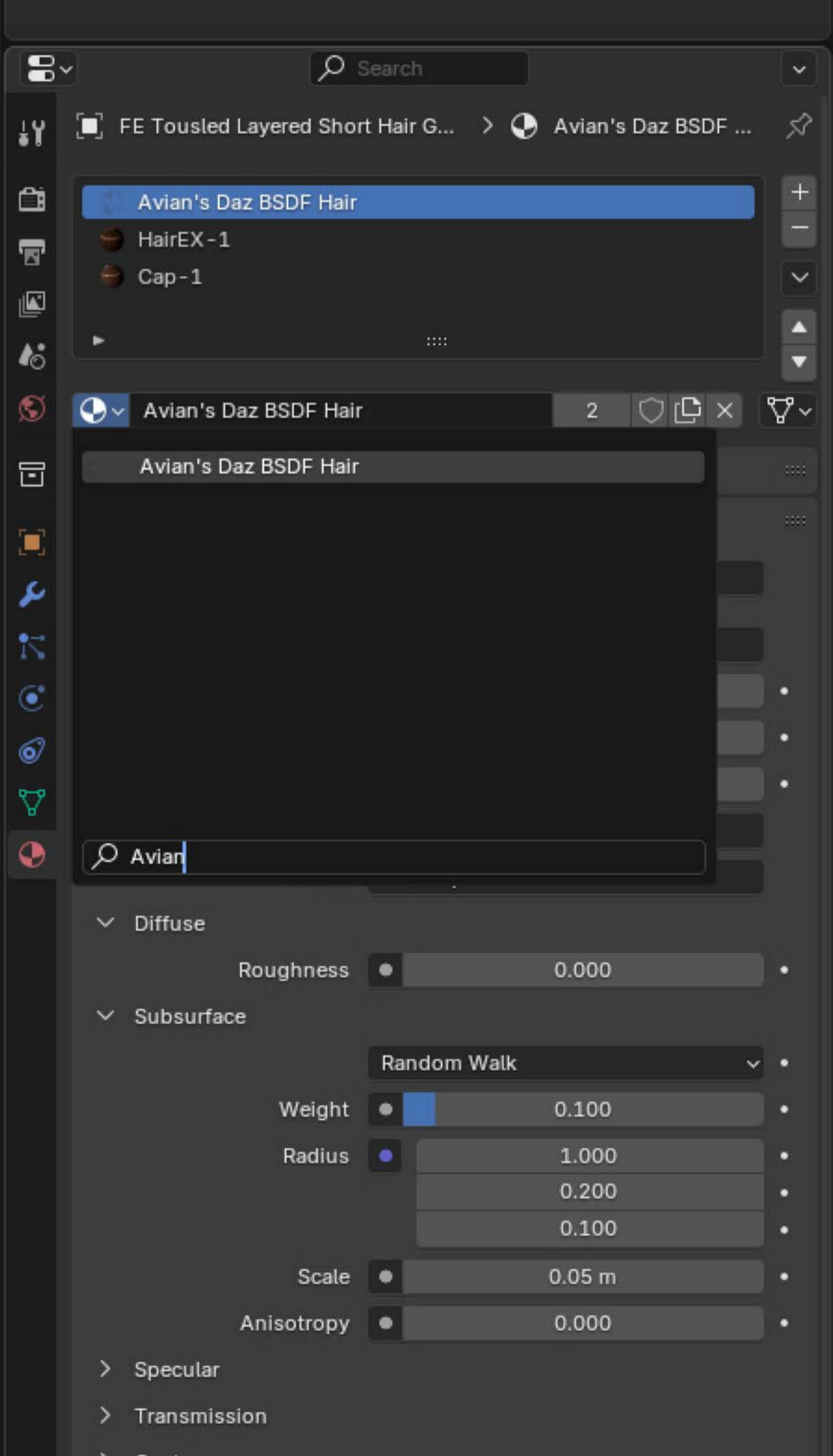
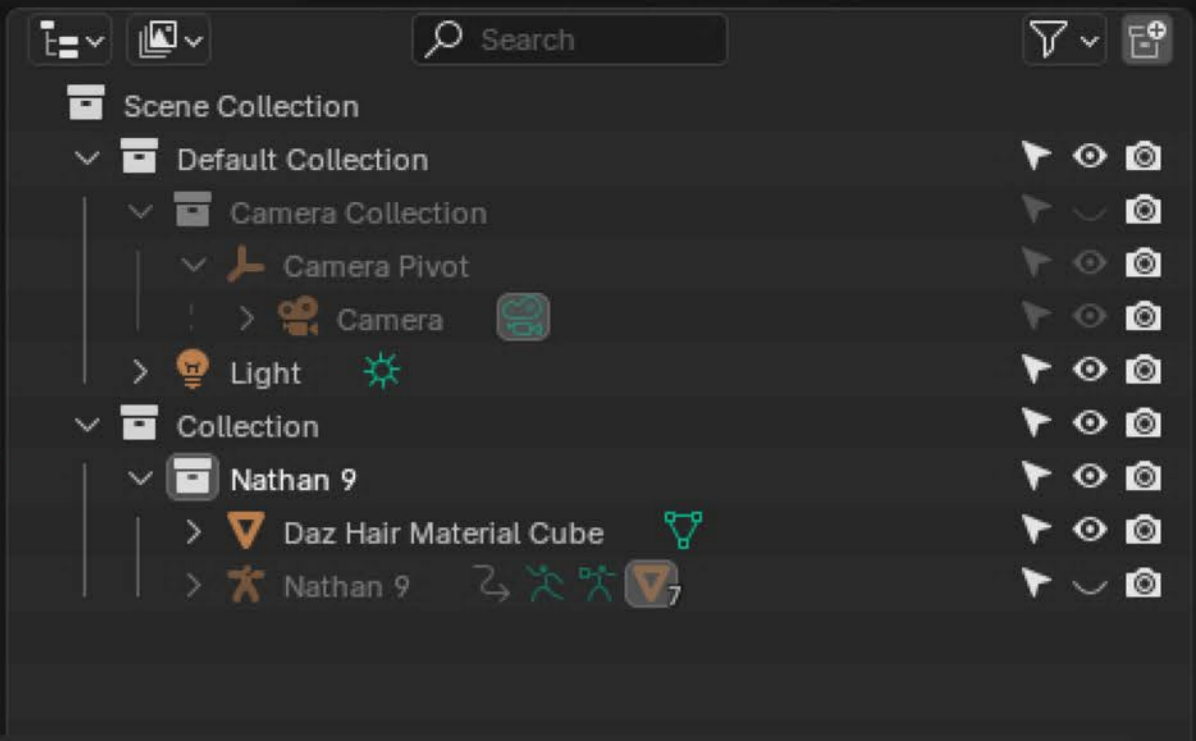
4.



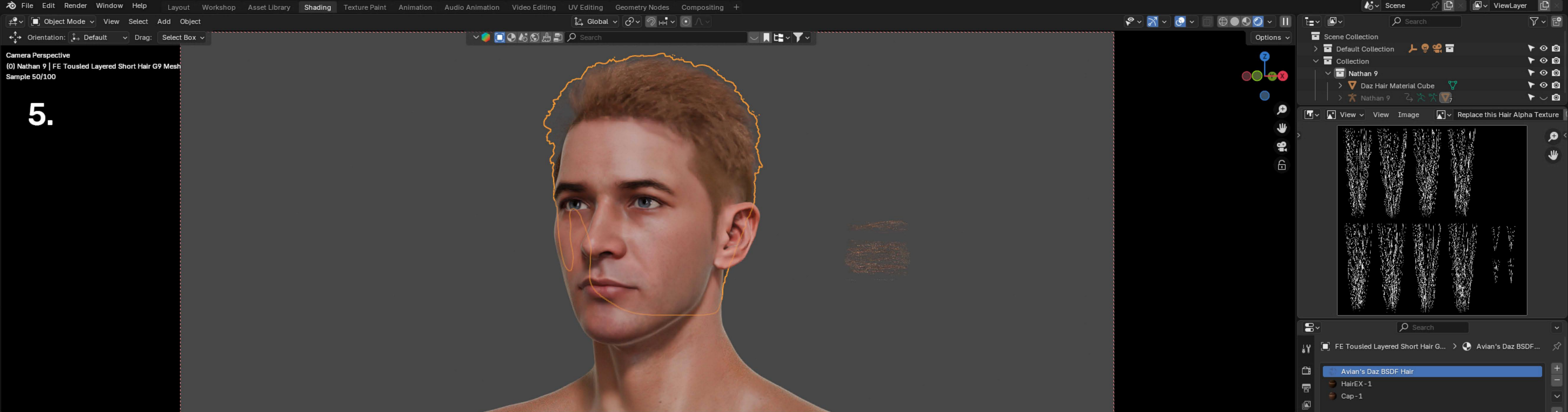
Select the Character's Hair Object and find it's Main Hair Material



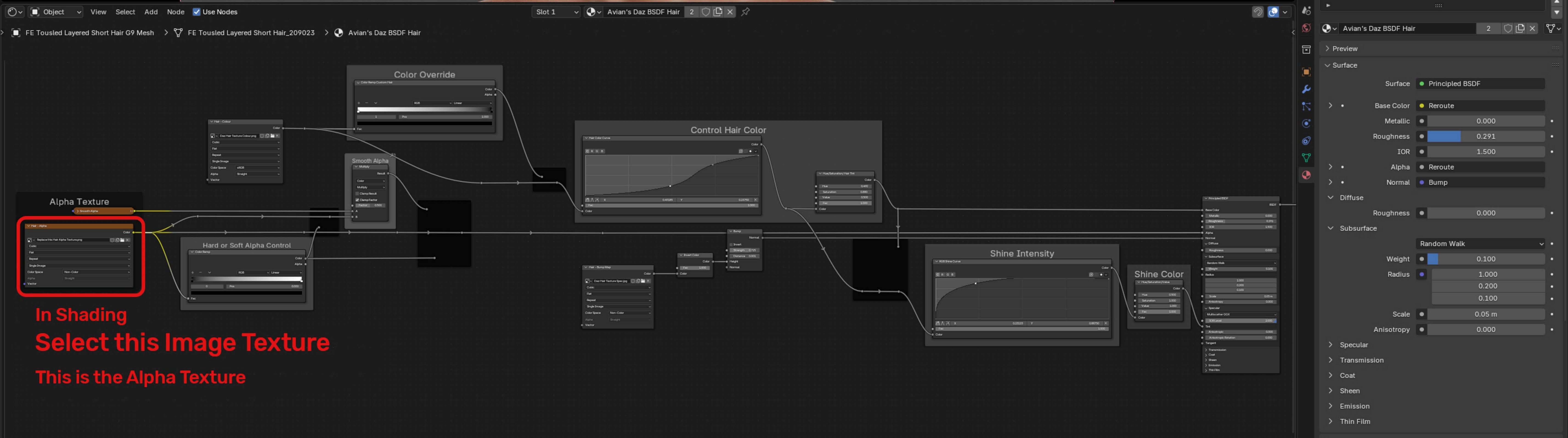
Replace that Material with "Avian's Daz BSDF Hair"



The only issue now is that the Alpha Texture is wrong.



5.



6.



Scene Collection

Default Collection

Nathan 9

Daz Hair Material Cube

Nathan 9

Replace this Hair Alpha Texture

Avian's Daz BSDF Hair

HairEX - 1

Cap - 1

Avian's Daz BSDF Hair

view

face

Surface Principled BSDF

Base Color Reroute

Metallic 0.000

Roughness 0.291

IOR 1.500

Alpha Reroute

Normal Bump

diffuse

Roughness 0.000

subsurface

Random Walk

Weight 0.100

Radius 1.000

0.200

0.100

Scale 0.05 m

Anisotropy 0.000

specular

transmission

coat

Sheen

Emission

Thin Film

**Replace the Alpha Texture  
With the Daz Character's  
Original Alpha Texture**

Hair - Alpha

Color

Replace this Hair Alpha Texture

Hair

Daz Hair Texture Spec

Daz Hair Texture Colour

Replace this Hair Alpha Texture

Hair  
E:/External 3D Library/DAZ Storage/Runtime/Texture  
Single Image  
4096 x 4096  
Non-Color  
Users: 3

Hair

Hair - Alpha

Color

Hair

Cubic

Flat

Repeat

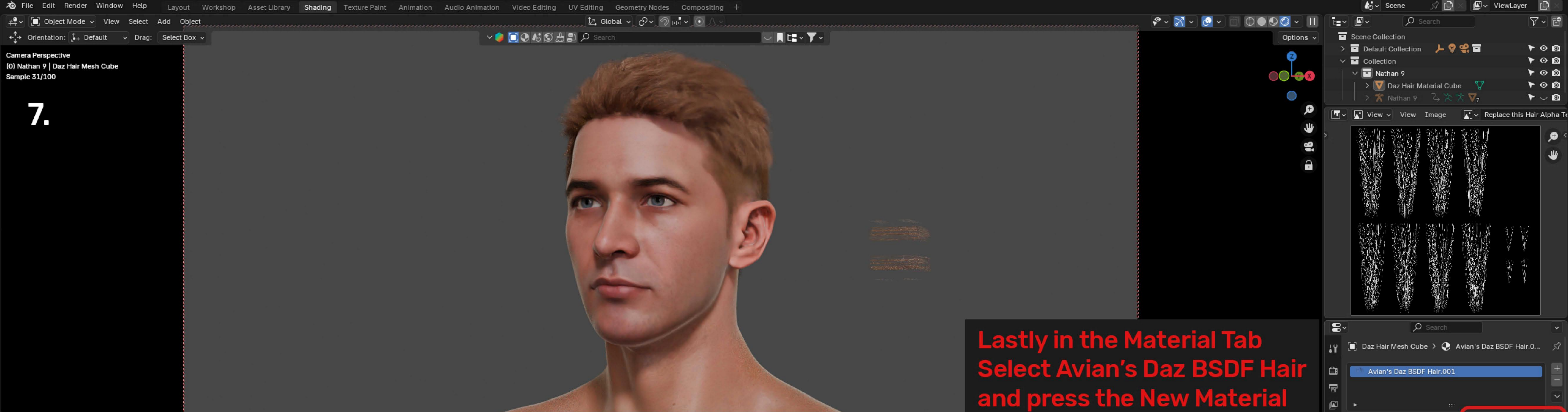
Single Image

Color Space Non-Color

Alpha Straight

Vector

**The Daz Hair Material is now Applied**



7.

Lastly in the Material Tab  
Select Avian's Daz BSDF Hair  
and press the New Material  
Button.

That will turn it into a copy so  
you can reuse it on another  
character in your scene.

